



# 2

# MASTERING MAGIC



*And so it came to pass that in the last days of the Thassilonian Empire, the very heavens themselves rebelled against its blasphemy. The Starstone fell, shaking the world and driving the seas forth across continents, nearly extinguishing the light of humanity.*

*Yet even in the rubble of their nations, the runelords continued to spar. From the mountains of the Rasp, the Runelord Karzoug ignored his people and struck out at Alaznist, Runelord of Wrath, driving her realm deeper beneath the waves. And in these last, futile scramblings, we see how even the mightiest of spellcasters may be brought low by sin.*

## INTRODUCTION

Anyone can be a spellcaster. If you can crack open a book and knuckle down in your studies, you can probably become a passable wizard. If you can devote yourself in body and soul to a god—and why wouldn't you, when there's such a variety to choose from?—you may find yourself endowed with magical powers simply for having faith in your god's (and your own) righteousness. Oracles are chosen without their consent, far-roving rangers pick up magical tricks and traps, druids channel the will of nature, sorcerers get their abilities as dubious presents from philandering ancestors, and bards find magical inspiration in performance and art. Magic is everywhere in the Pathfinder Roleplaying Game, and many of the movers and shakers in towns and cities of any significant size have a spell or two up their sleeves.

But those are just ordinary people who have access to magic. Basic hedge wizards may make a fine living crafting glowing swords, and a priest with the ability to heal broken bones is a must for any church that wants to win itself a congregation, but such everyday spellcasters are hardly the stuff of legend. Instead, those magic users who get remembered as heroes and legends—rather than simply magical craftsmen and merchants—take these same techniques and build upon them, seeking out ever-more-elusive knowledge and crafting new spells of magnificent power. It is with these esoteric practices that the greatest make names for themselves; these potent arts set the masters apart from mundane practitioners.

This chapter introduces several new subsystems and guidelines that help true acolytes of the magical arts hone their skills, and take them beyond the simple spells and constraints of lesser casters. In addition to in-game systems for crafting constructs, binding outsiders, and more, this section also includes dangerous new conditions called spellblights that afflict only casters, plus details for both players and Game Masters alike on how to design new spells for the Pathfinder Roleplaying Game and make sure that they're properly balanced and thought through ahead of time—before they wreak havoc at your gaming table.

Major subjects and subsystems covered in this chapter include the following.

### Spellblights

Just as spellcasters have strange and extraordinary abilities unavailable to the common person, so too are they susceptible to unique maladies. Spellblights are specific curses that only affect spellcasters and creatures

that use spell-like abilities, saddling them with a host of unfortunate conditions that are extremely difficult to get rid of and greatly hinder the victim's use of magic. (Fortunately, some of these curses have also been discovered to have beneficial side effects that cursed casters can use to their advantage.) Divided into both major and minor categories, spellblights include such grotesque conditions as hemoculysis—in which the caster bleeds from the eyes each time she casts a spell—as well as gentler but more inconvenient afflictions such as phase blight and spell addiction. Spellblights are described in full beginning on page 94.

### Spell Duels

When two competent spellcasters come to blows, the result is always impressive, if not downright frightening. Yet not every matter of honor is meant to be settled on the battlefield in standard, no-holds-barred combat. To this end, many of the more civilized casters (especially those in magical universities, military orders, and other situations in which the combatants might regret killing their opponents, or need to prove that their victory was through skill alone) settle such matters using a highly ritualized form of combat known as the spell duel. Sample rules for running a spell duel begin on page 99.

### Binding Outsiders

What better way for an accomplished arcanist or theological miracle-worker to display his abilities than to summon and bind a powerful outsider as his servant? Whether it's a cleric of Asmodeus flaunting a chained angel or the wizard who binds an inevitable to seek out and punish those who break contracts with him, binders are both feared and respected by beings from all planes—and for good reason. This section begins with general notes on binding, then goes on to present inside information on the various gifts and offerings that help secure the allegiance of each individual type of outsider, from akhana aeons to shoggti qliploth. These dangerous secrets begin on page 101.

### Building and Modifying Constructs

Constructs can be far more than just lumbering golems and awkward animated bureaus. Those who devote their lives to unlocking the inner workings of animating magic have uncovered numerous new abilities with which to imbue their constructs, as well as strange new ways to utilize the constructs themselves. Learn new animated object abilities, as well as how to price, modify, and repair unique constructs. Or dive deeper into more complex modifications: give your golem a brain to store feats, wear it as armor, see through its eyes, inscribe a rune on its forehead to protect it, or turn its limbs into grenades



ready to shatter and splash liquid death over those who attack it. Construct building and modification begins on page 111.

### New Familiars

A distinctive spellcaster deserves a distinctive familiar. This section presents statistics from a number of new and highly recognizable familiars, from the blue-ringed octopus and the donkey rat to the king crab and the ever-popular pig. These new minions begin their campaigns to become your next arcane assistants on page 117.

### Spellbooks

As with all scholarly practices, wizards and other arcane casters who follow an academic course to power achieve greatness by standing on the shoulders of giants. Presented in this section are numerous unique spellbooks ready to be dropped in front of arcane adventurers as treasure, or perhaps sought out as the objects of scholarly quests. In addition to spell lists and brief descriptions of each book's theme, these listings also include preparation

rituals—boons a spellcaster can receive by preparing her spells using the spellbook in question. But beware, for not all of the spellcasters who penned these tomes take kindly to interlopers plagiarizing their work, and some spellbooks carry dangerous wards to defend their pages against prying eyes. The section detailing new spellbooks begins on page 121.

### Designing Spells

While this book contains a host of new spells, you can never have enough variety in your magical arsenal, and one of the great joys of playing a spellcaster (or Game Mastering for one!) is designing new spells unique to a given character or situation. This section takes a detailed look at the design process for spells, a delicate balancing act that is as much art as science. How much damage should a spell of a given level do? Is a spell that kills or controls more powerful? Which bonus type should a given spell grant? What spells are good benchmarks to compare your new creation against? The secrets of the Pathfinder RPG's key designers await, beginning on page 128.

## SPELLBLIGHTS

Spellblights are rare and unusual magical conditions that uniquely affect spellcasters, including creatures that use spell-like abilities. Spellblights are curses, some functioning continuously and others manifesting only when the afflicted creature attempts to cast a spell or use a spell-like ability. A creature that lacks the ability to cast spells or use spell-like abilities cannot usually be afflicted by a spellblight.

Unlike many magical effects, a spellblight usually persists in an antimagic field, though because they often affect spellcasting, their effect is typically lessened in such a field.

### Gaining Spellblights

There are many ways a spellcaster can become afflicted with a spellblight. These conditions can be gained by way of a *bestow curse* or *major curse* spell, as well as spontaneously with a number of unusual circumstances, many of which are detailed below.

**Areas of Spellblight:** Typically, the act of casting a spell has little chance of inflicting a spellblight, but there are some areas of magical instability where the mere act of casting a spell within the area can endanger a spellcaster. There are two main types of spellblight areas. In areas of minor spellblight, each time a spellcaster casts a spell, she must succeed at a DC 14 Will saving throw or be affected by a random minor spellblight. In areas of major spellblight, the caster must succeed at a DC 22 saving throw or contract a major spellblight. Due to the strange and random nature of such areas, their effects are not always consistent. There are areas that inflict a single type of spellblight, and areas that are easier or harder to resist with each spell cast.

**Curses and Other Spells:** All spellblights can be inflicted upon spellcasters with a *bestow curse* or *major curse* spell. *Bestow curse* can bestow any minor spellblight, while a *major curse* is required to afflict a spellcaster with a major spellblight. Other spells may inflict a specific spellblight or may allow the caster to select any spellblight as part of the spell. A successful saving throw against the spell prevents the spellblight from taking hold.

### Optional Ways to Acquire Spellblights

GMs may choose to include the following methods of acquiring spellblights.

**Antimagic Field:** The first time a spellcaster attempts to cast a spell within an *antimagic field*, there is a chance she will spontaneously gain a major spellblight. The

caster must succeed at a Will saving throw (DC 15 + the caster level of the *antimagic field* or DC 23 if there is no caster level for the effect).

**Arcane Spell Failure:** When a spellcaster fails an arcane failure check by rolling a 5% (a roll of 01–05 on the spell failure roll) or lower, she has a chance of becoming afflicted with a spellblight. The failed spellcaster must succeed on a Will saving throw (DC 15 + the spell's level) or gain a spellblight. A failed spell of 4th level or lower results in a minor spellblight, while a failed spell of 5th level or higher results in a major spellblight.

**Crafting Magic Items:** When a spellcaster is crafting a magic item, and fails the skill check to create the item, the GM can choose to give the caster a spellblight instead of having that check result in a cursed item. Determine the spellblight randomly based on the caster level of the item she was attempting to create. Creating an item with a caster level of 10 or lower gives a random minor spellblight, while creating an item of caster level 11 or higher gives a random major spellblight.

**Spell Turning:** When a spellcaster is warded with a *spell turning*, and so is the creature he or she attacks, such occurrences usually create a resonance field as described in the spell's description. Instead, the spellcaster who cast the original effect can choose not to create the resonance field and both spellcasters are affected by a major spellblight. The spell that triggered the resonance field drains away without effect.

**Teleportation Mishap:** A spellcaster who casts a teleportation spell that results in a teleportation mishap has a chance of gaining a spellblight. The spellcaster who cast the teleportation spell must succeed at a Will saving throw (DC 15 + the spell level of the teleport) or gain a major spellblight.

**Use Magic Device:** When a spellcaster rolls a natural 1 while attempting to use a magic device with the Use Magic Device skill, she can choose to risk gaining a minor spellblight instead of not being able to activate the item for 24 hours (Will negates DC 10 + item's caster level).

### Removing Spellblights

While the most severe symptoms of a spellblight may manifest only episodically, the condition is often tenacious and difficult to remove. Each spellblight lists conditions for its removal, and can also be removed as if it were a curse (with *remove curse*, *break enchantment*, and so on). The caster level check DC to remove a minor spellblights is 20; the DC to remove a major spellblight is 30. The DC to remove the spellblight is reduced by 1 with each day that passes (minimum DC 10). Using anything other than a curse-removing spell to remove a spellblight imposes a –5 penalty on the caster level check. Any spellblight can be removed automatically, without a caster level check, with *mage's disjunction*, *miracle*, or *wish*.

The following tables list minor and major spellblights. When called to randomly determine a spellblight, roll on the appropriate table.

**TABLE 2-1: RANDOM MINOR SPELLBLIGHTS**

d10	Result
1	Caster Blank
2	Caster Croak
3	Confounded Casting
4	Disassociation
5	Ebon Eyes
6	Eldritch Ague
7	Hemoculysis
8	Lassitude
9	Ritualistic Obsession
10	Spell Addiction

**TABLE 2-2: RANDOM MAJOR SPELLBLIGHTS**

d10	Result
1	Eldritch Cataracts
2	Nameless Dread
3	Negated
4	Obsessive Fixation
5	Phase Blight
6	Spell Burn
7	Spell Sap
8	Transference Block
9	Vertigo
10	Roll twice on the minor spellblight chart. The spellcaster is afflicted with both spellblights.

## DESCRIPTION OF SPELLBLIGHTS

The following section details spellblights, split up based on their severity and featuring descriptions of effects and special methods to end those effects. Note that some of the effects of spellblights can be somewhat beneficial. Crafty spellcasters can make the best of even the worst situations, and the beneficial effects of any spellblights represent this. If a spellblight calls for a concentration check based on the level of the effect, and the caster is using a spell-like ability that doesn't have an effective level, use half the caster level of the spell-like ability instead.

### Minor Spellblights

The following is a list and descriptions of many of the most common minor spellblights.

**Caster Blank:** A spellcaster with caster blank has a hard time focusing her spells or spell-like abilities on the same creature more than once. After targeting a creature with a spell, the caster cannot target that creature again with a spell until caster blank is removed or suppressed.

To suppress caster blank, the afflicted spellcaster must spend a standard action concentrating, which shakes off all effects of the caster blank until she casts a targeted spell again. Caster blank only affects spells that target creatures, and a spellcaster can still affect the creature with area spells.

Caster blank can be cured by any effect that removes confusion or insanity. Creatures that are immune to mind-affecting effects are immune to this spellblight.

**Caster Croak:** The afflicted spellcaster's throat or mouth is magically constricted. The spellcaster can barely make her words heard, and then only with great effort. A creature under this affect can only make itself heard by others by spending a swift action to focus its will on speech. Casting spells with a verbal component has a 20% chance of spell failure, and the save DCs of any spells she casts with the language-dependent descriptor are reduced by 4. Spell-like abilities are not affected by this spellblight because they lack verbal components. Shouting and screaming is impossible while the creature is affected by this spellblight.

A *heal* spell or similar effect cures this spellblight, as does casting the *shout* spell, though doing so is still affected by the spellblight's effects.

**Confounded Casting:** A spellcaster with confounded casting has a mental disconnect between the spells she intends to cast and the spells she actually casts. The first time on her turn that she casts a spell or uses a spell-like ability, she makes a concentration check with a DC of 15 + twice the level of the spell being cast. If the concentration check fails, the caster must pick another spell or spell-like ability of the same level or lower to cast with the same casting time. If the spellcaster has no other spell or spell-like ability, the action is lost. The spell or spell-like ability she originally picked is not spent and she can attempt to cast that spell again later.

Confounded casting is cured by any effect that removes confusion or insanity. Creatures that are immune to mind-affecting effects are immune to this spellblight.

**Disassociation:** A spellcaster with disassociation lapses into a mild insanity in which she dissociates her identity and starts to perceive herself as someone else. While subject to disassociation, a spellcaster is incapable of using spells or effects with a range of personal or of targeting herself with a spell effect. A spell with an area that includes her but does not need targeted individual creatures functions normally.

Disassociation can be cured by any effect that removes confusion or insanity.

**Ebon Eyes:** A spellcaster with ebon eyes develops a jet-black film over her eyes, which inverts her capacity to perceive light and darkness. The creature treats darkness as bright light, dim light as normal light, normal light

as dim light, and bright light as darkness. The ebon eyes protect against blinding, dazzling, patterns, or other visual effects, granting a +2 bonus on all saving throws against those effects.

Ebon eyes can be removed with an effect that removes blindness.

**Eldritch Ague:** Eldritch ague manifests itself as a sickness that is debilitating to spellcasters. A spellcaster with this spellblight is sickened until the curse is removed. When the subject of the curse casts a spell, she is overcome with shaking for 1 round, requiring any spellcasting or the use of a spell-like ability during that time to succeed at a concentration check (DC 15 + twice the spell level of the spell being cast). If she fails the save, the spell and the action to cast it is lost.

While a curse, eldritch ague acts much like a disease, and creatures with immunity to disease are also immune to eldritch ague. *Remove disease* cures eldritch ague; unlike with most spellblights, using this spell to remove the spellblight does not impose a –5 caster level check penalty.

**Hemoculysis:** A spellcaster with hemoculysis bleeds from her eyes whenever she casts a spell. The volume and duration of this flow depends on the level of the spell, lasting 1 round per level of the spell. While bleeding from the eyes, the spellcaster is considered dazzled and takes 1 point of bleed damage. Casting additional spells while the eyes are already bleeding resets the duration of existing hemoculysis by the spell level, provided it's greater than the current duration. The sight of the spellcaster's eyes bleeding is horrifying, and she gains a +2 circumstance bonus on Intimidate checks and a –4 penalty on Bluff and Diplomacy checks for the duration of the bleeding.

Hemoculysis can be cured by *heal* or *regenerate*.

**Lassitude:** Whenever a spellcaster with this spellblight casts a spell, she must make a concentration check (DC 15 + twice the spell level of the spell being cast). If she fails the check, the spellcaster takes 1 point of nonlethal damage per spell level (or 1 point of nonlethal damage when casting a 0-level spell or 1 point per 2 caster levels if using a spell-like ability). This nonlethal damage cannot be reduced in any way so long as the spellcaster suffers from lassitude.

Lassitude can be cured by *lesser restoration*, *restoration*, or any effect that completely removes exhaustion. Simply resting has no effect. Creatures immune to nonlethal damage are immune to this spellblight.

**Ritualistic Obsession:** A spellcaster afflicted with ritualistic obsession adds unnecessary gestures to her spellcasting activities. Any spell without a somatic component (even a spell cast with the Still Spell feat) now requires one, and any spell that already has a somatic component requires two free hands rather than one.

Spell-like abilities now require a somatic component. The extra complexity increases swift action casting times to a standard action, standard action casting times to 1 round, and 1 round casting times to 2 rounds. Other casting times are not increased. The extra focus does serve to increase the efficacy of the caster's spells. All save DCs for spells and spell-like abilities that have their casting time increased with ritualistic obsession are increased by 1.

Ritualistic obsession is cured by any effect that removes insanity. Creatures that are immune to mind-affecting effects are immune to ritualistic obsession.

**Spell Addiction:** A spell addict feeds off the elation of wielding magic, but suffers rapid withdrawal once spellcasting ends. After successfully casting a spell, the addict gains a +2 morale bonus on attack rolls, skill checks, and saving throws until her next turn. On any round the spell addict does not cast a spell on her turn, however, she goes into withdrawal, and is sickened until her next turn.

Spell addiction is cured by any effect that removes confusion, insanity, or disease. Creatures that are immune to mind-affecting effects are immune to spell addiction.

## Major Spellblights

The following list details some of the most common major spellblights.

**Eldritch Cataracts:** Each time a spellcaster with this spellblight casts a spell, her vision becomes fuzzier and fuzzier until eventually she is blinded. Each time the spellcaster casts a spell, she must succeed at a Fortitude save with a DC equal to 15 + the spell's level. If she fails, she takes a –1 penalty on vision-based Perception checks until the spellblight is removed. Further failed saving throws increase the penalty by 1 until the character reaches a –4 penalty, at which point she becomes blinded instead.

Eldritch cataracts is a difficult spellblight to cure. Any effect that cures blindness reduces the penalty by 1. If the penalty is reduced to –3 or lower, any blindness is relieved until the caster fails the Fortitude saving throw enough times to bring the penalty back to –4. Reducing the penalty to 0 cures the spellblight.

Blind creatures and creatures that don't use sight are immune to eldritch cataracts.

**Nameless Dread:** A caster with nameless dread believes strange beings from far dimensions or the blackness between the stars are hounding her and sapping her sanity. Every time the caster uses a spell or a spell-like ability, she sees a glimpse of her nameless pursuers. She must succeed at a concentration check (DC 15 + twice the spell's level), or become shaken for 1 round per level of the spell. If already shaken, the spellcaster becomes frightened for the duration of the original effect or the duration of the new

effect, whichever is greater. If she is already frightened, she becomes panicked (and cannot cast) for the duration of the current effect or the duration of the new effect, whichever is greater. Each time a spellcaster becomes panicked, there is a 5% chance she will become permanently insane (as the *insanity* spell, or the GM may choose a form of insanity listed on pages 250–251 of the *GameMastery Guide*).

A spellcaster suffering from nameless dread is particularly adept at wielding spells with the fear or chaos descriptor. When she casts a spell with that descriptor, the save DC for that spell is increased by 1, and she gains a +1 competence bonus on all caster level checks made to bypass spell resistance.

Spells that suppress fear work on nameless dread. Those that remove fear effects suppress the effects of nameless dread (and its benefits to spellcasting) for 1 hour.

**Negated:** A negated spellcaster has his ability to manipulate magical energies disrupted. He gains spell resistance equal to 10 plus twice the highest spell level he can cast. This spell resistance cannot be voluntarily lowered. In addition, anytime he casts a spell, he must make a caster level check (1d20 + caster level) against this spell resistance. On a successful check, the spell is completed and the spellcaster's spell resistance is removed until the start of his next turn. Failure indicates he failed to muster up enough magical energy to cast the spell, but the spell is not lost and may be attempted again. Any feats or abilities that aid in bypassing spell resistance help with this check.

*Restoration* suppresses the negated spellblight for one day.

**Obsessive Fixation:** A spellcaster with an obsessive fixation develops a tendency toward repetition. This manifests itself differently depending on whether the spellcaster prepares spells, is a spontaneous caster, or uses spell-like abilities. When preparing spells, an afflicted spellcaster must attempt to prepare as many duplicate spells as she can, meaning she prepares two copies of each spell she picks, but cannot exceed her normal number of spell slots to do so. This need to prepare multiples (thus limiting her versatility) is the only effect. If the spellcaster is a spontaneous caster or uses spell-like abilities, when that spellcaster casts a spell or uses a spell-like ability, she must cast that spell again on her next turn, or

becomes dazed for 1 round at the end of her turn. Once she casts two copies of the same spell in a row or becomes dazed, the obsessive fixation resets, and she can cast any spell she knows, starting the cycle again.

Obsessive fixation can be suppressed for 1 day with an effect that removes confusion or insanity.

**Phase Blight:** A spellcaster afflicted with spellblight fades in and out of existence. Each time she casts a spell, she phases in and out of reality for 1 round per level of the spell cast. While phasing, any physical attacks made against the spellcaster have a 50% miss chance, any individually targeted spell has a 50% chance to fail to affect the caster, and the spellcaster takes only half damage from area attacks. In addition, while actively phasing, all of a spellcaster's physical attacks have a 50% miss chance, all of the caster's spells that target creatures have a 50% chance of affecting the target, and all of the caster's area attacks do 50% of their normal damage. Unlike when casting the *blink* spell, the spellcaster does not become ethereal; she blinks in and out of reality altogether.

Effects that block planar travel, like *dimensional anchor*, stabilize a phasing creature for the duration of the effect.

**Spell Burn:** Each time a spellcaster afflicted with this spellblight casts a spell or uses a spell-like ability, her skin feels like it burns, as if she were on fire. With a successful concentration check (DC 15 + twice the spell level cast), the spellcaster can ignore the pain of the effect, but if she fails, she is staggered for a round. While the caster is staggered by this spellblight, any spell with the fire descriptor that she casts has its saving throw DC increased by 1.

The burning sensation is a figment of the caster's imagination. Spellcasters that are immune to mind-affecting effects are immune to this spellblight, and don't gain the beneficial effect when casting spells with the fire descriptor.

**Spell Sap:** A spellcaster with spell sap is subject to blackouts when casting spells. She may become mentally locked, distant, or catatonic, or may even slip into unconsciousness. Each time the afflicted spellcaster casts a spell or uses a spell-like ability, she must succeed at a Fortitude save (DC 14 + caster level) or become dazed until the end of her next turn. If she fails the save by 10 or more, she instead falls prone and lapses into unconsciousness for 1d4 rounds.





Spell sap can be suppressed for 1 day with an effect that removes confusion or insanity.

**Transference Block:** A spellcaster with transference block has difficulty targeting allies with spell effects. Anytime she casts a spell on an ally, she must make a concentration check (DC 15 + twice the spell's level) or the spell is lost.

Transference block can be cured by spending 1 hour in an *antimagic field*.

**Vertigo:** A spellcaster with vertigo becomes dizzy and lightheaded when she casts a spell. Each time she casts a spell or uses a spell-like ability, the world spins and shifts around her. She must succeed at a concentration check (with a DC equal to the 15 + twice the level of the spell being cast). If the spellcaster fails the check, she falls prone, and for 1d4 rounds takes a penalty on Acrobatics, Climb, Ride, Stealth, and Swim checks equal to 1 + the level of the spell. While the afflicted spellcaster takes those penalties, she must also succeed at a DC 10 Acrobatics check in order to stand up from prone.

A *restoration* cast on the afflicted spellcaster suppresses this spellblight for 1 day.

### Optional: Benefits of Harmful Conditions

A resourceful spellcaster draws upon experience to lend power to her magic. In the same way many of the spellblight conditions above offer advantages under the right conditions, at the GM's discretion, the standard conditions described in Appendix 2 of the *Core Rulebook* can provide benefits as well. If the following material gives a spell failure chance, this is in addition to other rolls to succeed at casting (such as caster level checks and arcane spell failure from armor) and is resolved after those rolls.

**Bleed:** While a spellcaster is affected by this condition, her *inflict wounds* spells inflict an extra point of damage per die. This only applies when using an *inflict wounds* spell, not when using those spells to heal undead.

**Blinded:** A blinded spellcaster can use some of the energy of a spell with the light descriptor to try to counteract the blinded condition. Also, when a blinded spellcaster casts a spell with the light descriptor, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the blinded condition.

**Confused:** While confused (either temporarily, or permanently by way of an *insanity* spell or effect), a spellcaster can tap into that confusion during periods of lucidity. When a confused spellcaster can act normally, the DCs of her spells that give confusion or insanity effects are increased by 1. The caster also gains a +2 competence bonus on caster level checks made to bypass spell resistance with those spells.

**Entangled:** A spellcaster who is entangled and casts a spell with the force descriptor can choose to take a 20%

chance of spell failure on that spell. If she successfully casts the spell, she ends the entangled condition, or if she is anchored, her movement is no longer prevented, but she is still entangled.

**Dazzled:** A dazzled spellcaster can use some of the energy of a spell with the darkness descriptor to try to counteract the dazzled condition. When a dazzled spellcaster casts a spell with the darkness descriptor, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the dazzled condition.

**Deafened:** A deafened spellcaster can use some of the energy of a spell with the sonic descriptor to try to counteract the deafened condition. When a deafened spellcaster casts a spell with the sonic descriptor, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the deafened condition.

**Disabled:** A disabled spellcaster can tap into her fears of impending death to empower her conjuration (healing) spells. Once per day, while disabled due to damage taken, a spellcaster can choose to treat a single conjuration (healing) spell she casts on herself as having a caster level two levels higher than her actual caster level. She must actually cast the spell; this ability cannot raise the caster level of a spell cast from a magic item.

**Grappled:** While being grappled, a spellcaster can choose to take a 20% chance of spell failure when casting a touch attack spell. If the spell is successfully cast, the caster gains a +2 bonus on the attack roll against the creature grappling her.

**Nauseated:** A nauseated spellcaster can use some of the energy of a conjuration (healing) spell to try to counteract the nauseated condition. When a nauseated spellcaster casts a conjuration (healing) spell, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the nauseated condition.

**Poisoned or Sickened:** Once per day, while a spellcaster is poisoned or sickened, she can take a 20% chance of spell failure when casting a single spell that causes a poison or sickened effect. If the spell is successful, the DC of any poison or sickened effect granted by that spell increases by 2.

**Shaken:** While a spellcaster is shaken, once per day she can channel her fear to increase the power of a single spell with the fear descriptor that she casts. When she does so, the spell DC of that spell is increased by 1. She must actually cast the spell; this ability cannot raise the caster level of a spell cast from a magic item.

**Staggered:** Once per day, while a spellcaster is staggered, she can take a 20% chance of spell failure when casting a single spell that takes a swift or standard action to cast. If the spell is successfully cast, she can take a move action directly after casting the spell.

## SPELL DUELS

Spellcasters are no strangers to battle, but there's a difference between the chaos of a huge melee, with dozens of feral monsters seeking to tear the caster limb from limb, and a more civilized duel between rivals seeking to settle a dispute. Make no mistake, these duels can be just as deadly, but the rules surrounding them make for a different style of combat—one in which both combatants can attack and defend with ease, allowing the true skill and power of each to determine the victor.

### Starting a Duel

A spell duel is a form of combat, but unlike ordinary combat, the participants must all agree to willingly enter the duel and abide by its rules. If either side breaks the rules, it is considered the loser of the duel, regardless of any other outcome, and if its members continue aggressive action, the fight returns to the standard rules for combat.

The rules for a duel between spellcasters are usually very simple, but can be changed and altered by the participants, so long as both sides agree. Such discussions typically happen before the duel, allowing both sides to properly prepare, but as with all elements of a duel, this is not always the case. Most duels utilize the following simple rules.

- Each participant must fight alone and can receive no help from outside sources, with the exception of familiars or other bonded creatures.
- Each participant must fight with magic. The use of melee or ranged weapons is forbidden, with the exception of bonded objects and weapons that can cast spells, such as staves.
- The use of summoned or otherwise conjured creatures is forbidden, unless the duel expects such creatures to combat one another at the behest of the participants (rather than directly attacking the dueling opponent). This sort of creature duel is common among druids, summoners, and conjurers.
- The duel lasts until one of the casters has been knocked unconscious or otherwise prevented from continuing. Spells such as *hold person* do not end duels, but *flesh to stone* certainly does, assuming the target fails her saving throw. Some duels go to the death and are only ended when one duelist or team is a smoking pile of ash.

### Duel Combat

A duel functions much like ordinary combat, with a few notable exceptions that make for a more exciting and challenging encounter.

At the start of the duel, each participant makes an initiative check, just like in standard combat. Because duels are always planned and expected, there is never a surprise round. Alternatively, some duels start off with each side facing off, waiting for the other to flinch or break resolve. In such cases, substitute a Bluff, Intimidate, or Sense Motive check in place of the standard initiative check. The skill used is decided by the individual participants and is reflective of their approach to the duel.

At the beginning of each round, the participants check the status of the duel (the GM may want to mark the



beginning of each round in some way during initiative tracking as a reminder to check this status). So long as all participants agree to continue dueling, the duel goes on. If any one of the participants withdraws from the duel, the duel immediately ends for all participants, even those who want to see it continue. The participant or side that ended the duel is considered the loser of the duel. The duel's remaining participants can, among themselves, agree to resume the duel, but this is considered a separate duel from the previous one and does not involve those who withdrew from the duel.

Each participant in a duel can act normally on her turn, but if she casts a spell, that spell must affect or target either herself or one of the other duel participants (whether this participant is an ally or an opponent). For example, a dueling mage could not cast *haste* on her allies and exclude herself, but she could cast it on herself and her allies. The same goes for offensive spells, such as *fireball*—the dueling caster must include one of her opponents in the duel among the targets of the spell, and could not affect some nearby creatures to the exclusion of her opponent.

In addition to the normal set of actions a dueling caster can perform each round, each participant in a duel may take a special counterspell action called a dueling counter, as noted below.

### Dueling Counter

Each participant in a duel can take a special action once per round called a dueling counter. A dueling counter is similar to a counterspell, but is easier to use.

When a dueling opponent tries to cast a spell, the targeted spellcaster can make a Spellcraft check (DC 15 + the spell's level) as a free action. If the check succeeds, she identifies her opponent's spell and can attempt a dueling counter. If it fails, she cannot attempt a dueling counter against that spell.

A dueling counter is an immediate action that does not provoke attacks of opportunity. To attempt a dueling counter, the countering duelist must expend a spell or a spell slot of a level equal to or higher than that of the spell being cast. Note that characters who cast spells spontaneously (such as bards and sorcerers) must choose what exact spell they are using to counterspell in addition to the slot being used. The countering duelist must then make a caster level check against a DC of 15 + the spell's caster level. Unlike when using a true counterspell action (which requires a readied action), even expending an exact copy of the spell being cast does not guarantee success. The caster attempting the counterspell receives a bonus or penalty on her check depending upon the level of the spell slot expended and the exact spell used, as noted in Table 2-3. If the check is successful, the spell is countered—it

is negated and the spell is lost. If not, the spell happens as normal and the duelist attempting to counter the spell takes a –2 penalty on any saving throws made against the spell's effect.

Alternatively, a spellcaster can use *dispel magic* or *greater dispel magic* as a dueling counter. When a dueling spellcaster does so, she does not need to identify the spell being cast, can counter a spell of any level, and must succeed at a caster level check against a DC of 11 + the spell's caster level. When *dispel magic* is used as a dueling counter, it is not modified by any of the circumstances in Table 2-3.

Because readying to counterspell is its own action, a participant can choose to ready to counterspell and make a dueling counter in the same round. This is only useful if the participant is facing multiple opponents or someone with access to Quicken Spell or other abilities that allow casting two spells in the same round.

**TABLE 2-3: DUELING COUNTER MODIFIERS**

Circumstance	Check Modifier
Spell is of a different school	–2
Spell is of the same school, but not the same spell	+2
Spell is of a higher level than the spell being countered	+1 per level higher
Spell is the same as the spell being countered	+10

### Duel Results

While duels can be treated as another form of combat, they are usually done to resolve a dispute between colleagues or rivals and are not usually intended to end in death. As a result, duels are usually fought with a specific prize in mind. Arcane academies are known for having duels to assign important faculty positions and as competitions between students for valuable prizes. In some places, magical duels of this kind are so common that special areas are constructed specifically for duels. Such dueling yards are sometimes made with special magic that can be activated for dueling competitions, converting all damage to nonlethal damage and preventing or reversing magic that instantly slays a foe or does permanent harm. That is not to say that accidents don't happen, and more than one student has lost a limb or even her life while on such "safe" fields.

Regardless of the conditions, most duels are serious affairs, with each side putting pride, honor, treasure, and even their lives on the line to win the day. While villains might try to cheat the rules and exploit every advantage, the more noble duelist sees the competition as a chance to prove her superiority and skill on the field of battle, using only her magic and wits.

## BINDING OUTSIDERS

One of the most potent tools a spellcasters can wield is the command of summoned creatures; the most powerful of these spells call forth allies mightier than mere flesh, reaching from the depths of Hell to the peaks of Heaven, and even stranger places beyond the pale. When reaching for knowledge and forces from other planes, a spellcaster must have control over the strengths and weaknesses of their targets, or face doom far worse than any that might be visited upon them in the Material Plane. A spellcaster wishing to bind such creatures who cannot play to the desires of his summoned captive will surely lose control, and may find himself torn from his reality as a plaything of the multiverse's cruellest tormentors.

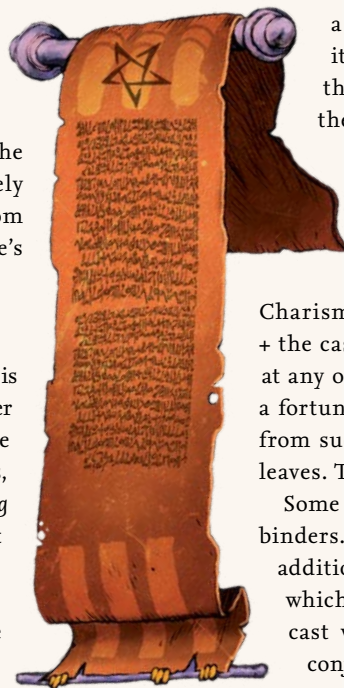
### CALLING OUTSIDERS

The first step in calling extraplanar assistance is to determine the method of bringing the outsider to the Material Plane. If the caster is a cleric, the spell of choice is *planar ally*; wizard, sorcerers, and summoners rely primarily on *planar binding* (or *summon monster*, which controls without requiring binding). However, none of these necessarily bind the outsider to the caster's needs, and a wise spellcaster augments the summoning with additional encouragement, usually in the form of gifts or bargains.

### Clerics and Oracles

Clerics and oracles find the job of summoning and binding outsiders much easier than arcane spellcasters do. A cleric calls upon her deity to send a like-minded creature by way of one of the *planar ally* spells. That outsider is in the service of the god, and its desires almost always align with the cleric's goals, or at least run in parallel with them.

The cleric must bargain with the deity's servant for a payment agreed upon before the outsider will perform the task: gold, magic items, gifts, sacrifices, or promises by the cleric to achieve certain goals particular to the conjured ally. The greater the task, the greater the payment required, with a minimum of 100 gp worth of goods or services, sometimes extending into the thousands—and sometimes the ally simply refuses the cleric's binding if the job is too dangerous or beneath its dignity.



### Wizards, Sorcerers, and Summoners

The arcane method for binding outsiders is more difficult. First, a binder must create a trap, a *magic circle* focused inward. Typically the circle is outlined in a substance that is anathema to the outsider he wishes to summon. He must protect this circle against any sort of disruption, for even the smallest variation in its energies opens the circle and allows the escape of the creature he has summoned. It is for this reason that most binders' lairs are in high towers or deep dungeons, far from wind or pests.

When an arcane caster speaks the words of the *planar binding* spell, the outsider can resist via a Will saving throw, with no aid from its spell resistance. If it fails the save, the *magic circle* draws it inexorably into the trap. Once there, the outsider can pit its spell resistance as a check against the caster's level, attempt to flee via dimensional travel, or attempt to overcome the spell by imposing its spiritual presence with a Charisma check (DC 15 + 1/2 the caster's level + the caster's Charisma modifier). Succeeding at any of these checks breaks the binding, and a fortunate binder suffers no additional harm from such a breach; the annoyed outsider just leaves. This is not always the case, however.

Some outsiders lash out at their failed binders. Because of this, many binders take additional precautions: a second *magic circle* in which they can stand, and *dimensional anchor* cast within the *magic circle* to prevent the conjured outsider from fleeing instantly. A tremendously powerful wizard or sorcerer might even use *trap the soul* on his victim,

forcing it into a prepared vessel until it agrees to the binder's strictures.

Smart arcane binders often make deals with the creatures they call. Like clerics using *planar ally*, they bargain and shower the outsider with gifts in exchange for their services. While it is always good for an arcane spellcaster to make these deals from a position of strength, it is much better to get the outsider to come to mutually agreed upon terms for the service, rather than forcing it to commit actions against its nature or desires.

### TRUE NAMES

There is one method of outsider coercion that helps guarantee that a binder can bargain from a position of relative security. Many spellcasters believe that a true name is inscribed on the essence of every creature, a secret word that describes it so perfectly and utterly that to speak the name is to define the being. For mortals, this name is

buried in the soul, hidden away from prying and dangerous eyes. Outsiders' true names take the form of sigils carved upon their very essence. In Hell, these sigils change as the devil changes in stature, and some that may once have held power over certain devils have become outdated. It is said that some outsiders have assumed names and that they use the aliases to lure foolish mortals into using for summoning; the outsider pretends to be under the control of the binder, but merely bides its time before it strikes.

To discover a single outsider's true name, a spellcaster must spend at least a month in a library or on a quest of discovery to uncover occult mysteries and riddles hidden in the pages of books, scrolls, and glyphs written millennia ago, buried in ancient temples or found among the ravings of madmen's spellbooks. At the end of this month, the GM makes a Knowledge (planes) check for the character. The DC is 10 + the creature's Hit Dice. The GM can increase the DC by +2, +5, or even +10, based on the power of the outsider or the circumstances of the true name search. A failure by 5 or more turns up false information that may expose researchers to unexpected dangers.

For most outer-planar outsiders, knowledge of the creature's true name is a powerful weapon. In summoning, if the name is spoken correctly (requiring knowledge of at least one of the outsider's languages, or a Linguistics skill check with a DC equal to 10 + the creature's Hit Dice), the target takes a -5 penalty on the Will save to resist being conjured, and if its name is inscribed in the protective *magic circle*, the outsider takes a -5 penalty on all checks to escape or breach that circle.

For elementals (including geniekind), such true names are not binding as they are for fiends and other outsiders, and do not give the creature a penalty to its Will save to resist being summoned. However, if the caster speaks the true name of the elemental, the elemental will most likely be intrigued enough to listen—a wizard with power and cunning enough to find an elemental's true name is a wizard with guile and strength, and elementals treasure these qualities.

Not all outsiders have true names. The chaotic and primeval nature of proteans defies the strange logic of true names, as does the writhing chaotic nature of the qliphoth. It is unclear whether aeons have true names. There are those sages who believe each aeon has two true names, and only by finding out both names can a creature gain some control over the aeon, but such matters are purely conjecture.

## DEALING WITH OUTSIDERS

All outsiders love that which makes them strong. They seek to promote those qualities that offer them the greatest power, and covet their own survival. As beings—some might even call them concepts—of thought, will, and power, outsiders reward those who help them make their core concepts immortal. In short:

- Aeons are dedicated to their often obscure and contradictory goals.
- Agathions love the defense of good without regard for law and chaos.
- Angels love beauty and things that destroy evil.
- Archons love pure souls and order.
- Azatas love beauty and freedom.
- Daemons love death and oblivion.
- Demons love suffering.
- Devils love souls of any sort.
- Elementals love power.
- Inevitables and axiomites hate chaos and are focused on their goals.
- Proteans love chaos and want to return the multiverse to its original chaotic state.
- Qlippoth hate all intelligent life, as it is the engine of sin, and want it destroyed.

The reward outsiders offer may be actual aid, grudging service, or even just agreeing not to devour the binder's soul. Regardless, it is always—*always*—in the binder's best interest to make the summoning as painless as possible for the target, or else to overawe the summoned creature with the threat of utter destruction or millennia of endless pain. Attempting to treat outsiders as equals and the pact as a mere negotiating tool almost always ends in disaster. More specifics for each type of outsider are described below.

Offering appropriate gifts to the summoned creature can provide the caster a +2 bonus on the opposed Charisma check to keep it on the Material Plane. Indeed, if the gift is sweet enough, the outsider may choose not to break the strictures of the summoning, even if it has the opportunity to do so. All gifts, whether or not they are good enough to please the outsider, disappear at the spell's conclusion. Only the worst sorts of gifts are rejected; such a rejection indicates that the summoned creature feels gravely insulted.

## Anathematic Substances

All outsiders have vulnerabilities, and those who deal with them must know what these vulnerabilities are. Some binders even use weapons composed of anathematic substances to create or draw their *magic circles*, or may even grind such valuable weapons up to create the powder to make the circles.

For every 5,000 gp of an anathematic substance used, the caster gains a +1 bonus on the opposed Charisma check to bargain with the outsider. This destroys the substance.

**Anarchic:** Infused with the power of chaos, *anarchic* weapons are anathema to many lawful outsiders, even those who are not specifically vulnerable to the weapons.

**Axiomatic:** Empowered by law, these weapons are harmful to chaotic outsiders, dealing extra damage even if the outsider is not particularly vulnerable to its effect.

**Alchemical Silver:** While a weapon made of alchemical silver reduces damage by 1, with a minimum of 1 point of damage, it may be more effective than other weapons against certain outsiders. It has 10 hit points per inch of thickness and hardness 8.

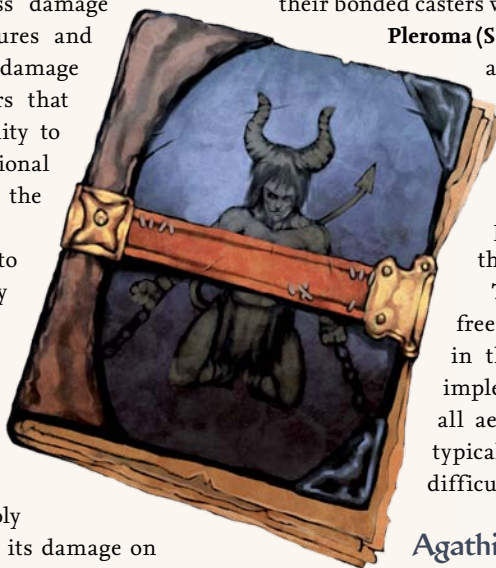
**Cold Iron:** Effective against daemons, demons, and fey, cold iron has been drawn from deep beneath forbidding mountains and forged with the least heat possible. Because of the delicacy and difficulty of the process, a weapon made of cold iron costs twice as much to make, and every magical enhancement increases its price significantly. It has 30 hit points per inch of thickness and hardness 10.

**Holy:** A *holy* weapon is any weapon imbued with holy power, which allows it to bypass damage reduction for specific evil creatures and inflict an additional 2d6 points of damage on those monsters. Evil outsiders that do not have a specific vulnerability to holy weapons still take that additional damage if the weapon overcomes the creature's damage reduction.

**Mithral:** Most outsiders react to mithral in the same way that they do to actual silver.

**Silver:** Long revered for its purity and ability to harm lycanthropes and devils, silver is also used to trap certain kinds of good outsiders.

**Unholy:** The opposite of the holy weapon, an *unholy* weapon inflicts its damage on good-aligned outsiders, but in other respects the same.



## OUTSIDER CATEGORIES

The following sections give a general overview of the major outsider classifications, examples for each category (and their spell resistance, if any), their interests, their vulnerabilities, and what substances they dislike.

### Aeon

Alien, unemotional, and distant, aeons are difficult to deal with because of their strange form of communication, known as envisaging, in which they employ mental imagery and sounds instead of the symbolism of speech or writing to communicate their goals. Furthermore, aeons are often unyielding in their dichotomies, and are not swayed by argument or emotion toward any end. A spellcaster who binds an aeon had better hope his goals are in concert with those of the strange outsider, because that is the only way an aeon will offer its aid.

All aeons are immune to cold, poison, and critical hits, and have resistance to electricity and fire.

**Akhana (SR 23):** Concerned with the duality of death and life, akhanas hunt for imbalances and rectify them with strange, seemingly random, efficiency. They do not justify their decisions or goals, which many summoners find intensely frustrating.

**Bythos (SR 27):** Guardians of time and planar travel, bythos search for those who abuse time travel. They make deals with binders who have similar goals, and care nothing for the motivations of binders who do not share their concerns.

**Paracletus (SR 7):** The most common aeon to interact with mortal spellcasters, paracletus actively search out spellcasters with strong emotion and logical capabilities. Some paracletus become familiars, experimenting upon their bonded casters with their *emotion aura*.

**Pleroma (SR 31):** Many binders believe pleromas are too powerful to call and bind, and even if such a task is possible, trying to deal with such creatures of creation and destruction may be impossible. Of all the aeons, pleromas employ logic and methods that are least describable.

**Theletos (SR 18):** These guardians of freedom and fate often aid spellcasters in the pursuit of the former and the implementation of the latter, but like all aeons, their views on these subjects typically seem contradictory, and they are difficult to fully control or understand.

### Agathion

Creatures of good with little regard for the cosmic struggles of law against chaos, agathions take on bestial aspects that reflect both their nature and their goals as negotiators and meddlers for the cause of good. When bound, they often bargain for terms for their service and release in good faith with good-aligned binders, but attempt to trick and coerce evil-aligned ones.

As agathions are intensely proud of their beastlike shapes, summoners who insult their forms or imply that they are somehow lycanthropic take a -4 penalty on all Charisma checks when dealing with a bound agathion.

Agathions are immune to electricity and petrification. They have resistance to cold 10 and sonic 10, and a +4 racial bonus on saving throws against poison. They are vulnerable to unholy weapons.

**Avoral (SR 20):** Often bound to serve as spies and scouts, avorals delight in the challenge of such activities when bound, as long as the cause is just and worthy of their attention. They hate being confined, so evil-aligned or neutral-aligned binders typically use imprisonment as punishment or coercion.

**Cetaceal (SR 26):** Protectors of good aquatic races, cetaceals are often called and bound by good spellcasters for protection of aquatic territories and to serve as ambassadors or emissaries. Unscrupulous binders often make deals with cetaceals on dry land, only letting them roam the water when a bargain for service is reached.

**Draconal (SR 31):** Powerful, haughty, and removed from mortal affairs, these direct agents of the gods are often aggravating to deal with once bound. Patient pursuers of long-term plans, many draconals seek to wait out mortal spellcasters rather than bargain for their services. Those who wish to bind and use the power of a draconal must be epically powerful and have perfect timing, know the draconal's true name, or be lucky enough to have plans running in concert with the agathion's goals.

**Leonal (SR 23):** Coveted as bound protectors and hunters, leonals are often straightforward in their negotiations with binders. They desire simple (and good) goals, as well as definitive terms for release from their obligations.

**Silvanshee (SR 13):** Curious but cautious, silvanshees are often bound as familiars by neutral good spellcasters. Sometimes large groups of them are summoned and bound by powerful spellcasters to serve as spies and scouts, especially in cities where they can meld into cat populations.

**Vulpinal (SR 17):** These foxlike agathions deal with those who bind them into service with an outspoken friendliness. They often bluntly state their dissatisfaction with their current fate in the most diplomatic terms, frequently accompanied by a smile and a wink. They prefer to be used as messengers and emissaries in the service of good, and if bound for any other purpose, they trick their way into the resolution of their bargains as quickly as possible.

## Angels

All angels have numerous immunities and damage resistances, allowing them to travel across many planes of the multiverse without fear of damage. Interestingly, they can still take damage from poison, but they are strong enough to withstand most ill effects and punish those who would inflict such treacherous pain on them. They are exceptionally vulnerable to unholy weapons; solars are also vulnerable to epic-strength weapons and artifacts. Angels' protective auras grant them protection against attacks made or effects created by evil creatures, as well as protecting those creatures around them. Any mortals who wish to deal with angels should be armed with humility and knowledge.

Angels are immune to acid, cold, and petrification effects. They also have resistance to electricity 10 and fire 10.

**Astral Deva (SR 25):** Astral devas are the messengers of the gods of good—or, if one were to be cynical, the gossips

of the heavens. The appropriate gift for an astral deva is knowledge of a place it cannot reach: a rival temple, the location of evil cultists, or some other evil that has a direct bearing on the Material Plane.

**Cassisian:** The weakest sort of angels, cassisians serve as the messengers of more powerful angels, and frequently serve good spellcasters on the Material Plane as familiars. Formed from the souls of pious soldiers, they are often simply appeased with gifts that allow them to join the fray against evil creatures.

**Monadic Deva (SR 23):** Watchers of the Ethereal Plane and the Elemental Planes, monadic devas usually serve those who summon them only in purposes that deal with their duties on those planes. Stubborn in their causes, they demand outrageous gifts of servitude toward their own lofty goals.

**Movanic Deva (SR 21):** Soldier angels who often patrol the Positive Energy Plane, Negative Energy Plane, and Material Plane, these devas battle undead and the strange creatures that hunt the hungry void. When summoned to the Material Plane, they serve as forthright soldiers for the cause of good, and are appeased with gifts that allow them greater power to hunt undead and sceaunar.

**Planetar (SR 27):** As the leaders of celestial armies, planetars seek knowledge and information regarding the plans of their infernal foes. Providing valuable data regarding the movement of evil forces, the locations of caches of evil weapons, or the locations of portals to the netherworld gives the binder a +2 Charisma bonus when dealing with planetars.

**Solar (SR 34):** The greatest warriors of goodness, solars do not typically treat directly with mortals. To summon a solar and bargain with it, a wizard must destroy an item of great evil in the solar's name, crush a powerful evil in the world, or offer an evil relic as part of the summoning.

## Archons

As creatures of law and good, archons seek order, justice, and the protection of the weak against the depredations of the strong. They believe in transformation from within, whether through wholesale, systematic change of governance or personal epiphany.

All archons are immune to electricity and petrification attacks, and all have DR 10/evil. The *magic circle* used to summon them is made of powdered silver.

**Hound (SR 15):** Disciplined soldiers and vigilant sentinels, hound archons are valiant defenders of all that is good and holy. They value movement and swift yet thoughtful action, and delight in crushing evil; therefore, the best sacrifices when summoning a hound archon are magical shields imbued with holy power, ensorcelled rings or boots that grant swift or unfettered movement, or weaponry of great power.

**Lantern:** The least of the archons, lantern archons are friendly, and their greatest ambition is to see the cause of good advanced. To gain their favor, one should engage in a week's worth of charity or make a sincere offering worth 100 gp to a good cause in the name of Heaven.

**Shield (SR 21):** Solid, stoic, and often defensive even in personality, shield archons are highly skeptical of those who attempt to bind them, but if they can work in the defense of the common good or opposed to the machinations of fiends, they commonly ask their binder to care for and protect a shrine or temple as a gift for their service.

**Star (SR 30):** Brilliant, wise, and constantly strategizing the protection of Heaven or the defeat of the forces of evil, star archons often chafe under the bindings of mortal spellcasters. Negotiations often devolve into the star archon blasting his binder for shortsightedness and wasting the archon's time. Star archons demand outrageous gifts even when the cause is just. Only when the archon's and the binder's goals work in close concert are the gifts the archon demands nearly attainable.

**Trumpet (SR 25):** Mighty warriors and messengers, trumpet archons are the leaders of Heaven's strike forces and the heralds of gods. To gain their favor, one must prove worthy of their presence; rather than making offerings of things, trumpet archons ask for sacrifices of service and time, and any binder who offers an exchange of services—and intends to keep her word—gains a +2 Charisma bonus. Those who renege on their bonds see their fortunes begin to vanish, and take a -2 Charisma penalty when dealing with good extraplanar creatures until they set matters right.

## Azatas

Those who follow the precepts of freedom, individuality, and goodness find that summoning azatas is the best course in finding extraplanar allies. Few azatas agree on the particulars of specific issues, but they are determined to see evil's defeat. Azatas are whimsical but determined, and recognize that the best way to bring good to the multiverse is not by enforcing their desires, but by example and word.

Except for lillends, azatas have DR overcome by cold iron and evil weapons. They are immune to electricity and petrification; lillends are additionally immune to poisons of all sorts.

The *magic circle* needed to summon an azata is made of cold iron.

**Bralani (SR 17):** Bralani azatas are fierce and wild, and constantly seek to prove themselves in battle or in contests of wits. If a wizard suggests a game of strength, wits, or dexterity that the bralani has not played, or develops a new one for the bralani to take back to Elysium, he receives a +2 Charisma bonus when negotiating with the azata.

**Brijidine (SR 28):** Lovers of fire, poetry, and spicy food, a brijidine can be successfully wooed with rare (and fireproof) scrolls of poetry or a gourmet spicy dish. Binders should be aware, however, that brijidine have exotic, expensive, and particular tastes.

**Ghaele (SR 25):** Ghaeles are strong hunters, courtly and knightly, and pursue great foes. Offering them evidence of the binder's mighty hunts (at least 3 CR higher than the binder), or summoning them to a locale where they can pursue dragons or fiends provides a Charisma bonus to the caster.

**Lillend:** The most artistic of the azatas, lillends love stories, histories, tales, poems, and songs. Offerings to summoned lillends include original songs, performances, or other art forms; they also adore magical instruments.

**Lyrakien:** Musicians among the azata, lyrakien can be persuaded to service with gifts of wondrous musical instruments and rare bits of music—especially fey music.

## Daemons

All daemons have a common goal: bringing death, destruction, and pain to mortals. They eat souls, and stop at nothing to sate their hunger for them. Daemons are not to be trifled with. The greater lords of the daemons—the deacons and the Four Horsemen themselves—are almost never summoned. Whether this is because they force others to arrive in their place, or because they have somehow anchored themselves to the plane of Abaddon, none can say with certainty.

Daemons are immune to acid, death effects, disease, and poison, and all are vulnerable to good and/or silver weapons. They have resistance to cold 10, electricity 10, and fire 10.

**Astradaemon (SR 27):** Powerful but relatively dim hunters of souls, astradaemons can only be bribed into service by two things—a feast of souls and the promise to spread death.

**Cacodaemon:** Savage and hungry, most cacodaemons cannot suppress their savage natures long enough to make deals. At best, the binder can trick a cacodaemon toward actions in concert with her purposes.

**Ceustodaemon:** The most common daemons summoned to the Material Plane, ceustodaemons are relatively easy to deal with, though none know if this is because of some deliberate action by more powerful daemons. They are often called guardian daemons, as they are frequently bound to that task.

**Derghodaemon (SR 23):** No one summons a derghodaemon unless they are stupid, desperate for the services of a savage killer, or both. Less intelligent than cacodaemons and twice as vicious, derghodaemons do not deal with any creature, and relentlessly attempt to escape their binding, usually with brute force.



**Hydrodaemon (SR 19):** On their home plane, these vile creatures swim the River Styx; on the Material Plane, they are often called to serve as guardians in swamps and sanctuaries of unscrupulous spellcasters. More pliable than most of their fiendish kin, hydrodaemons take treasure and the promise of souls as gifts for their services.

**Leukodaemon (SR 20):** Leukodaemons are the deacons of the Horseman of Pestilence, and on the rare occasions that they are summoned, they make any deal a binder wants, as long as it somehow results in the spreading of disease and devastation.

**Meladaemon (SR 22):** As deacons of the Horseman of Famine, meladaemons are rarely summoned by mortal spellcasters, and typically only agree to actions aligned with their own agendas or those of their lord.

**Olethrodaemon (SR 31):** The mammoth olethrodaemons often make deals with mortals wishing to evoke devastation on rival lands, sometimes even asking only half the normal offering for the privilege. Even those olethrodaemons serving one of the Four Horsemen as paragons can be summoned, though it is often assumed that such a feat is done only at their master's whim.

**Piscodaemon (SR 21):** Lovers of misery, especially that of the strong and powerful, piscodaemons eagerly make deals with mortals who wish to use them as soldiers against the powers of good—especially armies composed of or led by paladins.

**Purrodaemon (SR 29):** Steadfast servants of the Horseman of War, purrodaemons may be the easiest deacon daemons to summon. It seems their master often gives them leave to spread war on the Material Plane, but their service to any binder is often brief and violent, for both daemon and spellcaster.

**Thanadaemon (SR 24):** As deacons of the Horseman of Death, thanadaemons are hardly ever summoned by mortal spellcasters, and when they are, the event portends a near-apocalyptic end of mortal life.

## Demons

The great weakness of demons is a *holy* or other good weapon. Such weapons overcome every demon's natural resistances, and are one of the few types of weapons that all demons fear equally. When dealing with demons, it is best to remember that they abide by no contract other than power, and displaying power—or at least hints of it—is key to keeping them under control. Their *magic circle* is made of powdered cold iron.

All demons are immune to electricity and poison effects. Many have other resistances based on their forms and chaotic natures.

**Babau (SR 17):** Any sacrifice for a babau must involve an intelligent creature, which the demon must be allowed to rend and utterly destroy.

**Balor (SR 31):** Balors do not come when summoned, and actively resist calls. Only the offer of a bound CR 15 lawful or good outsider, or a helpless paladin or cleric of 15th level or higher, dims their rage at being snatched from their home. Even thus placated, they will surely seek revenge unless the mortal they face demonstrates a greater power.

**Dretch:** As the slave labor of the infinite Abyss, the lot of the dretch would be pitiable if the creature weren't so contemptible. The best sacrifice for a dretch is the promise that it can spend at least a third of its time in servitude resting.

**Glabrezu (SR 24):** These treacherous demons peddle in secrets that destroy, and to bring them to the Material Plane as interested negotiators, the caster must know secrets that can destroy influential families, bring down nations, or otherwise befoul the bedrock of society.

**Hezrou (SR 22):** Expensive poisons and powerful potions worth at least 500 gp can pique the interest of these toadlike demons.

**Marilith (SR 28):** Either powerful magic weapons (+2 enchantment or greater) or the promise of the command of armies of cults can lure a marilith; any offer less than this earns the caster a –6 penalty on the Charisma check.

**Kalavakus (SR 21):** These horned demons almost always barter for slaves in return of their services.

**Nabasu (SR 19):** These demons love nothing more than devouring or enslaving humanoids so they can grow fatter and stronger.

**Nalfeshnee (SR 25):** These demons love knowledge, especially that within their specialties of manipulation and greed. Nalfeshnees bargain knowledge for knowledge, but never give more than they gain.

**Omox (SR 23):** These slimy demons enjoy the destruction of beautiful things. For their services, they often take “gifts” that involve the destruction of beautiful things—in particular an attractive young man or woman as sacrifice.

**Quasit:** Even more pathetic than the dretch, the quasit seeks only the assurance that it can return to the Abyss when its task is complete.

**Shadow Demon (SR 17):** The shadow demon asks merely for the shell of a beautiful person to wear for the duration of its servitude. It does not care whether that shell is pure or impure.

**Shemhazian (SR 27):** These powerful demons serve mortal spellcasters for only one price—when their service is done, they get to kill and devour the binder. This makes attempts to control them very rare. Sometimes they demand the life of the binder's family or friends as well.

**Succubus (SR 18):** The primary joy of the succubus is in destroying innocence and love; offering a child, virgin, or a beloved family member of the caster suffices to gain the interest of the succubus.

**Vrock (SR 20):** The vrock loves to despoil and befoul things of great beauty. Artwork worth at least 250 gp or a living, intelligent creature to destroy are equally desirable sacrifices. As their dance of ruin attack is more powerful the more vrocks are involved, they are often conjured and bribed in groups.

**Vrolikai (SR 30):** These transformed nabasus hate being summoned to the Material Plane, believing their time there is over and they are meant for greater things. When summoned, they typically ask for twice the normal amount in gifts. These demands are often accompanied by outrageous, sometimes impossible demands. They can eventually be reasoned with, but only when binders demonstrate power over them.

## Devils

Devils regard both holy items and silver as deadly substances, and instinctively shy away from contact with such items. Even those for whom silver presents no danger avoid its touch whenever possible. Binders who want to deal with infernal outsiders as putative allies keep these substances at least 60 feet from the summoning circle; however, if they wish to threaten their infernal subjects, they keep them close at hand. The powdered silver used to create the *magic circle* is a warning and a trap, but it is not an overt threat—summoned devils recognize it as part of the procedure to call them to the Material Plane. Note that even silver candlesticks or bells can be used as weapons of opportunity, but the best defense, should the wizard choose to display force, is a weapon bonded with alchemical silver.

An even better defense against devils, however, is a holy weapon. As with demons, a holy weapon is strong enough to drive through any devil's natural defenses, and the presence of such an item in the summoning chamber is an affront to more powerful or subtle devils.

Note that all devils are immune to fire and poison; the blasted landscapes of their home plane quickly destroy any who show vulnerabilities to these effects. All devils can withstand acid and cold as well, though to varying degrees, and few of them show any fear of suffering that damage. They have resistance to acid 10 and cold 10.

Additionally, one can enhance summoning for specific kinds of devils by appealing to those devils' specific natures.

**Accuser Devil:** Popular among conjurers and summoners as spies and infiltrators, accuser devils

often forgo haggling on gifts for their services, as the information they gain is worth more than any gift of treasure the binder can offer.

**Barbed Devil (SR 22):** Extraordinarily jealous of their duties and even more so of their time, barbed devils may grudgingly accept offers of rare treasures and gems worth more than 2,000 gp, with the usual +2 Charisma bonus to summoning—but only when the task takes less than 24 hours to complete. If the service takes any longer, the binder takes a –2 Charisma penalty.

**Bearded Devil (SR 16):** The best way to attract the eye of a bearded devil is to offer a restrained victim for its bloody use, so that it might painfully murder its target.



**Belier Devil (SR 28):** These massive masterminds are rarely summoned to the Material Plane, but when they are, they often try to finagle their way out of such circumstances as quickly as possible.

**Bone Devil (SR 20):** These devils adore secrets and infernal lore, and those who provide hellish tomes or evidence of influential mortal vices gain a +2 Charisma bonus on their summoning checks.

**Erinyes (SR 19):** As the spirits of corrupted angels, erinyes are bitter and rage against the heavens. To entice an erinyes, offer it a significant holy item for it to despoil, or the cleric of a good-aligned god to ravish and ruin.

**Handmaiden Devil (SR 25):** Deals made with handmaiden devils are often extremely hard bargains. They typically ask for the unthinkable, such as the lives of innocent children—the younger the better.

**Horned Devil (SR 27):** As the elite of Hell's armies, horned devils value strength and daunting power; anyone who offers them an intimidating weapon enchanted to +2 or better gains the +2 Charisma bonus.

**Ice Devil (SR 24):** As the schemers and planners of Hell's devils, laboring in their personal machinations, gelugons are extraordinarily difficult to summon. However, casters willing to offer an exchange of services—one in which the caster is likely to see the short end of the deal—may earn a Charisma bonus. Those who renege on their bargains with gelugons often learn what it means to displease Hell.

**Immolation Devil (SR 30):** These devils often ask for lands on the Material Plane as gifts. If such lands are granted, they use these places to launch attacks on neighbors, further expanding the territory of Hell.

**Imp:** Imps prefer small and bloody sacrifices that show the binder's desire to do evil—for instance, a heart torn from a living dove grants a +2 Charisma modifier on the summoning check.

**Lemure:** Lemures prefer reminders of their former lives, and so the best offering is food or pornography.

**Pit Fiend (SR 31):** Pit fiends, the greatest of all the non-noble devils in Hell, are rarely tempted to answer a summons; when called, most of them come to see the stupidity or the arrogance that brought them to the Material Plane before snatching the wizard away for an eternity of torment. Only the greatest of promises, such as a noble offering the enslavement of an entire empire, a priest offering the destruction of holy relics, or an antipaladin pledging the delivery of a helpless and noteworthy angel for the pit fiend's pleasure, might induce the pit fiend into service.

## Elementals and Genies

True elementals are simple creatures, thriving spirits animating bodies of pure elemental matter. They regard their lives as an eternal struggle to best themselves and each other. Each elemental type is uniquely suited to adapting

to conditions on its particular plane, and is arrogant about its powers when surrounded by its element... and uniquely frightened and cowed when shown a greater power or encased in an element not its own. Most elementals do not bargain for favors—they respect only strength. Genies are the more human-like denizens of the elemental planes, both in shape and mentality. They consider themselves physically and culturally superior to true elementals.

In general, one summons an elemental for brute work and combat, and a genie for magical power or ancient wisdom, and would thus use *summon monster* and *planar binding* for those tasks, respectively. However, should a conjurer wish to bind an elemental as he would a genie or fiend, the ritual is one of wrestling with the elemental's creativity in reaching its home element. Elementals are immune to bleed, paralysis, poison, sleep effects, and stunning. They are not subject to critical hits, precision-based attacks like sneak attack, or flanking.

Genies seek and value power, though they are more brash and boastful than most. It is said the best way to secure the attentions of a genie is to speak its true name, and to offer it aid in battles against its political enemies—a wise conjurer researches the inner battles of geniekind before summoning a genie, or else is prepared to cow the genie with strong magic.

**Air Elemental:** When summoning an air elemental, inscribe the *magic circle* with diamond powder, and release the elemental only once it has acquiesced to the caster's power. This costs an additional 2,000 gp but adds +4 to the Charisma check.

**Belker:** These dull-witted creatures enjoy expensive incense and exotic green woods that create heavy smoke.

**Crysmal:** Unlike other elementals, crysmals do bargain, but agree to a binder's demands only if offered a substantial amount of crystal, which they use for reproduction.

**Djinni:** Tomes of knowledge or powerful wondrous items tempt djinn and grant the caster a +2 bonus on the Charisma check.

**Earth Elemental:** Prepare the summoning chamber with swirling wind- and air-based spells to prevent the elemental from touching the floor. Maintaining this state for 5 rounds demonstrates the binder's superiority over the elemental, and grants a +4 bonus on the Charisma check.

**Efreeti:** These warlike creatures value weapons with enhancement bonuses of at least +2 and scrolls of 4th-level or higher spells; these provide a +2 bonus on the binder's Charisma check. Efreet also appreciate attractive humanoid slaves, which give a +1 bonus on the binder's Charisma check for every 10 slaves offered.

**Fire Elementals:** When summoning a fire elemental, enclose the casting chamber with stone, remove flammable materials from the room, and prepare a *magic circle* and spells to protect against fire. Keeping large blocks of ice in the room saps the elemental's power and cows it into

submission more quickly, giving the caster a +4 bonus on the Charisma check to trap the elemental.

**Ice Elemental:** Binders use actual fire, fire spells, protections against cold, and sometimes even fire creatures to keep ice elementals at bay during summoning. An ice elemental often yields to its binder as soon as serious melting occurs.

**Invisible Stalker:** The tactics used to bind invisible stalkers are similar to those used for binding air elementals. Unlike many elementals, invisible stalkers bargain for their services, which is why they are often summoned by mortal spellcasters.

**Janni:** The weakest of the genies, the jann are also proud and prone to insult. Gifts of rich fabrics, gems, or jewelry worth 1,000 gp or more soften their outlook and give the conjurer a +2 bonus on her Charisma check.

**Lightning Elemental:** Lightning elementals are similar to air elementals in that the same bindings work on them, though binders would do well to reinforce such bindings and themselves with protections against electrical damage.

**Marid:** Capricious and unpredictable, marids love performance and art—providing them artwork worth 1,000 gp or playing a DC 30 Perform (any) piece (whether performed by the binder or his ally) piques their interest long enough for the conjurer to gain a +2 Charisma bonus.

**Magma Elemental:** Magma elementals are composite elemental creatures, taking some aspects from earth elementals and fire elementals. Unsurprisingly, a mix of binding strategies from those two types of elementals often keeps these savage things at bay.

**Mihstu (SR 19):** The strategy for binding and commanding these creatures is similar to that for an air elemental. Unlike other elementals, mihstu typically bargain with the binder, as many wish to haunt the dark places of the Material Plane.

**Mud Elemental:** While mud elementals vary in consistency, all of them fear becoming too watery or too dry, as both conditions have adverse effects on them. Using air spells and petrification spells as punishments for noncompliance usually makes these elementals more willing to take direction and enter into negotiations for appropriate gifts for services rendered.

**Sandman:** Subtle and craftier than other elementals, these creatures nearly always bargain with their binder, but are arrogant and headstrong. Even after their task is done, they voluntarily remain on the Material Plane to wreak as much havoc as possible.

**Shaitan:** As the most dense and brash of the genies, shaitans like games of chance and physical skill best of all. Should the caster offer services in exchange for a throw of the dice or a wrestling match—and go through with the offer—he'll receive a +2 bonus on his Charisma check.

**Thoqqua:** Natives of the harsh landscape where the Planes of Fire and Earth collide, thoqqas are dangerous creatures to summon and bind, and typically rage against their confines, even when properly bound. Those wishing to bind a thoqqua frequently use mephit intermediaries, as those creatures seem to understand thoqqas enough to calm them.

**Water Elemental:** When summoning a water elemental, remove sources of water from the room and prepare a bonfire. A ring of fire around the *magic circle* exposes the elemental to its hated enemy the instant it appears on the Material Plane, distracting it long enough for the binder to seize control. This is an opposed Will check, granting a +1 bonus to the caster for each large fire in the room; success grants a +4 bonus on the Charisma check.

## Inevitables

Originally created by the axiomites (see page 36 of the *Bestiary 2*) as an unflinching army to fight the chaotic proteans, inevitables used to fight an explicit war against those creatures but now wage an indirect war against them. Most inevitables fight this war by tracking down and rectifying egregious violations of law. Incorruptible in its mission, when bound by a being who wishes to subvert it, an inevitable often waits the binder out. Inevitables simply refuse to deal with binders who wish to use them against their designed and decreed purpose.

**Arbiter (SR 13):** Arbiters are the scouts and spies of the inevitables, and are typically bound to serve as familiars to lawful spellcasters, especially those who fight the taint of protean chaos.

**Kolyarut (SR 23):** As the enforcers of bargains, kolyaruts can be bound into service to enforce a bargain. The binder needs to beware, though—if she fails to keep a bargain with a kolyarut, she can quickly become the subject of its punishment. Kolyaruts never bargain with known breakers of such agreements.

**Lhaksharut (SR 31):** Concerned with keeping the various planes separate, lhaksharuts often make deals with mortal spellcasters working in concert with those goals. They are always willing to destroy links between planes, but sometimes agree to let a gateway stay open and serve as its protector as long as such a mission serves its primary function in some way. They never work against the separation of the planes.

**Marut (SR 26):** Maruts hunt those who artificially extend their lives through powerful magic. They bargain with binders who call them for the express purpose of hunting down such a creature. All other bindings are stubbornly ignored, even under duress.

**Zelekhub (SR 20):** Zelekhubts often answer the call of binders who wish to use them to search out and even execute those who seek to evade justice.

## Proteans

Slithering creatures of pure chaos, proteans claim they were the masters of the multiverse before the first gods created the other planes from the pure chaos of the primeval beginnings. They seek to tear down the multiverse and restore it to its original chaotic form. Bound proteans seek to find a way to achieve this goal even when bargaining with those who dare summon and bind them.

Proteans are immune to acid and have resistance to electricity 10 and sonic 10. Their amorphous anatomy grants them immunity to polymorph effects and resistance to critical hits and sneak attack damage. They are protected by a continuous *freedom of movement*, as per the spell.

**Imentesh (SR 21):** These heralds of chaos often heed the call of binders who wish to utilize the power of proteans. In conversation they are often talkative, seemingly helpful, and polite, but they are always plotting their escape in order to unleash as much chaos as possible.

**Keketar (SR 28):** The most zealous of all the proteans, keketers see it as their sacred duty to return all existence to its true chaotic state. These creatures are extremely arrogant, and often seek to manipulate those foolish enough to bind them toward their own entropic purposes.

**Naunet (SR 18):** These bestial proteans are hard to control. Those who bind these dangerous bundles of rage and destruction are lucky if they can wield the naunets' destructive power for their own purposes—at least for a short while.

**Voidworm:** To most other proteans, these tiny creatures aren't true proteans at all, just pale reflections of protean powers manifesting in the twisting currents of Limbo. Mortal spellcasters sometimes call these creatures to serve as familiars.

## Qlippoth

Only the most insane or desperate spellcasters dare to call and bind a qlippoth. The qlippoth's unpredictable nature, horrific appearance, and hatred for all mortal life make them some of the most dangerous outsiders to summon. They were once rulers of the Abyss, but were overthrown when the souls of mortal sinners arrived and transformed into the first demons. While qlippoth may bargain with mortal spellcasters, they don't feel bound to follow such agreements, and often blatantly disregard the orders of their binders, no matter the consequences.

Qlippoth are immune to cold, mind-affecting effects, and poison. They have resistance to acid 10, electricity 10, and fire 10. All but the least have an aura of fear and madness.

**Augnagar:** Stupid and ravenous, these cannibalistic qlippoth rarely bargain with their binders, but can be threatened into what passes for qlippoth service.

**Chernobue (SR 23):** These flopping and writhing things are only concerned with spreading their vile poison. They do not bargain with binders.

**Cythnigot:** The most common type of qlippoth found on the Material Plane, cythnigots are called by some chaotic evil spellcasters to act as familiars; a cythnigot latches on to a Tiny animal familiar the spellcaster already has.

**Iathavos (SR 31):** The powerful and singular iathavos never answers the call of a binder, even an epic one.

**Nyogoth:** These hungry, abyssal bottom feeders heed the calls of spellcasters, but typically only to find new things to eat in far-off places. Though not stupid, nyogoths are hard to reason with, and only respond when offered new and interesting things to eat.

**Shoggti:** Next to cythnigots, shoggti are the most common qlippoth found on the Material Plane. These masters of mind manipulation are always on the hunt for living slaves for their inexplicable plans. A shoggti quickly heeds the call of a binder, hoping to eventually turn her into its newest thrall.

**Thulgant (SR 25 vs. lawful spells and creatures):** These powerful qlippoth are too arrogant and self-important to answer the call of a spellcaster wishing to bind them.

## Other Outsiders

While the groups above detail all the major types of outsiders, the Great Beyond is called great for a reason, and there are countless other outsiders that a potential binder can call. In theory, any outsider can be called and a binder can attempt to press that creature into service, though the proper strategy for doing so is contingent on the abilities, desires, and goals of the particular outsider.

There is one group of outsiders that it is more difficult to bind: the native outsider. A native outsider cannot be called and bound from the Material Plane. In order to call any outsider, it must be on a different plane from the binder. Native outsiders (or other outsiders currently manifesting on the Material Plane) can only be called and bound by spellcasters on a different plane.



## BUILDING AND MODIFYING CONSTRUCTS

The Craft Construct feat (see page 314 of the *Pathfinder RPG Bestiary*) allows a spellcaster to create all manner of permanent constructs in a process much like magic item creation. Each construct has a purchase price and a crafting cost, along with a list of requirements and the skills used to create them. Some require special materials in addition to the cost for basic crafting supplies, generally for the construct's body. Special material costs increase both the purchase price and the crafting cost of the construct. The DC to craft a construct is 5 + the default caster level of the construct, just like for a magic item. Like when crafting magic items, a creator with a sufficiently high skill bonus may ignore these requirements. Each missing requirement increases the Craft DC by 5. Regardless, the creator must meet all item creation feats and minimum caster level requirements. Crafting a construct takes 1 day per 1,000 gp in the item's base price, excluding any special material costs. This process is identical to the process for crafting a magic item, including the rules for accelerating creation and handling interruptions (see page 548 of the *Core Rulebook*).

### Animated Objects

Not all constructs are built with the Craft Construct feat. Spells like *animate objects* allow a caster to temporarily animate an existing object. These constructs are in many ways weaker than manufactured constructs, as they are susceptible to dispelling and antimagic.

A caster can use the *animate objects* spell to instantly create a temporary construct. A *permanency* spell cast upon an animated object makes the construct permanent; however, it can still be dispelled or suppressed by antimagic. Craft Construct creates permanent animated objects not susceptible to dispelling and antimagic. The CR of a potential animated object depends on its size and abilities, as explained in the animated object entry on page 14 of the *Bestiary*.

#### ANIMATED OBJECT

CL 11th; Price as determined by CR

#### CONSTRUCTION

**Requirements** Craft Construct, *animate object*, *permanency*;

**Skill** Spellcraft or appropriate Craft skill; **Cost** 1/2 price

### New Animated Object Abilities

The following are new abilities that can be applied to animated objects, whether created by the *animate objects* spell or with the Craft Constructs feat. Adding to these abilities

requires the expenditure of Construction Points (CP), as described on page 14 of the *Bestiary*.

**Augmented Critical (Ex, 1 CP):** Increase the threat range for the animated object's melee attacks by 1 or the threat multiplier by 1. This cannot combine with itself or with the piercing attack or slashing attack object abilities.

**Exceptional Reach (Ex, 1 CP):** The object gains +5 feet of reach with one melee attack. Increase reach on all attacks for an additional +1 CP.

**Improved Attack (Ex, 1 CP):** All the animated object's melee or ranged attacks do damage as though it were one size category larger. A crafter must purchase Improved Attack separately for melee and ranged attacks.

**Piercing Attack (Ex, 1 CP):** Replace one melee attack with an attack that does the same amount of piercing damage and has a  $\times 3$  multiplier. Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on piercing attacks.

**Ranged Attack (Ex, 2 CP):** Replace one slam attack with a ranged attack. It does the same amount of damage, and has a range of 20 feet. Replace all attacks for an additional +2 CP. Object abilities that specify slam attacks do not work on ranged attacks.

**Slashing Attack (Ex, 1 CP):** Replace one slam attack with an attack that does slashing damage and has either a 19–20 threat range (for blade-like attacks) or a  $\times 3$  threat multiplier (for axe- or scythelike attacks). Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on slashing attacks.

**Trip (Ex, 2 CP):** The object gains the trip special ability with one of its slam attacks.

### BUILDING NEW CONSTRUCTS

Constructs typically have no Intelligence score, an average Wisdom score, and a Charisma of 1. Their dexterity is usually poor to average, though exceptionally nimble constructs do exist. Nearly all constructs of size Medium or larger have high Strength scores; constructs never have a Constitution score.

The monster creation rules in the *Bestiary* serve as your best guide for designing a new construct. New constructs should stick fairly close to the Monster Statistics by CR table found on page 291 of the *Bestiary* or the expanded table on page 293 of *Bestiary 2*. As they are usually mindless combat brutes, most use the "high attack" column, with damage falling in between the High and Low average damage columns. Note that all the construct's saving throws are likely to be poor, and they have no favored saves. Lacking a Constitution score, a construct's hit points also tend to be low in comparison to creatures with similar CRs. Consider giving any construct that doesn't have either damage reduction or hardness a higher AC to compensate.

TABLE 2-4: BESTIARY AND BESTIARY 2 CONSTRUCTS

Name	CR	Materials	Price	Cost	Special Abilities
Tiny animated object	1/2	—	250 gp	125 gp	Variable
Homunculus	1	50 gp	2,050 gp	1,050 gp	Poison, telepathic link
Small animated object	2	—	2,000 gp	1,000 gp	Variable
Iron cobra	2	—	4,000 gp	2,000 gp	Find target, poison
Darkwood cobra	2	—	5,000 gp	2,500 gp	Find target, poison
Soulbound doll	2	300 gp	4,300 gp	2,300 gp	DR, variable, susceptible to mind-affecting effects
Medium animated object	3	—	4,500 gp	2,250 gp	Variable
Mithral cobra	3	—	10,000 gp	5,000 gp	Find target, poison
Adamantine cobra	3	—	20,000 gp	10,000 gp	High DR, find target, poison
Necrophidius	3	1,000 gp	7,500 gp	4,425 gp	DR, dance of death, paralysis
Carrion golem	4	500 gp	10,500 gp	5,500 gp	DR/bludgeoning or slashing, stench
Scarecrow	4	500 gp	15,500 gp	8,000 gp	Immune to cold, fascinating gaze, fear, vulnerable to fire
Large animated object	5	—	12,500 gp	6,250 gp	Variable
Ice golem	5	500 gp	18,500 gp	9,500 gp	Cold, golem, icy destruction
Wood golem	6	300 gp	19,300 gp	9,800 gp	Golem, splintering
Huge animated object	7	—	25,000 gp	12,500 gp	Variable
Flesh golem	7	500 gp	20,500 gp	10,500 gp	Berserk, golem
Glass golem	8	1,000 gp	33,000 gp	17,000 gp	DR, golem, deflect spells, dazzling brightness
Stained glass golem	8	1,000 gp	39,400 gp	20,200 gp	DR, golem, deflect spells, dazzling brightness
Alchemical golem	9	3,000 gp	33,000 gp	18,000 gp	High DR, golem, alchemy, bombs, splash
Gargantuan animated object	9	—	40,000 gp	20,000 gp	Variable
Clay golem	10	1,500 gp	41,500 gp	21,500 gp	Special DR, golem, berserk, cursed wounds
Colossal animated object	11	—	60,000 gp	30,000 gp	Variable
Stone golem	11	5,000 gp	105,000 gp	55,000 gp	Golem, full healing, minor spell vulnerabilities, slow
Clockwork golem	12	10,000 gp	120,000 gp	65,000 gp	High DR, golem, death burst, grind, wall of gears
Iron golem	13	10,000 gp	150,000 gp	80,000 gp	High DR, golem, breath weapon
Mithral golem	16	50,000 gp	250,000 gp	150,000 gp	High DR, golem, fluid form
Adamantine golem	19	100,000 gp	600,000 gp	350,000 gp	Epic DR, golem, indestructible, destructive strike

### Pricing a New Construct

This section provides guidelines for those seeking to calculate the costs of crafting their own constructs. As a rough guideline, a construct's price is equal to its challenge rating squared, then multiplied by 500 gp. Constructs with a fractional CR rating base their price on that fraction of 500 gp. For example, a CR 1/2 construct has a price of 250 gp. The cost of magical supplies for the Craft Construct feat is half this price, with the construct taking 1 day to create per 1,000 gp of the construct's base price. Some constructs, particularly golems, have additional raw material costs that must be paid in full, regardless of whether the creator possesses the Craft Construct feat. Raw materials typically cost somewhere between 5% and 10% of the construct's base price.

Constructs with multiple special abilities cost more to create. The first special ability is included in the construct's base cost. The next two special abilities increase the calculated price by +1/2 CR per ability. Thereafter, any additional special abilities add +1 CR

per ability. Examples of special abilities include having a higher DR value than a typical construct of its CR (above DR 5 for CRs 1–8, above DR 10 for CR 9+), monster statistics that exceed those recommended for the construct's CR (see page 291 of the *Bestiary*), the standard golem immunity to magic, DR or hardness that can't be overcome by all adamantine weapons, ability to be fully healed by a single spell, and most special attacks and special qualities.

Particularly powerful special abilities, such as an iron golem's exceptionally high attack bonus, count as two lesser abilities. Animated objects are a special case—their base price is not increased by any abilities paid for with Construction Points (see page 14 of the *Bestiary*), since these abilities are already factored into an animated object's CR. In addition, golems and homunculi created with extra Hit Dice, the advanced template, or shield guardian abilities should all be priced as described in the *Bestiary*, rather than by adjusting pricing for their new CR.

Abilities that weaken or potentially place a construct at a disadvantage rarely reduce the construct's price. An exception is the berserk ability. Constructs that have a chance of going berserk receive  $-1$  CR adjustment to their calculated price if control can be reestablished (like a flesh golem) or  $-2$  CR adjustment for permanent loss of control (like a clay golem).

The following is an example of the calculated costs for creating a stone golem (CR 11). A stone golem's special abilities are golem immunity to magic, full healing from *transmute mud to rock*, a high to-hit bonus (+22 vs. the +19 typical for CR 11), and the ability to slow its foes. Further, since its spell vulnerabilities are not tied to common spells or effects, its immunity to magic cost is doubled, giving the stone golem a total of 5 special abilities. The first special ability doesn't affect the cost, the next two increase the cost by  $+1/2$  CR each, and the final two each increase the cost by  $+1$  CR individually, making its effective CR for pricing equal to 14. This produces a calculated price of 98,000 gp, rounded up to an even 100,000 gp.

When designing a new construct, keep in mind that the above pricing formula only serves as a guideline. As with magic items, construct pricing remains more art than science, and like magic items, compare new constructs to existing ones for guidance. If you're not sure, err on the side of a higher price.

## REPAIRING CONSTRUCTS

Even with the best of care, most constructs will eventually become damaged. Unless a construct suffers some sort of structural damage that radically alters its physical form, the construct continues to function at its full efficiency, and only falls apart once reduced to 0 hit points. Ideally, however, a construct should see some repair before it reaches that point. The *make whole* or *rapid repair* spells provide the easiest way to keep a construct in good condition. Both spells repair damaged constructs, even magic-immune ones like golems.

Failing that, a crafter can repair a construct with the Craft Construct feat. When repairing a construct, its master spends 100 gp per Hit Die of the construct, and then makes a skill check as if he were crafting the construct with a DC of 5 less than the DC for crafting that construct. With a success, the construct regains 1d6 hit points per Hit Die of the construct. Completing a repair takes 1 day per 1,000 gp spent on the repair (minimum of 1 day). Repair in this way can only be performed while the construct is inanimate or nonfunctioning. At any time, a construct's creator can deactivate a construct under his control with a touch and a standard action.

A construct that has been completely destroyed cannot be repaired, though at the GM's option some of the materials may be usable in the construction of a new construct.

Additionally, some constructs have special means of repair, usually involving spells related to the golem's nature (such as the use of acid damage to heal a clay golem.)

## CONSTRUCT MODIFICATIONS

Standard constructs can be modified to enhance their base abilities, alter their appearance or function, or perform a variety of tasks beyond the intentions of their basic designs. Performing a modification provides a construct's creator with a simple way to create a unique construct. A modification can only be performed while the construct is inanimate or nonfunctioning.

Performing modifications on one's own construct requires the Craft Construct feat, and the creator must pay any additional crafting requirements and/or costs associated with the modification. Completing a modification requires 1 day per 1,000 gp of the modification's base price (minimum 1 day).

### Basic Modifications

These modifications are used to alter a construct's basic properties: Armor Class, Hit Dice, and weaponry.

**Armor Modification:** This modification adds an enhancement bonus to the construct's natural armor bonus or adds a magic armor property. The cost for magical enhancements equals the cost for creating magic armor as described in the *Core Rulebook*.

**Hit Dice Modification:** Hit Dice represent the overall strength and power of a construct. They affect a number of subsequent abilities, including hit points, saving throws, and base attacks. Determine the effects of a Hit Dice modification using the rules for adding creature Hit Dice on pages 290–291 of the *Bestiary*. Because a construct's size is limited, a Hit Dice modification cannot increase its size. Therefore Hit Dice modification can never increase the base construct's Hit Dice beyond 50% of its total HD. Some constructs have a defined cost for increasing Hit Dice. To calculate the cost per Hit Die of other constructs, divide the construct's construction cost by its existing Hit Dice.

**Weapon Modification:** This modification enhances a construct's physical weaponry. This process includes adding actual weapons (such as blades or spiked chains) to the physical structure of the construct or enhancing existing weapons with additional magical properties. Structural changes alter the construct's damage only. A construct is automatically considered proficient with any weapon added to its structure as a weapon modification. The cost for adding a weapon is determined by the cost of the weapon or weapon enhancement added. The cost for magical enhancements to these weapons is the same as the cost for creating magic weapons as described on page 468 of the *Core Rulebook*. Performing a weapon



modification also requires the Craft Magical Arms and Armor feat.

**Ability Score Modification:** Using this modification, a crafter can permanently increase one of the construct's ability scores by +2 per modification. He cannot increase any abilities with a score of 0. The cost for permanently increasing an ability score is 5,000 gp.

### Complex Modifications

These modifications represent more complex changes to the structure and function of the construct. The cost is equivalent to the minimum level to cast the spell  $\times$  the spell level  $\times$  250 gp.

#### BIOCONSTRUCT MODIFICATION

**Requirements:** Craft Construct, *regenerate*



**CR Increase:** +1

**Cost:** 22,750 gp

Merging the arts of transmutation and necromancy, powerful spellcasters work living organs into a golem, imbuing it with properties normally associated with beings that are alive. These organs are placed in canopic jars of specially prepared arcane fluids that are then sealed into the golem's body, though not necessarily in anatomically correct locations. Specific organs produce specific effects. Each organ is counted as a separate upgrade, and the costs of multiple bioconstruct organs are cumulative. Bioconstruct upgrades only work with golems, and cannot be placed into animated objects.

All bioconstruct upgrades have the same weakness—they are susceptible to critical hits. An attacker that confirms a critical hit against a golem with a bioconstruct upgrade deals damage to the construct and also destroys one upgrade. The damaged upgrade ceases to function and the construct loses abilities associated with the upgrade.

If a construct has more than one bioconstruct upgrade, only one is damaged. The GM randomly determines the damaged organ.

**Heart:** This upgrade permits a golem to receive half the benefits of magical healing and provides a hit point bonus as if the golem had a Constitution score of 12, but the construct does not gain a Constitution score in this process. Negative energy spells cast upon the golem can affect the heart, causing it to cease functioning for the duration of the effect (or 1 round for instantaneous effects). If the spell has a save, the heart uses the golem's saving throws.

**Brain:** This upgrade doesn't permit the golem to think independently, but instead, the brain works as a storage device, permitting the golem to acquire skills and feats as if it had an Intelligence score of 10.

Enchantment spells or spells with mind-affecting effects that are cast upon the golem can affect the brain, causing the brain to cease functioning for the duration of the spell. While the brain is suppressed in this fashion, the construct temporarily loses access to its skills and feats. If the spell has a save, the brain uses the golem's saving throws.

#### CONSTRUCT ARMOR

**Requirements:** Craft Construct, Craft Magic Arms and Armor, *animate objects*, the construct modified must be the same size as the creator

**CR Increase:** +1

**Cost:** 35,000 gp

This modification allows the construct to be worn like armor by its creator. So long as the creator wears it, the construct performs no independent actions, remaining under the control of the creator, and any attacks directed at the wearer

damage the construct. When a construct is destroyed while serving as armor, the wearer loses all the benefits, but retains all the hindrances until the armor is removed, which takes the same amount of time that removing breastplate armor does. If the construct is still active, the creator can order the removal of the armor with a swift action, at which point the construct leaves the creator's space and enters a space adjacent to the creator. Donning construct armor takes a full-round action if the construct is still active. The creator cannot don a construct with this modification if the construct has been destroyed.

The construct's wearer retains his base attacks and saves. Construct armor counts as breastplate armor for purposes of determining AC, weight, Dexterity modifiers to AC, and chance of arcane spell failure.

#### CRAFTER'S EYES

**Requirements:** Craft Construct, *scrying*

**CR Increase:** none

**Cost:** 8,000 gp

The crafter gives her construct crystalline eyes that permit her to use a *scrying* or *greater scrying* spell to see from the perspective of her creation. This modification requires the crafter also to prepare a special crystalline orb magically bonded to the eyes, which serves as her focus for the *scrying* or *greater scrying* spell. The cost of creating that focus is included in the cost of modifying the construct.

Unlike normal *scrying* or *greater scrying*, there is no chance of failure for viewing creatures through the sensor; the creator simply sees what the construct sees for the duration of the spell. Spells cast through the sensor still have the normal chance of operating through the construct's eyes.

#### CONSTRUCT LIMB

**Requirements:** Craft Construct, Craft Magic Arms and Armor, *animate objects*, Small or Tiny construct

**CR Increase:** none

**Cost:** 27,000 gp

This modification can be performed on a Small or Tiny construct, such as an iron cobra or a homunculus. The creator modifies the construct such that she can slip it over her arm and control its actions as part of her own. The construct limb retains any melee attacks that the construct has, and the creator can use special attacks as if she were the construct (using the construct's attack statistics and effects), but treat the creator as the creature making attacks for the purpose of determining attacks of opportunity and other actions that could be triggered by an attack made by the creator.

The limb also provides the wearer with limited protection in combat, roughly equivalent to that of a heavy steel shield. The wearer is considered proficient in this shield. The wearer retains the remainder of her abilities.

A construct limb counts as a heavy steel shield for purposes of determining AC, weight, Dexterity modifiers to AC, and chance of arcane spell failure.

#### Rune-Carved

**Requirements:** Craft Construct, variable (see below).

**CR Increase:** none

**Cost:** variable (see below)

This subcategory of complex modification allows a construct's creator to carve a runic spell trigger into her creation. Choose one of the following runes. The cost of the rune and any prerequisites are detailed in the rune's description. Once per day, the first time the rune is triggered, its effect occurs. As an immediate action, the creator can attempt to delay the effect until the next time it is triggered. Doing so requires that the construct be within line of sight of the creator (or for the creator to be using *scrying* or *greater scrying* through the crafter's eyes construct modification) and that the crafter make a Spellcraft check equal to 10 + the crafter level of the rune's effect.

A construct can have more than one rune-carved modification, and even multiple runes of the same type. If it has multiple applications of the same rune, the first one goes off when it is first triggered, the second one goes off when the trigger happens next, and so on. Multiple runes of different types go off when first triggered, even if the different runes share similar triggers.

It is rumored that there are many more runes than these, but the following are some of the best known and most common runes used by construct crafters.

#### RUNE OF AGONY

**Aura** Moderate necromancy; **CL** 9th

##### TRIGGER AND EFFECT

This modification is triggered the first time the modified construct takes damage. Creatures within a 20-foot-radius spread must succeed on a DC 17 Fortitude save or suffer from wracking pains that impose a –4 penalty on attack rolls, skill checks, and ability checks for 1 minute. On a successful saving throw, the creature takes the penalties imposed by the rune for 1 round.

##### MODIFICATION

**Requirements** *symbol of pain*; **Cost** 18,000 gp

#### RUNE OF IMPRISONMENT

**Aura** Strong conjuration; **CL** 18th

##### TRIGGER AND EFFECT

This rune is triggered the first time the construct is hit with a touch or ranged touch attack spell. The crafter of the triggering spells must succeed at a DC 22 Will save or be captured, both body and soul, within a gem embedded in the modified construct's body. The gem holds the crafter until either the gem or the construct is destroyed. A gem can only

hold one creature at a time; once it captures a creature, the rune does not trigger again until the gem is replaced.

While a creature is trapped within the gem, the gem is vulnerable to critical hits; if an attacker confirms a critical hit, the construct takes damage and the gem is destroyed, releasing the entrapped creature into a space adjacent to the construct. The broken gem must then be replaced before the *rune of imprisonment* can function again.

---

**MODIFICATION**


---

**Requirements** *trap the soul*, gem worth 20,000 gp to serve as the rune's focus; **Cost** 57,600 gp

**RUNE OF LIGHTNING**

**Aura** faint evocation; **CL** 5th

---

**TRIGGER AND EFFECT**


---

This rune is triggered when the modified construct is hit by a melee attack. The rune releases a 5-foot-radius burst of electricity dealing 3d8 points of electrical damage to all creatures within the burst. A successful DC 12 Reflex saving throw halves the damage.

---

**MODIFICATION**


---

**Requirements** *shocking grasp*; **Cost** 2,000 gp

**RUNE OF SHIELDING**

**Aura** faint abjuration; **CL** 3rd

---

**TRIGGER AND EFFECT**


---

This rune is triggered the first time the modified construct is attacked with a melee attack, ranged attack, or *magic missile*. The construct gains a +4 shield bonus to its Armor Class for 3 minutes. This is a force effect and applies against incorporeal touch attacks.

---

**MODIFICATION**


---

**Requirements** *shield*; **Cost** 1,200 gp

**RUNE OF TERROR**

**Aura** moderate necromancy; **CL** 7th

---

**TRIGGER AND EFFECT**


---

This rune is triggered the first time a creature moves adjacent to the modified construct. The rune creates 20-foot-radius spread of necromantic energy. Creatures in the area must succeed on a DC 20 Will saving throw or become panicked for 1d4 rounds. If the Will save succeeds, the creature is shaken for 1 round.

---

**MODIFICATION**


---

**Requirements** *fear*; **Cost** 11,200 gp

## Shatter Stash

**Requirements:** Craft Construct, *shatter*, and variable (see below)

**CR Increase:** none

**Cost:** variable (see below)

For this subcategory of complex modification, parts of the golem are made with hollowed sections carved from deliberately weaker materials, designed to shatter when struck by attackers. A confirmed critical deals critical damage

to the construct and shatters the hollowed section, releasing whatever substance the creator placed inside. Once the shatter stash is damaged, this modification is destroyed (it cannot be repaired). A construct can only have one shatter stash at a time. After the modification is destroyed, the construct can be modified with shatter stash again at the normal cost.

The following are some of the more common shatter stashes, though others exist.

**CORROSIVE JET STASH**

A 15-foot burst of corrosive liquid sprays out of the modified construct's stash. Creatures within the burst must succeed on a DC 15 Fortitude saving throw or take 2d6 points of acid damage and be nauseated for 1d4 rounds. On a successful save, the afflicted creature takes no damage but is sickened for 1 round.

---

**MODIFICATION**


---

**Requirements** *fireball*; **Cost** 1,200 gp

**FIREBOMB STASH**

A 15-foot burst of fire explodes out of the modified construct's stash. Creatures within the burst must succeed on a DC 12 Reflex saving throw or take 2d6 points of fire damage. A successful save halves the damage.

---

**MODIFICATION**


---

**Requirements** *fireball*; **Cost** 1,200 gp

**FROST MIST STASH**

A 15-foot burst of frosty mist erupts out of the modified construct's stash. Any creatures within the burst must succeed on a DC 14 Fortitude saving throw or else take 1d6 points of damage and become entangled for 1 round. A successful save halves the damage and the target does not become entangled.

---

**MODIFICATION**


---

**Requirements** *cone of cold*; **Cost** 1,000 gp

**LIGHTNING LASH STASH**

A 30-foot burst of electricity cracks out of the modified construct's stash. Those within the burst must succeed on a DC 15 Reflex saving throw or take 3d8 points of electrical damage. A successful save halves the damage.

---

**MODIFICATION**


---

**Requirements** *lightning bolt*; **Cost** 1,200 gp

**WILLSAP GAS STASH**

A 15-foot burst of toxic gas hisses out of this stash. Living creatures within this burst must succeed on a DC 13 Will saving throw or become confused for 1 round. This is a poison effect.

---

**MODIFICATION**


---




**Requirements** *stinking cloud*; **Cost** 2,000 gp

## NEW FAMILIARS

The following are statistics for several new animals that can serve as familiars, in addition to a number of familiars first mentioned in the witch class entry in the *Advanced Player's Guide*. You should use these statistics rather than those in the brief entry in the *Bestiary*. These familiars can be taken by anyone gaining a familiar, and utilize all the standard rules for familiars presented on pages 82–83 of the *Core Rulebook*. Tiny or smaller familiars in this section use Dexterity to modify Climb and Swim skill checks.

Familiar	Special Ability
Blue-ringed octopus	Master gains a +3 bonus on Swim checks
Donkey rat	Master gains a +2 bonus on Fortitude saves
Fox	Master gains a +2 bonus on Reflex saves
Goat	Master gains a +3 bonus on Survival checks
Greensting scorpion	Master gains a +4 bonus on initiative checks
Hedgehog	Master gains a +2 bonus on Will saves
House centipede	Master gains a +3 bonus on Stealth checks
King Crab	Master gains a +2 bonus on CMB checks to start and maintain a grapple
Pig	Master gains a +3 bonus on Diplomacy checks
Scarlet spider	Master gains a +3 bonus on Climb checks
Thrush*	Master gains a +3 bonus on Diplomacy checks
Turtle	Master gains a +1 natural armor bonus to AC

\* A thrush familiar can speak one language of its master's choice as a supernatural ability.

**BLUE-RINGED OCTOPUS** CR 1/2   

**XP 200**  
N Tiny animal (aquatic)  
**Init** +5; **Senses** low-light vision; Perception +1

---

**DEFENSE**

**AC** 17, touch 17, flat-footed 12 (+5 Dex, +2 size)  
**hp** 4 (1d8)  
**Fort** +2, **Ref** +7, **Will** +1

**Defensive Abilities** ink cloud

---

**OFFENSE**

**Speed** 20 ft., swim 30 ft., jet 60 ft.  
**Melee** bite +7 (1d2–1 plus poison), tentacles +5 (grab)  
**Space** 2-1/2 ft.; **Reach** 0 ft.

---

**STATISTICS**

**Str** 8, **Dex** 21, **Con** 10, **Int** 2, **Wis** 13, **Cha** 3  
**Base Atk** +0; **CMB** +3 (+7 grapple); **CMD** 12 (can't be tripped)  
**Feats** Multiattack<sup>B</sup>, Weapon Finesse

**Skills** Escape Artist +15, Stealth +25, Swim +13; **Racial Modifiers** +10 Escape Artist, +8 Stealth

**Special Attacks** poison

## ECOLOGY

**Environment** temperate or cold aquatic

**Organization** solitary

**Treasure** none




## SPECIAL ABILITIES

**Ink Cloud (Ex)** While within water, an octopus can emit a 5-foot-radius sphere of ink once per minute as a swift action. This ink provides total concealment and persists for 1 minute.

**Jet (Ex)** The octopus can jet 60 feet in a straight line as a full-round action. This does not provoke attacks of opportunity.

**Poison (Ex)** Bite—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.

Blue-ringed octopuses are aquatic animals capable of a surprising amount of cunning. They cannot survive out of water.

**DONKEY RAT** CR 1/4   

**XP 100**  
N Small animal  
**Init** +3; **Senses** low-light vision, scent; Perception +4

---

**DEFENSE**

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)  
**hp** 5 (1d8+1)  
**Fort** +3, **Ref** +5, **Will** +1

---

**OFFENSE**

**Speed** 30 ft., swim 20 ft.  
**Melee** bite +0 (1d3–2)

---

**STATISTICS**

**Str** 6, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4  
**Base Atk** +0; **CMB** +1; **CMD** 9 (13 vs. trip)  
**Feats** Skill Focus (Perception)  
**Skills** Perception +4, Stealth +15, Swim +11




## ECOLOGY

**Environment** temperate coast or forest

**Organization** solitary, pair, or nest (3–12)

**Treasure** none

Donkey rats are brown or snowy white rodents the size of small dogs, with long legs and short, furry tails. These statistics can also be used for capybaras.

**FOX** CR 1/4   

**XP 100**  
N Tiny animal  
**Init** +2; **Senses** low-light vision, scent; Perception +8

---

**DEFENSE**

**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)  
**hp** 5 (1d8+1)  
**Fort** +3, **Ref** +4, **Will** +1

## SMALL AND VERMIN FAMILIARS

Some of these familiars break some of the rules and assumptions of the familiars presented in the *Core Rulebook*.

Small-sized familiars threaten the areas around them like Small creatures, and can be used to flank enemies, though both familiars and their masters are often loath to use such tactics, as the result is often a dead familiar. Small-sized familiars are also harder to keep on a master's person than Tiny or smaller familiars. Often they require some form of magic item, like a *bag of holding*, for such a feat to work.

The process of making a vermin into a familiar grants it an Intelligence score and removes the mindless trait. Vermin familiars communicate with their masters and other vermin of their kind (greensting scorpions with other scorpions, house centipedes with other centipedes, and scarlet spiders with other spiders) by way of a strange combination of behaviors, slight changes in coloration, and even the excretion of scents, subtle and otherwise. As with other types of familiars, other creatures cannot understand this communication without magical aid.

### OFFENSE

**Speed** 40 ft.

**Melee** bite +1 (1d3–1)

**Space** 2-1/2 ft.; **Reach** 0 ft.

### STATISTICS

**Str** 9, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +0; **CMB** +0; **CMD** 9 (13 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +2 (+10 jumping), Perception +8, Stealth +10, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or skulk (3–12)

**Treasure** none

Foxes are small, doglike carnivores with narrow snouts and bushy tails.

### GOAT

CR 1/3



XP 135

N Small animal

**Init** +1; **Senses** low-light vision; Perception +0

### DEFENSE

**AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +3, **Will** +0

### OFFENSE

**Speed** 30 ft.

**Melee** gore +2 (1d4+1)

### STATISTICS

**Str** 12, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 5

**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)

**Feats** Nimble Moves

**Skills** Acrobatics +1 (+5 when jumping), Climb +5, Survival +0 (+4 to find food); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival to find food

### ECOLOGY

**Environment** any

**Organization** solitary, pair, or herd (3–12)

**Treasure** none

Goats eat almost anything that can be digested, and are determined in their pursuit of tempting foodstuffs such as leather armor and rope. They can provide milk and wool.

### GREENSTING SCORPION CR 1/4



XP 100

N Tiny vermin

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

### DEFENSE

**AC** 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +3, **Will** +0

**Immune** mind-affecting effects

### OFFENSE

**Speed** 30 ft.

**Melee** sting +5 (1d2–4 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** poison

### STATISTICS

**Str** 3, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +0; **CMB** +1; **CMD** 7 (19 vs. trip)

**Feats** Weapon Finesse<sup>B</sup>

**Skills** Climb +7, Perception +4, Stealth +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

### ECOLOGY

**Environment** warm or temperate deserts, forests, plains, or underground

**Organization** solitary or colony (3–6)

**Treasure** none

### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save.

Greensting scorpions normally live in forests, but can be found almost anywhere. Their pincers are too small to be dangerous to anything but other insects, but they have a poisonous sting that sickens even larger creatures.

# MASTERING MAGIC



## HEDGEHOG

CR 1/8



### XP 50

N Diminutive animal

**Init** +3; **Senses** low-light vision; Perception +1

#### DEFENSE

**AC** 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)**hp** 2 (1d8–2)**Fort** +0, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 20 ft.**Space** 1 ft.; **Reach** 0 ft.

#### STATISTICS

**Str** 1, **Dex** 16, **Con** 6, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +0; **CMB** –1; **CMD** 4 (8 vs. trip)**Feats** Athletic**Skills** Climb +5, Stealth +19, Swim +5

#### ECOLOGY

**Environment** tropical or temperate forests**Organization** solitary or pair**Treasure** none

#### SPECIAL ABILITIES

**Spiny Defense (Ex)** As a move action, a hedgehog can roll itself up into a spiny ball. While rolled up, it gains a +1 enhancement bonus to its existing natural armor, and any creature attempting to grapple the hedgehog takes 1d3 damage on making a grapple check. While rolled up, a hedgehog cannot take any action other than leaving this state. The hedgehog can leave this state as a move action.

Hedgehogs are spiny, insectivorous mammals. When threatened, a hedgehog rolls up into a spiny ball as a defense mechanism.

## HOUSE CENTIPEDE

CR 1/8



### XP 50

N Tiny vermin

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)**hp** 4 (1d8)**Fort** +2, **Ref** +3, **Will** +0**Immune** mind-affecting effects

#### OFFENSE

**Speed** 40 ft., climb 40 ft.**Melee** bite +5 (1d3–5 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** poison

#### STATISTICS

**Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +0; **CMB** +1; **CMD** 6 (can't be tripped)**Feats** Weapon Finesse<sup>B</sup>**Skills** Climb +11, Perception +4, Stealth +19; **Racial Modifiers** +4 Perception, +8 Stealth

#### ECOLOGY

**Environment** temperate or warm forest or underground**Organization** solitary, pair, or colony (3–6)**Treasure** none

#### SPECIAL ABILITIES

**Poison (Ex)** Bite—injury; *save* Fort DC 10; *frequency* 1/round for 2 rounds; *effect* daze 1 round; *cure* 1 save.

Multi-legged house centipedes can be found almost anywhere, and can have from 20 to more than 300 legs. Their bites are poisonous, and can daze the unwary.

## KING CRAB

CR 1/4



### XP 100

N Tiny vermin (aquatic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +2, **Will** +0**Immune** mind-affecting effects

#### OFFENSE

**Speed** 30 ft., swim 20 ft.**Melee** 2 claws +0 (1d2–2 plus grab)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** constrict (1d2–2)

#### STATISTICS

**Str** 7, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +0; **CMB** +0 (+4 grapple); **CMD** 8 (20 vs. trip)**Skills** Perception +4, Swim +10; **Racial Modifiers** +4 Perception**SQ** water dependency

#### ECOLOGY

**Environment** any aquatic**Organization** solitary or cast (2–12)**Treasure** none

#### SPECIAL ABILITIES

**Water Dependency (Ex)** Crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

King crabs are small crustaceans with eight legs and two pincers or claws. Aquatic scavengers, crabs can also survive on land for some time, but must return to the water or suffocate.

## PIG

CR 1/3



### XP 100

N Small animal

**Init** +1; **Senses** low-light vision, scent; Perception +5

#### DEFENSE

**AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +6, **Ref** +3, **Will** +1

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +1 (1d4)

**STATISTICS**

**Str** 11, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +0; **CMB** -1; **CMD** 10 (14 vs. trip)

**Feats** Great Fortitude

**Skills** Perception +5

**ECOLOGY**

**Environment** any

**Organization** solitary, pair, or herd (3–12)

**Treasure** none

Smaller than wild boars, domestic pigs are omnivorous.

**SCARLET SPIDER**

CR 1/4



**XP** 100

N Tiny vermin

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

**DEFENSE**

**AC** 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +5, **Will** +0

**Immune** mind-affecting effects

**OFFENSE**

**Speed** 30 ft., climb 30 ft.

**Melee** bite +7 (1d3–4 plus poison)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Special Attacks** poison

**STATISTICS**

**Str** 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +0; **CMB** +3; **CMD** 9 (21 vs. trip)

**Feats** Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +13, Climb +21, Perception +4, Stealth +17; **Racial**

**Modifiers** +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

**ECOLOGY**

**Environment** any

**Organization** solitary, pair, or colony (3–8)

**Treasure** none

**SPECIAL ABILITIES**

**Poison (Ex)** Bite—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

Scarlet spiders are small arachnids with bright red bodies and black legs. Because they are hunting spiders, scarlet spiders don't have a web attack.

**THRUSH**

CR 1/3



**XP** 135

N Diminutive animal

**Init** +2; **Senses** low-light vision; Perception +5

**DEFENSE**

**AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

**hp** 2 (1d8–2)

**Fort** +0, **Ref** +4, **Will** +2

**OFFENSE**

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite -1 (1d2–5)

**Space** 1 ft.; **Reach** 0 ft.

**STATISTICS**

**Str** 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 15, **Cha** 6

**Base Atk** +0; **CMB** -2; **CMD** 3

**Feats** Skill Focus (Perception)

**Skills** Fly +12, Perception +5

**ECOLOGY**

**Environment** temperate forests

**Organization** solitary, pair, or flock (3–12)

**Treasure** none

Thrushes are small, plump birds that eat fruit and insects. All thrushes are known for their beautiful songs, but thrush familiars are also capable of actual speech.

**TURTLE**

CR 1/6



**XP** 65

N Tiny animal

**Init** -2; **Senses** low-light vision; Perception +4

**DEFENSE**

**AC** 16, touch 10, flat-footed 16 (-2 Dex, +6 natural, +2 size)

**hp** 3 (1d8–1)

**Fort** +1, **Ref** +0, **Will** +1

**OFFENSE**

**Speed** 5 ft., swim 20 ft.

**Melee** bite -2 (1d3–4)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**STATISTICS**

**Str** 3, **Dex** 6, **Con** 8, **Int** 2, **Wis** 12, **Cha** 3

**Base Atk** +0; **CMB** -4; **CMD** 2 (6 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +4, Swim +10

**ECOLOGY**

**Environment** temperate or tropical forests, oceans, and rivers

**Organization** solitary

**Treasure** none

**SPECIAL ABILITIES**

**Shell Retreat (Ex)** A turtle can retreat within its shell as a swift action, gaining a +2 enhancement bonus to its existing natural armor. While in its shell, a turtle cannot take any action except to end the retreat. The turtle can end its retreat with a free action on its turn.

Turtles are slow-moving reptiles with hard shells that they can retreat into when threatened. Many turtles have flippers and are better suited for swimming than walking. These statistics can also be used for tortoises, which have feet instead of flippers and live in arid regions.

## SPELLBOOKS

Each spellbook or formula book is a unique reflection of the personality and capabilities of its creator. Many of these tomes contain more than just spells, such as notes on the caster's other research, personal diaries, naturalist sketches, or even political treatises. Some contain preparation rituals, each of which grants a boon—or sometimes a hindrance—to spellcasters who use the book to prepare their spells.

The sample spellbooks and formula books below each list a description of the book, information on the caster's specialty school and oppositional schools (if any), the book's spells, and its preparation ritual (if any). Some books also contain precautions against prying eyes.

Descriptions, protections, preparation rituals, and spell content can be mixed and matched as desired from different books. Higher-level books can easily serve for lower-level casters—just drop the spell levels that aren't applicable and remove lower-level spells as desired. Similarly, if you desire longer books, combine two together or add spells or formulae of your choice to the desired levels. These books also work as spellbooks and formula books for new characters. Just copy the list, hand it to the player, and go.

A standard spellbook includes all cantrips from the *Core Rulebook* except those in the wizard's oppositional schools. Books containing cantrips from additional sources are noted in the content description.

Each book features a value, which represents what a character must pay for the book on the open market, though finding a seller may be difficult. The character may sell the book for half that value. Any book with a preparation ritual has two sets of costs, one for the book without the preparation ritual, and one for the book with the ritual.

### Using Preparation Rituals

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells. Spells in this section that are marked

with an asterisk (\*) are detailed in Chapter 5 of this book, and those marked with two asterisks (\*\*) are detailed in the *Advanced Player's Guide*. A superscript "S" (<sup>S</sup>) indicates a spell from the caster's specialty school, whereas a superscript "OP" (<sup>OP</sup>) indicates a spell from the spellbook creator's opposition school.

## Spellbooks

### DEFENSIVE PRIMER (LEVEL 1 ABJURER)

*This surprisingly ornate and heavy volume is more than three-quarters empty. Tightly written notes on the precepts of arcane defense and the vulnerabilities of supernatural entities fill the first two pages.*

**Protection** Average lock (DC 25)

**Opposition Schools** Conjunction, enchantment

**Value** 185 gp

#### SPELLS

1st—burning hands, detect undead, expeditious retreat, magic missile, protection from evil<sup>S</sup>, ray of enfeeblement, shield<sup>S</sup>

### APPRENTICE CHAPBOOK OF RUL THAVEN (LEVEL 2 DIVINER)

*This slim book is carefully but amateurishly bound, with leather stretched tight across thin boards. The writing inside is fussy and crammed together, with words that are occasionally illegible. Eight of its pages contain spells; the final 10 pages are blank. A portrait of a plain woman, unsmiling, has been bound into the inside front cover.*

**Opposition Schools** Illusion, transmutation

**Value** 195 gp

#### SPELLS

1st—comprehend languages<sup>S</sup>, detect secret doors<sup>S</sup>, detect undead<sup>S</sup>, identify<sup>S</sup>, protection from evil, protection from law, summon monster I, true strike<sup>S</sup>

### UNNAMED JOURNAL (LEVEL 3 UNIVERSALIST)

*This is a simple, unadorned spellbook. Notes on improving the efficiency of each spell crowd the margins, most of them hopelessly misguided.*

**Value** 275 gp

#### SPELLS

2nd—fox's cunning, scorching ray  
1st—alarm, feather fall, obscuring mist, mount, shield, shocking grasp, silent image, sleep

### TRAVELER'S TOME (LEVEL 4 TRANSMUTER)

*This small book, no larger than a pocket notebook, is bound between wooden covers, and is clearly a copy meant to withstand the rigors of adventuring. The arrowhead lodged in the cover can't be removed without magic.*

**Protection** Simple lock (DC 20)

**Opposition Schools** Conjunction, enchantment

**Value** 365 gp



---

**SPELLS**


---

2nd—*glide*<sup>S,\*\*</sup>, *knock*<sup>S</sup>, *levitate*<sup>S</sup>, *rope trick*<sup>S</sup>  
 1st—*ant haul*<sup>S,\*\*</sup>, *enlarge person*<sup>S</sup>, *erase*<sup>S</sup>, *expeditious retreat*<sup>S</sup>,  
*gravity bow*<sup>S,\*\*</sup>, *hold portal*, *jump*<sup>S</sup>, *magic weapon*<sup>S</sup>, *shield*

**BOOK OF HARMS (LEVEL 5 EVOKER)**

*The leather wrapping of this book is of an indeterminate type, and gives off a faint and unpleasant scent, as of charred meat. The writing inside is in a jagged hand, and many notes on the ash-smudged pages indicate its previous owner sought ever more damaging magic. A glittering rune in the cover's center is shaped vaguely like a lightning bolt.*

**Protection** Average lock (DC 25)

**Oppositional Schools** Divination, transmutation

**Value** 535 gp (900 gp with the preparation ritual)

---

**SPELLS**


---

3rd—*fireball*<sup>S</sup>, *lightning bolt*<sup>S</sup>  
 2nd—*acid arrow*, *darkness*<sup>S</sup>,  
*ghoul touch*, *gust of wind*<sup>S</sup>  
 1st—*burning hands*<sup>S</sup>, *color spray*,  
*corrosive touch*<sup>\*</sup>, *hydraulic*  
*push*<sup>S,\*\*</sup>, *hypnotism*,  
*magic missile*<sup>S</sup>, *ray of*  
*enfeeblement*, *shocking*  
*grasp*<sup>S</sup>

---

**PREPARATION RITUAL**


---

**Harmful Surge (Su)** You can maximize a spell, but doing so damages you. Spend this boon effect as a free action when you cast a wizard evocation spell. When you do, you can treat that spell as if it were cast with the Maximize Spell metamagic feat, but you take 1d4 points of damage × the level of the spell that you are maximizing. The damage you take cannot be reduced in any way.

**LAB JOURNAL OF CONSTANCE INFLEX (LEVEL 5 ALCHEMIST)**

*The steel cover of this slim journal has taken its fair share of abuse; acid scars and minor slag spots show where the journal was subjected to intense working conditions. Equations, balances, and chemical notations mark the margins of the pages—with some formulae, it is difficult to tell where the notes end and the formula begins.*

**Value** 395 gp (770 gp with preparation ritual)

---

**FORMULA**


---

2nd—*blur*, *delay poison*, *fire breath*<sup>\*\*</sup>, *transmute potion to*  
*poison*<sup>\*\*</sup>, *vomit swarm*<sup>\*\*</sup>  
 1st—*bomber's eye*<sup>\*\*</sup>, *comprehend languages*, *cure light wounds*,  
*jump*, *keen senses*<sup>\*\*</sup>, *negate aroma*<sup>\*\*</sup>, *resist energy*, *touch of*  
*the sea*<sup>\*\*</sup>

---

**PREPARATION RITUAL**


---

**Alchemical Protection (Su)** The alchemical knowledge granted by this book protects you from poisons and alchemical items. Spend this boon's effect as an immediate action when you make a saving throw against poison or an alchemical item but before rolling the saving throw. You gain a +4 bonus on that saving throw.

**BOOK OF THE GRAVE (LEVEL 6 NECROMANCER)**

*This tome reeks of decomposing flesh or some even fouler stench. Grave mold clings to the worm-eaten cover, and dirt stains the pages. Some pages have been torn out.*

**Protection** The edges of the first three pages are coated with nitharit poison (contact; *save* Fort DC 13; *frequency* 1/minute for 6 minutes; *effect* 1d3 Con damage; *cure* 1 save).

**Opposition Schools** Enchantment, transmutation

**Value** 815 gp (1,265 gp with the preparation ritual)

---

**SPELLS**


---

3rd—*blood biography*<sup>\*\*</sup>,  
*ray of exhaustion*<sup>S</sup>, *vampiric*  
*touch*<sup>S</sup>, *vitriol*<sup>\*</sup>  
 2nd—*command undead*<sup>S</sup>,  
*create treasure map*<sup>\*\*</sup>,  
*ghoul touch*<sup>S</sup>, *spectral*  
*hand*<sup>S</sup>, *stone call*<sup>\*\*</sup>, *web*  
 1st—*burning hands*,  
*chill touch*<sup>S</sup>, *disguise self*,  
*mage armor*, *protection from*  
*good*, *ray of enfeeblement*<sup>S</sup>,  
*sculpt corpse*<sup>S,\*\*</sup>, *shield*, *true strike*,  
*ventriloquism*

---

**PREPARATION RITUAL**


---

**Breath of the Grave (Su)** As a swift action, spend this boon's effect to breathe a 15-foot cone of rotting stench. Creatures within the cone must succeed at a Fortitude saving throw (DC 10 + your highest caster level in a class that prepares spells) or be sickened for 1 round. This spends the boon. After this boon has been spent, you take a –4 penalty on Diplomacy and Stealth checks until you prepare spells again.

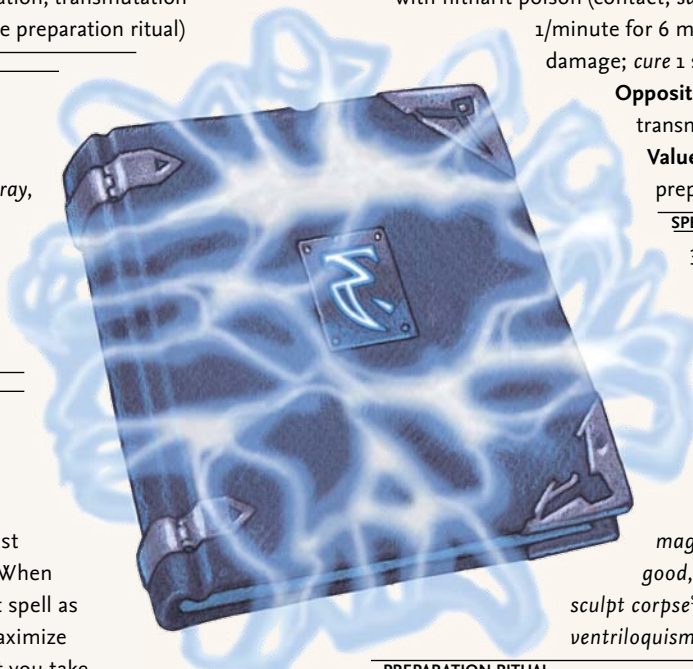
**GRIMOIRE OF GLITTERING EYES (LEVEL 7 ILLUSIONIST)**

*The title of this book is embossed into the scaly cover. Inside, the pages sparkle and gleam in even the faintest light, and the handwriting looks preternaturally clean.*

**Protection** The entire book is warded with *illusory script* (Will DC 16; on failure, the suggestion is for the reader to “Close the book and leave”).

**Opposition Schools** Evocation, necromancy

**Value** 1,055 gp (1,755 gp with the preparation ritual)



**SPELLS**

4th—phantasmal killer<sup>s</sup>, wandering star motes<sup>s,\*\*</sup>  
 3rd—illusory script<sup>s</sup>, invisibility sphere<sup>s</sup>, madness<sup>s,\*</sup>, major image<sup>s</sup>  
 2nd—magic mouth<sup>s</sup>, misdirection<sup>s</sup>, phantom trap<sup>s</sup>, scare<sup>OP</sup>  
 1st—alarm, animate rope, color spray<sup>s</sup>, comprehend languages, disguise self<sup>s</sup>, hypnotism, magic aura<sup>s</sup>, magic weapon, shield, sleep

**PREPARATION RITUAL**

**Glittering Eyes (Su)** When casting an illusion spell, you gain expanded sight. Spend this boon's effect as a free action when you cast an illusion spell. You gain darkvision 60 feet and a +4 bonus on saving throws to disbelieve illusions, with both benefits lasting for 1 minute.

**TOME OF THE TRANSMUTER (LEVEL 8 TRANSMUTER)**

*This simple book is bound in white leather with a silver clasp. Careful notes on economic theory in a crisp and precise hand occupy the last few written pages, after which there is a page stained with a dark reddish-brown smear. The rest of the pages are blank.*

**Protection** Good lock (DC 30), explosive runes (Reflex DC 16)

**Opposition Schools** Illusion, necromancy

**Value** 1,835 gp (2,635 gp with the preparation ritual)

**SPELLS**

4th—beast shape II<sup>s</sup>, calcific touch<sup>s,\*\*</sup>, confusion, dimension door, stone shape<sup>s</sup>  
 3rd—arcane sight, dispel magic, explosive runes, lightning bolt, greater magic weapon<sup>s</sup>, slow<sup>s</sup>  
 2nd—alter self<sup>s</sup>, flaming sphere, knock<sup>s</sup>, pyrotechnics<sup>s</sup>, resist energy, see invisibility, whispering wind<sup>s</sup>  
 1st—animate rope<sup>s</sup>, charm person, color spray<sup>OP</sup>, erase<sup>s</sup>, floating disk, hush<sup>\*</sup>, mage armor, magic missile, protection from chaos, unseen servant

**PREPARATION RITUAL**

**Defensive Transmutation (Su)** When taking another shape, you can increase your defenses. Spend this boon's effect as a free action when you cast a transmutation spell with a range of personal. As long as you are affected by that spell, you gain a +2 natural armor bonus for the duration of the spell.

**JOURNEYMAN BOOK OF RUL THAVEN (LEVEL 9 DIVINER)**

*This medium-sized book has a creased spine and supple gray leather covers. The leather has rubbed away in certain spots, tiny pinhole burns pock the surface, and a brass lock holds the book shut. A woman's portrait has been bound into the front cover, and text covers almost all of the image except her face: text in circles, with arrows pointing to new circles with suppositions. Underneath the woman's chin are the words "Diabolist sacrifice?"*

**Protection** Average lock (DC 25), and the 5th-level spells are hidden with secret page. The special word is "reveal."

**Opposition Schools** Illusion, transmutation

**Value** 2,195 gp (3,320 gp with the preparation ritual)

**SPELLS**

5th—contact other plane<sup>s</sup>, major creation, telepathic bond<sup>s</sup>,  
 4th—detect scrying<sup>s</sup>, locate creature<sup>s</sup>, remove curse, scrying<sup>s</sup>  
 3rd—arcane sight<sup>s</sup>, clairaudience/clairvoyance<sup>s</sup>, secret page<sup>OP</sup>, tongues<sup>s</sup>  
 2nd—detect thoughts<sup>s</sup>, flaming sphere, locate object<sup>s</sup>, resist energy, see invisibility<sup>s</sup>, summon monster II  
 1st—cause fear, comprehend languages<sup>s</sup>, detect secret doors<sup>s</sup>, detect undead<sup>s</sup>, disguise self<sup>OP</sup>, identify<sup>s</sup>, protection from evil, protection from law, true strike<sup>s</sup>

**PREPARATION RITUAL**

**Eyes of Rul Thaven (Su)** You use a trick perfected by Rul Thaven to ferret out invisible creatures. Spend this boon's effect as a swift action. You gain the effects of *see invisibility* for 1 round.

**JOURNAL OF THE BEAST WITHIN (LEVEL 10 ALCHEMIST)**

*This ragged collection of scorched and stained notes is tied with cheap twine between wooden covers. A few formulae appear to have been deliberately obliterated, scratched through so thoroughly that the paper is torn in places.*

**Value** 915 gp (2,165 gp with the preparation ritual)

**FORMULA**

4th—dragon's breath<sup>\*\*</sup>  
 3rd—beast shape I, rage, tongues, water breathing  
 2nd—barkskin, bull's strength, cure moderate wounds, elemental touch<sup>\*\*</sup>, resist energy  
 1st—bomber's eye<sup>\*\*</sup>, comprehend languages, crafter's fortune<sup>\*\*</sup>, cure light wounds, disguise self, enlarge person, identify, shield

**PREPARATION RITUAL**

**Beastly Concoction (Su)** This journal grants you the ability to make an extremely potent and savage mutagen. Spend this boon when you imbibe your mutagen. The mutagen grants you a +6 alchemical bonus to your selected ability score instead of the normal +4; you take a –2 penalty to all of your mental ability scores (Intelligence, Wisdom, and Charisma) while the mutagen is in effect.

**MANUSCRIPT OF JACK WERE-SON (LEVEL 10 UNIVERSALIST)**

*Blood, dirt, wine, and more stain this white leather book. The owner's name, Jack Were-son, is stamped into the cover in peeling gold, yet no more information about the author is immediately evident. Several of the pages contain careful diagrams and illustrations done by a competent but uninspiring artist.*

**Protection** Average lock with arcane lock (DC 35) and explosive runes (Reflex DC 16)

**Value** 2,835 gp

**SPELLS**

5th—break enchantment, mage's private sanctum, polymorph, treasure stitching<sup>\*\*</sup>  
 4th—charm monster, dimension door, greater invisibility, moonstruck<sup>\*\*</sup>, true form<sup>\*\*</sup>



3rd—cloak of winds\*\*, explosive runes, haste, lightning bolt, nondetection, twilight knife\*\*  
 2nd—acid arrow, burning gaze\*\*, dust of twilight\*\*, fog cloud, metabolize\*, protection from arrows, spider climb  
 1st—alter winds\*\*, ant haul\*\*, burning hands, cause fear, hold portal, identify, magic missile, sleep, stone fist\*\*, vanish\*\*

**ARCTIC CALL (LEVEL 11 EVOKER)**

*Fine vellum sheets fill these two well-worn books. Beautiful illustrations depict the effects of each spell, many with a distinctly arctic theme. Though the pages and their wintry illustrations are of high quality, the protective leather case that encloses both books smells and feels greasy, as if the hide has been crudely waterproofed with animal fat.*

**Protection** fire trap modified to inflict cold damage (Reflex DC 17)

**Opposition Schools** Illusion, necromancy

**Value** 4,335 gp (5,985 gp with the preparation ritual)

**SPELLS**

6th—contingency<sup>s</sup>, freezing sphere<sup>s</sup>, repulsion  
 5th—cone of cold<sup>s</sup>, mage's private sanctum, permanency, teleport, wall of force<sup>s</sup>  
 4th—ice storm<sup>s</sup>, shout<sup>s</sup>, stonemask, symbol of revelation\*, wall of ice<sup>s</sup>  
 3rd—arcane sight, dispel magic, elemental aura<sup>s</sup>\*\*<sup>OP</sup>, fire trap, heroism, lightning bolt<sup>s</sup>, phantom steed, seek thoughts\*\*  
 2nd—bull's strength, false life<sup>OP</sup>, glitterdust, hideous laughter, make whole, resist energy, rope trick  
 1st—detect secret doors, endure elements, enlarge person, feather fall, mage armor, magic missile<sup>s</sup>, obscuring mist, shield, shocking grasp<sup>s</sup>

**PREPARATION RITUAL**

**Rime Bite (Su)** You infuse your spell with a biting cold that few can withstand. Spend this boon as a free action when you cast a spell with the cold descriptor. Any damage from that spell ignores all resistance to cold, but does not ignore immunity to cold.

**INSIGHTS OF FAR-SEEING TAERNIS (LEVEL 12 CONJURER)**

*These two books are part of a set held together with a leather strap. The covers are of a shimmering and unearthly blue leather, and the spines are built of silver and iron. The books are chilly to the touch, and staring at them induces minor vertigo.*

**Protection** Sepia snake sigil (Reflex DC 16)

**Opposition Schools** Divination, necromancy

**Value** 4,555 gp (6,355 gp with the preparation ritual)

**SPELLS**

6th—getaway<sup>s</sup>\*\*<sup>OP</sup>, planar binding<sup>s</sup>, summon monster VI<sup>s</sup>, wall of iron<sup>s</sup>  
 5th—contact other plane<sup>OP</sup>, life bubble\*\*<sup>OP</sup>, overland flight, teleport<sup>s</sup>  
 4th—acid pit<sup>s</sup>\*\*<sup>OP</sup>, black tentacles<sup>s</sup>, dimensional anchor, lesser geas, phantasmal killer, solid fog<sup>s</sup>

3rd—gaseous form, greater magic weapon, magic circle against evil, sepia snake sigil<sup>s</sup>, spiked pit<sup>s</sup>\*\*<sup>OP</sup>, stinking cloud, tiny hut  
 2nd—arrow eruption<sup>s</sup>\*\*<sup>OP</sup>, daze monster, dust of twilight<sup>s</sup>\*\*<sup>OP</sup>, fantastic reach\*, glitterdust<sup>s</sup>, metabolize<sup>s</sup>\*<sup>OP</sup>, shatter, stone call<sup>s</sup>\*\*<sup>OP</sup>

1st—comprehend languages<sup>OP</sup>, disguise self, jump, mage armor<sup>s</sup>, magic aura, mount<sup>s</sup>, sleep, stumble gap<sup>s</sup>\*\*<sup>OP</sup>, unseen servant<sup>s</sup>

**PREPARATION RITUAL**

**Sturdy Summoning (Su)** A creature you summon gains augmented defenses for a short time. Spend this boon effect as a free action when you cast a conjuration (summoning) wizard spell. The creature you summon with that spell gains a number of temporary hit points equal to your caster level, and as long as the summoned creature has at least 1 of these hit points, it gains a +2 circumstance bonus on saving throws.

**QUEST ETERNAL (LEVEL 13 DIVINER)**

*Stuffed between the pages of these two well-worn volumes are all manner of riddles, tidbits of lore, and fragments of maps. One of the covers is missing a corner, as if hacked off with a blade, and the text inside is tiny and cramped, as if the author were afraid of running out of room.*

**Opposition Schools** Conjuration, transmutation

**Value** 6,475 gp (8,395 gp with the preparation ritual)

**SPELLS**

7th—greater arcane sight<sup>s</sup>, greater scrying<sup>s</sup>, prismatic spray  
 6th—chain lightning, contingency, eyebite, legend lore<sup>s</sup>, true seeing<sup>s</sup>  
 5th—dominate person, fire snake\*\*<sup>OP</sup>, prying eyes<sup>s</sup>, teleport<sup>OP</sup>, telepathic bond<sup>s</sup>  
 4th—arcane eye<sup>s</sup>, confusion, detect scrying<sup>s</sup>, fear, ice storm, wall of fire  
 3rd—clairaudience/clairvoyance<sup>s</sup>, dispel magic, displacement, greater magic weapon<sup>OP</sup>, hydraulic torrent\*\*<sup>OP</sup>, lightning bolt, seek thoughts\*\*<sup>OP</sup>, tongues<sup>s</sup>  
 2nd—arcane lock, false life, fox's cunning<sup>OP</sup>, locate object<sup>s</sup>, resist energy, scorching ray, see invisibility<sup>s</sup>, touch of idiocy  
 1st—alarm, charm person, comprehend languages<sup>s</sup>, color spray, detect secret doors<sup>s</sup>, expeditious excavation<sup>OP</sup>\*\*<sup>OP</sup>, floating disk, protection from evil, shield, true strike<sup>s</sup>, ventriloquism

**PREPARATION RITUAL**

**Travel Sage (Su)** There is nothing like a magic book to enhance the memory. Unlike other boons, you do not spend this one. Until you prepare spells again, you are considered trained in Knowledge (geography). If you are already trained in Knowledge (geography), you gain a +2 circumstance bonus on those checks instead.

**GRANDFATHER'S LEGACY (LEVEL 14 NECROMANCER)**

*This pair of lexicons is covered in excellently preserved human skin, with an intricate lace of fingerbones forming the locks on the cover. A family seal has been embossed on the lower center of the cover, but flecks of gold leaf have begun to peel away,*

revealing that the embossed pattern in fact follows a faded tattoo on the skin itself.

**Protection** A series of three superior locks each augmented with arcane lock (DC 50) and a symbol of weakness (Fortitude DC 20) on the second page of each book.

**Opposition Schools** Enchantment, illusion

**Value** 7,635 gp

#### SPELLS

- 7th—control undead<sup>S</sup>, finger of death<sup>S</sup>, symbol of weakness<sup>S</sup>, temporary resurrection<sup>S,\*</sup>
- 6th—acid fog, chain lightning, circle of death<sup>S</sup>, create undead<sup>S</sup>, unwilling shield<sup>S,\*\*</sup>
- 5th—dismissal, hold monster, magic jar<sup>S</sup>, possess object<sup>S,\*</sup>, wall of force, waves of fatigue<sup>S</sup>
- 4th—animate dead<sup>S</sup>, bestow curse<sup>S</sup>, contagion<sup>S</sup>, enervation<sup>S</sup>, shadow projection<sup>S,\*\*</sup>, shout, wall of ice
- 3rd—gentle repose<sup>S</sup>, halt undead<sup>S</sup>, lightning bolt, magic circle against good, nondetection, ray of exhaustion<sup>S</sup>, stinking cloud, vampiric touch<sup>S</sup>
- 2nd—arcane lock, blindness<sup>S</sup>, darkness, false life<sup>S</sup>, obscure object, resist energy, scare<sup>S</sup>, summon swarm
- 1st—cause fear<sup>S</sup>, chill touch<sup>S</sup>, floating disk, hypnotism, obscuring fog, ray of enfeeblement<sup>S</sup>, restore corpse<sup>S,\*</sup>, sculpt corpse<sup>S,\*\*</sup>, shield, sleep

#### CHYMIST'S GUIDEBOOK (LEVEL 15 ALCHEMIST)

The pages of this formula book are carefully varnished. Sprinkled among the formulae are details and diagrams of alchemical devices, many of which seem to defy the normal conventions of alchemy and physics. The last page contains incomplete notes on the preparation of experimental mutagens.

**Protection** Good lock (DC 30)

**Value** 2,545 gp

#### FORMULA

- 5th—delayed consumption<sup>\*\*</sup>, magic jar, spell resistance
- 4th—detonate<sup>\*\*</sup>, freedom of movement, greater invisibility, restoration, stonewalk
- 3rd—amplify elixir<sup>\*\*</sup>, arcane sight, haste, heroism, protection from energy, thorn body<sup>\*\*</sup>
- 2nd—alter self, bear's endurance, false life, fire breath<sup>\*\*</sup>, see invisibility, transmute potion to poison<sup>\*\*</sup>
- 1st—ant haul<sup>\*\*</sup>, comprehend languages, cure light wounds, detect secret doors, enlarge person, jump, keen senses<sup>\*\*</sup>, negate aroma<sup>\*\*</sup>, shield, true strike

#### GUARDIAN GRIMOIRE (LEVEL 15 ABJURER)

These three well-made books are covered with runes of warding against outsiders and undead. The pages inside show water damage along the edges.

**Protection** Explosive runes (Reflex DC 16) and fire trap (Reflex DC 17)

**Opposition Schools** Illusion, necromancy

**Value** 10,055 gp (13,055 gp with the preparation ritual)

#### SPELLS

- 8th—binding, maze, protection from spells<sup>S</sup>
- 7th—banishment<sup>S</sup>, delayed blast fireball, expend<sup>S,\*\*</sup>, form of the dragon II, grasping hand
- 6th—analyze dweomer, antimagic field<sup>S</sup>, chain lightning, greater dispel magic<sup>S</sup>, true seeing
- 5th—break enchantment<sup>S</sup>, cone of cold, dismissal<sup>S</sup>, polymorph, summon monster V, wall of force
- 4th—confusion, dimension door, dimensional anchor<sup>S</sup>, fire trap<sup>S</sup>, mass enlarge person, secure shelter, true form<sup>S,\*\*</sup>
- 3rd—cloak of winds<sup>S,\*\*</sup>, daylight, enter image<sup>\*\*</sup>, explosive runes<sup>S</sup>, haste, lightning bolt, magic circle against evil<sup>S</sup>, water breathing
- 2nd—cushioning bands<sup>\*</sup>, detect thoughts, glitterdust, knock, protection from arrows<sup>S</sup>, resist energy<sup>S</sup>, scorching ray, whispering wind
- 1st—animate rope, detect secret doors, detect undead, endure elements<sup>S</sup>, feather fall, obscuring mist, protection from chaos<sup>S</sup>, shadow blade<sup>S,\*</sup>, shield<sup>S</sup>, shocking grasp, touch of gracelessness<sup>\*\*</sup>

#### PREPARATION RITUAL

**Guardian Trick (Su)** With a quick phrase of power, you attempt to foil an attack. Spend this boon's effect as an immediate action when an undead or outsider hits you with an attack. The attacking creature must reroll the attack, taking the second roll even if it is lower.

#### MYSTERIES OF SHADOW (LEVEL 16 ILLUSIONIST)

Each volume of this three-book set is written in gold ink on jet-black paper. Illusory script hides descriptions of the geography and denizens of the Shadow Plane.

**Protection** illusory script (Will DC 16; on failure the suggestion is "Forget the existence of the descriptions and notes"), phantom trap (opening any of the books seems to set off a trap)

**Opposition Schools** divination, evocation

**Value** 11,865 gp (15,065 gp with the preparation ritual)

#### SPELLS

- 8th—greater shadow evocation<sup>S</sup>, mind blank, scintillating pattern<sup>S</sup>, temporal stasis
- 7th—finger of death, greater shadow conjuration<sup>S</sup>, project image<sup>S</sup>, simulacrum<sup>S</sup>, spell turning
- 6th—eyebite, guards and wards, limited wish, permanent image<sup>S</sup>, programmed image<sup>S</sup>, shadow walk<sup>S</sup>, symbol of persuasion
- 5th—cloudkill, mirage arcana<sup>S</sup>, mind fog, nightmare<sup>S</sup>, seeming<sup>S</sup>, shadow evocation<sup>S</sup>, telekinesis
- 4th—black tentacles, dimension door, greater invisibility<sup>S</sup>, lesser globe of invulnerability, phantasmal killer<sup>S</sup>, remove curse, scrying<sup>OP</sup>, shadow conjuration<sup>S</sup>
- 3rd—dispel magic, heroism, illusory script<sup>S</sup>, magic circle against good, major image<sup>S</sup>, phantom steed, shrink item, slow
- 2nd—arcane lock, darkness<sup>OP</sup>, false life, glitterdust, magic mouth<sup>S</sup>, mirror image<sup>S</sup>, obscure object, phantom trap<sup>S</sup>, whispering wind

1st—*color spray*<sup>s</sup>, *disguise self*<sup>s</sup>, *endure elements*, *feather fall*, *grease*, *magic aura*<sup>s</sup>, *minor image*<sup>s</sup>, *obscuring mist*, *ray of enfeeblement*, *silent image*<sup>s</sup>, *ventriloquism*<sup>s</sup>

---

#### PREPARATION RITUAL

---

**Shadow Knowledge (Su)** The knowledge in this book clings to your consciousness like the Shadow Plane itself. Unlike other boons, you do not spend this one. Until you prepare spells again, you are considered trained in all Knowledge skills as long as the check pertains to the geography and denizens of the Shadow Plane. If you are already trained in the appropriate Knowledge skill, you gain a +2 circumstance bonus on these checks instead.

#### MASTER BOOKS OF RUL THAVEN (LEVEL 17 DIVINER)

*This trio of books is bound in leather as black as a starless night, clasped together with gleaming silver. The pages are filled with notes and errata. The handwriting becomes more hurried toward the end of the trilogy, and the final page says, "I have found her!"*

**Protection** Each book features a superior lock (DC 40); *secret page* hides the 9th- and 7th-level spells, and the first book is warded with *explosive runes* (Reflex DC 17).

**Opposition Schools** Illusion, transmutation

**Value** 12,725 gp (16,550 gp with the preparation ritual)

---

#### SPELLS

---

9th—*foresight*<sup>s</sup>, *freedom*  
 8th—*demand*, *discern location*<sup>s</sup>, *greater prying eyes*<sup>s</sup>, *trap the soul*  
 7th—*instant summons*, *greater arcane sight*<sup>s</sup>, *greater scrying*<sup>s</sup>, *plane shift*, *vision*<sup>s</sup>  
 6th—*analyze dweomer*<sup>s</sup>, *greater dispel magic*, *guards and wards*, *legend lore*<sup>s</sup>, *repulsion*, *true seeing*<sup>s</sup>  
 5th—*contact other plane*<sup>s</sup>, *major creation*, *secret chest*, *sending*, *telepathic bond*<sup>s</sup>, *planar adaptation*<sup>op</sup>  
 4th—*bestow curse*, *dimensional anchor*, *lesser geas*, *lesser globe of invulnerability*, *locate creature*<sup>s</sup>, *remove curse*, *secure shelter*, *share senses*<sup>s,\*\*</sup>  
 3rd—*arcane sight*<sup>s</sup>, *blood biography*<sup>s,\*\*</sup>, *clairaudience/clairvoyance*<sup>s</sup>, *explosive runes*, *secret page*<sup>op</sup>, *seek senses*<sup>s,\*\*</sup>, *tongues*<sup>s</sup>  
 2nd—*continual flame*, *detect thoughts*<sup>s</sup>, *flaming sphere*, *hold person*, *locate object*<sup>s</sup>, *resist energy*, *see invisibility*<sup>s</sup>, *summon monster II*  
 1st—*cause fear*, *comprehend languages*<sup>s</sup>, *detect secret doors*<sup>s</sup>, *detect undead*<sup>s</sup>, *disguise self*<sup>op</sup>, *identify*<sup>s</sup>, *protection from evil*, *protection from law*, *true strike*<sup>s</sup>

---

#### PREPARATION RITUAL

---

**Improved Eyes of Rul Thaven (Su)** This improved boon allows you to see invisible creatures. You can activate the boon's effect as a swift action to gain the effects of *see invisibility* for up to 10 rounds. The rounds need not be consecutive, but you must spend a swift action each time you activate the boon's effect. The boon's effect is only spent when all 10 rounds of *see invisibility* are used up, or the next time you prepare wizard spells.

#### MANUAL OF BINDING (LEVEL 18 CONJURER)

*The three volumes of this set are bound in black sharkskin, the spells inscribed in purple ink on fine paper. Spells conceal extensive notes on constructing a lich's phylactery.*

**Protection** *magic aura* (spellbook appears nonmagical), *secret page* hides the notes on constructing a lich's phylactery, *sepia snake sigil* (Reflex DC 17)

**Opposition Schools** Abjuration, enchantment

**Value** 17,165 gp (21,215 gp with the preparation ritual)

---

#### SPELLS

---

9th—*gate*<sup>s</sup>, *soul bind*, *summon monster IX*<sup>s</sup>, *time stop*, *wish*  
 8th—*create greater undead*, *horrid wilting*, *greater planar binding*<sup>s</sup>, *maze*<sup>s</sup>, *screen*  
 7th—*banishment*<sup>op</sup>, *finger of death*, *grasping hand*, *greater teleport*<sup>s</sup>, *reverse gravity*, *summon monster VII*<sup>s</sup>  
 6th—*contagious flames*<sup>\*\*</sup>, *disintegrate*, *greater dispel magic*<sup>op</sup>, *legend lore*, *planar binding*<sup>s</sup>, *wall of iron*<sup>s</sup>  
 5th—*cloudkill*<sup>s</sup>, *cone of cold*, *contact other plane*, *hungry pit*<sup>s,\*\*</sup>, *magic jar*, *overland flight*, *permanency*, *secret chest*<sup>s</sup>, *symbol of pain*  
 4th—*ball lightning*<sup>\*\*</sup>, *black tentacles*<sup>s</sup>, *detect scrying*, *dimension door*<sup>s</sup>, *eneration*, *greater invisibility*, *resilient sphere*, *remove curse*<sup>op</sup>  
 3rd—*blink*, *daylight*, *enter image*<sup>\*\*</sup>, *fireball*, *gentle repose*, *secret page*, *sepia snake sigil*<sup>s</sup>, *stinking cloud*<sup>s</sup>  
 2nd—*darkvision*, *false life*, *glitterdust*<sup>s</sup>, *make whole*, *mirror image*, *resist energy*<sup>op</sup>, *see invisibility*, *summon swarm*<sup>s</sup>, *web*<sup>s</sup>  
 1st—*burning hands*, *detect undead*, *disguise self*, *grease*<sup>s</sup>, *mage armor*<sup>s</sup>, *magic aura*, *magic missile*, *ray of enfeeblement*, *unseen servant*<sup>s</sup>

---

#### PREPARATION RITUAL

---

**Revivifying Contingency (Su)** You do not spend this boon with an action. When you are affected by this boon, the first time you are reduced to 0 or fewer hit points, you immediately regain 2d6 hit points. If this is enough for you to reach 0 hit points or higher, you do not fall unconscious.

#### LIBRARY OF THE DANCER OF SKINS (LEVEL 19 UNIVERSALIST)

*This quartet of books is held together by a shining silver strand wound around the four tomes and tied in an intricate knot. Inside, the writing is expansive and sloppy, filled with marginalia; the author's notes indicate clear excitement about her discoveries, and while the thinker is obviously brilliant, she is also apparently undisciplined.*

**Value** 16,435 gp (20,710 gp with the preparation ritual)

---

#### SPELLS

---

9th—*shapechange*, *weird*, *wish*, *world wave*<sup>\*\*</sup>  
 8th—*giant form II*, *polar ray*, *scintillating pattern*, *seamante*<sup>\*\*</sup>, *trap the soul*  
 7th—*control weather*, *elemental body IV*, *phantasmal revenge*<sup>\*\*</sup>, *power word blind*, *rampart*<sup>\*\*</sup>, *spell turning*  
 6th—*beast shape IV*, *cloak of dreams*<sup>\*\*</sup>, *control water*, *fluid form*<sup>\*\*</sup>, *getaway*<sup>\*\*</sup>, *lightning field*<sup>\*</sup>, *plant shape II*

# MASTERING MAGIC



- 5th—comet\*, fabricate, fire snake\*\*, geyser\*\*, hold monster, overland flight, planar adaptation\*\*, telekinesis
- 4th—dragon's breath\*\*, dimension door, firefall\*\*, greater invisibility, moonstruck\*\*, resilient sphere, true form\*\*, wandering star motes\*\*
- 3rd—blink, cloak of winds\*\*, elemental aura\*\*, fly, lightwall\*, shifting sands\*\*, twilight knife\*\*, versatile weapon\*\*
- 2nd—accelerate poison\*\*, arrow eruption\*\*, dust of twilight\*\*, elemental speech\*\*, alter self, fire breath, share language\*\*, slipstream\*\*
- 1st—alter winds\*\*, ant haul\*\*, endure elements, feather fall, flare burst\*\*, identify, stone fist\*\*, touch of the sea\*\*, true strike, vanish\*\*

## PREPARATION RITUAL

**Defensive Boon (Su)** You throw up a quick burst of arcane energy that deflects an incoming spell attack. As an immediate action when targeted with a touch spell or spell-like ability, you can spend this boon's effect to gain a +4 deflection bonus to AC against the triggering attack.

## THE FORMULAE OF MASTER GEBR (LEVEL 20 ALCHEMIST)

*These four cloth-bound books are neatly printed—as with a printing press or some other form of mechanical transcription—with a title page, a table of contents, and a useful cross-referenced index. They have been treated well and are clearly reference works, rather than laboratory notes; the writer was obviously a most disciplined and focused inventor.*

**Protection** The cover is treated with tears of death poison (contact; save Fort DC 22; onset 1 minute; frequency 1/minute for 6 minutes; effect 1d6 Con damage and paralyzed for 1 minute).

**Value** 6,615 gp (11,115 gp with the preparation ritual)

## FORMULA

- 6th—elemental body III, form of the dragon I, heal, shadow walk, transformation, twin form\*\*
- 5th—delayed consumption\*\*, dream, elude time\*\*, nightmare, overland flight, resurgent transformation\*\*, spell resistance
- 4th—detonate\*\*, dragon's breath\*\*, fire shield, fluid form\*\*, greater invisibility, neutralize poison, stonesskin, universal formula\*\*
- 3rd—absorbing touch\*\*, amplify elixir\*\*, bloodhound\*\*, displacement, draconic reservoir\*\*, haste, heroism, seek thoughts\*\*, thorn body\*\*
- 2nd—alchemical allocation\*\*, barkskin, bull's strength, cat's grace, elemental touch\*\*, fire breath\*\*, perceive cues\*\*, see invisibility, transmute potion to poison\*\*, vomit swarm\*\*
- 1st—bomber's eye\*\*, comprehend languages, crafter's fortune\*\*, disguise self, endure elements, keen senses\*\*, negate aroma\*\*, shield, stone fist\*\*, touch of the sea\*\*

## PREPARATION RITUAL

**Spontaneous Bomb (Su)** When it comes to bombs, you have a special trick up your sleeve. Once per day as a swift action, you can apply a discovery that you qualify for (but do not

already know) to a bomb. This does not allow you to stack non-stacking discoveries on a bomb.

## MASTERY OF WORD AND THOUGHT (LEVEL 20 ENCHANTER)

*This massive tome is the size of four normal spellbooks, bound in leather as hard as plate armor and stitched together with strands of thin, pliable metal rather than thread. Toward the end is a list of names, each crossed out.*

**Protection** Symbol of death on the first page of the book (Fort DC 22)

**Opposition Schools** Conjuraton, illusion

**Value** 22,675 gp (27,265 gp with the preparation ritual)

## SPELLS

- 9th—dominate monster<sup>S</sup>, foresight, mage's disjunction, mass hold monster<sup>S</sup>, mass suffocation\*\*, power word kill<sup>S</sup>, time stop
- 8th—binding<sup>S</sup>, clone, irresistible dance<sup>S</sup>, mind blank, polymorph any object, power word stun<sup>S</sup>, sunburst
- 7th—deflection\*\*, greater arcane sight, instant summons<sup>OP</sup>, limited wish, mass hold person<sup>S</sup>, plane shift<sup>OP</sup>, power word blind<sup>S</sup>, resonating word\*, symbol of stunning<sup>S</sup>
- 6th—cloak of dreams<sup>S</sup>\*\*, contingency, enemy hammer\*\*, forceful hand, greater dispel magic, geas/quest<sup>S</sup>, legend lore, mage's lucubration, true seeing
- 5th—dismissal, dominate person<sup>S</sup>, fabricate, icy prison\*, feeblemind<sup>S</sup>, mage's private sanctum, permanency, prying eyes, teleport<sup>OP</sup>
- 4th—bestow curse, crushing despair<sup>S</sup>, dimensional anchor, fear, moonstruck<sup>S</sup>\*\*, resilient sphere, stone shape, stonesskin
- 3rd—fireball, fly, greater magic weapon, heroism<sup>S</sup>, loathsome veil\*, nondetection, protection from energy, symbol of peace<sup>S</sup>\*, suggestion<sup>S</sup>
- 2nd—arcane lock, continual flame, false life, hideous laughter<sup>S</sup>, magic mouth<sup>OP</sup>, mirror image<sup>OP</sup>, resist energy, rope trick, see invisibility, touch of idiocy<sup>S</sup>
- 1st—alarm, charm person<sup>S</sup>, feather fall, forced quiet\*, hydraulic push\*\*, identify, magic missile, memory lapse<sup>S</sup>\*\*, ray of enfeeblement, shield, unseen servant<sup>OP</sup>

## PREPARATION RITUAL

**Curse of Names (Su)** When you are finished preparing your spells with this book, write the proper name of a single creature among the list of names in this book. As a swift action, when you are within 30 feet of the named creature, you can call out its name to bestow the curse of names on it. This spends the boon's effect. The target creature takes a –2 penalty on all attack rolls, and a –4 penalty on all attack rolls against you, for 1 minute. When you activate this curse, the name is crossed out in the back of the book. That creature cannot be the target of a curse of names originating from you ever again. The penalties of two instances of curse of names on the same creature do not stack.



## DESIGNING SPELLS

Designing spells for the Pathfinder Roleplaying Game is a complex task that is part art, part science. This section describes what you need to think about when designing balanced, playable spells for your campaign.

Unlike magic items, spells have predefined power levels corresponding to the spell levels already in the game. When you design a spell, you have to take those power levels into account by comparing the new spell to existing spells in the *Core Rulebook*—a spell has to fall into the narrow range of power for one of the nine spell levels (plus cantrips or orisons). In contrast, prices for magic items are strongly granular, and are calculated to the gold piece based on precisely what features the item possesses. In other words, if you add more power to a magic item, you just increase its price to compensate, but if you add too much power to a spell, you have to make it a higher-level spell, which means you then have to compare it to a different set of example spells.

### THE GOLDEN RULE

*Compare your spell to similar spells, and to other spells of its intended level.*

Unlike when pricing magic items, there are no formulae for how to correctly “price” a spell. The entire process is a matter of comparing the new spell you’re creating to other spells and evaluating whether your spell is weaker, stronger, or about the same as that spell or group of spells. Designing a spell requires a firm understanding of all the game’s rules, not just those related to spells. Furthermore, it requires an understanding of some unwritten game assumptions, most of which are discussed throughout this section.

**Example:** If you look at the spell list in the *Core Rulebook*, you’ll notice that there isn’t a 1st-level wizard spell that deals sonic damage. You may decide to design a spell to fill that niche, modeling it after *burning hands*, except dealing sonic damage instead of fire—perhaps you’d call it *sonic screech*. However, there’s a reason there aren’t as many sonic spells in the game: “sonic” as an energy type is a late addition to the rules, and very few monsters have any resistance to sonic damage because most monsters existed before “sonic” was defined as an energy type. Because there are fewer creatures with sonic resistance than creatures with fire resistance, *sonic screech* will almost always be a better spell than *burning hands*. That means if you introduce *sonic screech* into your game, you’ll see savvy players selecting it instead of *burning hands*. If a new spell displaces an existing spell from the roster of most spellcasters, it probably means it’s better than the other available choices—and

if it’s so good that it’s obviously the best spell choice, it’s probably overpowered. Understanding the entire system of rules can help you avoid mistakes like this.

### SPELL TERMINOLOGY

It is essential for you to understand the terminology used in the game to describe spells and the effects they can create. Before designing a new spell, familiarize yourself with “Chapter 9: Magic” in the *Core Rulebook*. In particular, be sure you understand the various schools and subschools on pages 209–212 and the spell stat block categories (components, range, and so on) on pages 212–218 of the *Core Rulebook*.

The following sections address aspects of spell design in order of their importance and relevance to making a balanced spell. For example, the components of a spell have very little to do with its power level unless an expensive focus or material component is involved, so components are discussed well after damage, range, duration, and saving throws.

### INTENDED LEVEL

Before you start, you typically need an idea of the general power level of the new spell—probably because you have a specific PC or NPC in mind who’d like to use it, and making the level too low to be significant or too high for that character to cast defeats the purpose of designing the spell. Once you know the general level of the spell—a two-level range is close enough at this point—you can progress to the next issue.

### FUNCTION

The intended function is the most important consideration when designing a spell. Specifically, function refers to the tangible game effects of the spell, such as dealing damage, applying a condition such as sickened, or giving a bonus on saves or attack rolls. Everything else is cosmetic at this point—it doesn’t matter if it’s slashing damage or fire damage, makes a target sickened or confused, grants an insight bonus on saves or an enhancement bonus on attack rolls, or looks like unicorns or fire demons. Some sample functions include:

- Deal damage to one opponent
- Deal damage to multiple opponents
- Apply a condition or effect to one opponent
- Apply a condition or effect to multiple opponents
- Give a defensive bonus to one ally
- Give a defensive bonus to multiple allies
- Give an offensive bonus to one ally
- Give an offensive bonus to multiple allies
- Heal one ally
- Heal multiple allies

A spell can do several of these things at once, or give the caster a choice between several options, but such spells

should always be less powerful than a single-purpose spell of the same spell level, so keep that in mind when designing the spell. Note that “condition or effect” is the broadest category in the above list, which includes actual conditions like sickened and panicked, as well as effects like teleportation.

## SPELL DAMAGE

One of the easiest ways to measure an offensive spell's power is to look at how much damage it does. Offensive spells are the easiest spells to design in the game, and there are dozens of examples of them in the *Core Rulebook*. A typical damage spell deals 1 die of damage (typically a d6) per caster level for an arcane spell (for example, *shocking grasp* or *fireball*), or 1 die of damage (typically a d6, but sometimes a d8) per two caster levels for a divine spell (for example, *searing light*).

## TARGET

The simplest spells only affect one target, whether that target is a creature, an object, or just the caster. Technically, a spell that only affects the caster (with a range of “personal” and target of “you”) is slightly weaker than one with a target of “one creature,” because being able to cast the spell on anyone makes it more versatile and thus more powerful. However, the slight decrease in power from making a spell “caster-only” should not be used to justify designing the spell at a lower level. In most cases, the caster-only spells are designed that way either because they've always worked that way, or because they provide a bonus that is unique and advantageous for that class, but that could get out of hand if you allowed anyone to get the benefit of the spell by casting it on them or drinking a potion of that spell; these spells should remain caster-only, but you should examine their power level as if you could cast them on anyone.

**Example:** *Shield* and *true strike* are both 1st-level spells that only affect the caster. If you could cast those spells on others, they'd still be at the right power level for 1st-level spells—they aren't 2nd-level spells that you knocked down a level because you designed them as caster-only. *Shield* has always been a spell that only affects the caster, and there's a game-balance reason to keep it that way: because *shield* grants a shield bonus, casting it on a melee character means the fighter could drop his actual shield and start wielding his weapon two-handed for extra damage. *True strike* was deliberately designed as a caster-only spell so a sorcerer couldn't just cast it every round on the fighter, who'd be guaranteed a hit against a difficult monster even if he used Combat Expertise (for extra AC) and Power Attack (for extra damage). Making those spells caster-only doesn't really weaken the spells, but it does prevent players from exploiting certain combinations that would make encounters too easy.

## SPELL RESEARCH

The game rules for what a caster must do to create a new spell are very vague (see Independent Research on page 219 of the *Core Rulebook*). This is because, like the details of creating magic items, the nitty-gritty of what the caster is doing for this research isn't important for the progress of the campaign. Just as it's not necessary to know whether a wizard is using squid ink or ink from a rare plant when crafting a *scroll of burning hands*, it's not necessary to know whether he's modifying gestures described in *Irlurark's Incunabulum* or altering the pronunciation of words detailed in *Murlost's Great Grimoire* to create a new 1st-level attack spell. While it's fine to include these elements for flavor, particularly in a high-narrative campaign, they don't affect the outcome of the item crafting or spell research, both of which largely take place outside of game time. Therefore, this chapter is about the game mechanics of a player or GM designing a new spell, not the in-world requirements of a character researching a new spell.

A spell that affects multiple creatures is more powerful than a spell that only affects one creature. Multiple-creature spells tend to either be area effects such as cones and spheres (like *fireball*), or allow the caster to select multiple targets as long as no two targets are more than a set distance apart (like *slow*). A burst effect like *fireball* can potentially affect many more enemies than a pick-your-targets spell like *slow*, but you never risk hitting your friends when you use *slow*. Select which type is most appropriate for the spell, but understand that selecting multiple targets is generally more powerful except at the lowest caster levels (where a low caster level means few targets compared to a burst which can affect many).

## DAMAGE CAPS

Low-level damage spells are not as good as medium- or high-level damage spells—the game is designed so lower-level spells eventually reach a maximum amount of damage they can deal. This is because if low-level spells continued to increase in damage without hitting a maximum amount, they'd rival some higher-level spells for effectiveness, and the game isn't as interesting if casters are using the same spells at 20th level as they were at 1st.

The maximum damage depends on the level of the spell and whether the spell is arcane or divine. This is because arcane magic is deliberately designed to be better at dealing damage to balance the fact that divine magic is better at healing. A “single target” spell only damages one creature (like *shocking grasp*), or divides its damage among several creatures (like *burning hands* or *magic missile*). A “multiple



TABLE 2-5: MAXIMUM DAMAGE FOR ARCANESPELLS

Arcane Spell Level	Max Damage (Single Target)	Max Damage (Multiple Targets)
1st	5 dice	—
2nd	10 dice	5 dice
3rd	10 dice	10 dice
4th	15 dice	10 dice
5th	15 dice	15 dice
6th	20 dice	15 dice
7th	20 dice	20 dice
8th	25 dice	20 dice
9th	25 dice	25 dice

TABLE 2-6: MAXIMUM DAMAGE FOR DIVINE SPELLS

Divine Spell Level	Max Damage (Single Target)	Max Damage (Multiple Targets)
1st	1 die	—
2nd	5 dice	1 die
3rd	10 dice	5 dice
4th	10 dice	10 dice
5th	15 dice	10 dice
6th	15 dice	15 dice
7th	20 dice	15 dice
8th	20 dice	20 dice
9th	25 dice	20 dice

target” spell applies its full damage to several creatures (like *fireball*).

For example, a 1st-level single-target wizard spell like *shocking grasp* can deal a maximum of 5 dice of damage (specifically 5d6). *Magic missile* can be used against a single target, or the caster can split up the missiles to affect multiple creatures, dividing the single-target damage among them. *Burning hands* initially looks like it doesn’t obey the damage cap table because it deals multiple dice of damage against multiple creatures, but this is offset by the fact that it only deals d4s instead of d6s, and it has an extremely close and limited area of effect.

When looking at the Maximum Damage tables, also keep in mind that arcane spells usually use d6s for damage and divine spells usually use d8s, and these tables assume d6s; when looking at the damage caps for divine spells, count each d8 as 2d6. Thus, *searing light* is a 3rd-level single-target cleric spell that deals up to 5d8 points of damage; treating each d8 as 2d6, that counts as 10d6, which is on target for a 3rd-level cleric spell. (Note that the 1d6 per level and maximum 10d6 points of damage against undead are still correct for a spell of this level, and the slightly higher damage against light-vulnerable undead is offset by the reduced damage against constructs).

**Tip:** If your spell does more damage than the amount defined on the table, you should reduce the damage or increase the spell’s level.

**Tip:** If your spell does less damage than the amount defined on the table, you should increase the damage or add another effect to the spell. An example of this is *sound burst*, which only deals 1d8 points of damage (this amount never increases), but can stun creatures in the area.

## RANGE

Spell range plays a significant part in the power of a spell. Requiring the caster to touch a target with a hostile spell means the caster is in or very close to melee combat, and is risking retaliation from enemies and attacks of opportunity from threatening opponents. Similarly, while close-range spells give the caster a little more breathing room, a hostile target is generally within the range of a single move or a charge, allowing an opponent to close and attack the caster—even at caster level 14, a close-range spell only reaches 60 feet.

In indoor situations, most medium-range combat spells may as well have an infinite range, because at the level the caster gains access to the spell, the caster can reach 150 feet or more, and few encounters deal with ranges that far—the caster can hit anything he can see. Even outdoors, a spell with a 150-foot range can hit anything in sight on a typical game mat like a Paizo GameMastery Flip-Mat (24 inches by 30 inches is 120 feet by 150 feet). Long range is likewise all-encompassing, with a 400-foot minimum range translating to almost 7 feet on a game mat—longer than many tables used for gaming. Long range only comes into play in abstract situations like launching a *fireball* at enemies across a large prairie, using *dimension door* to return to an earlier (and safer) part of the dungeon, and so on.

Obviously, touch-range spells are the weakest type of spell, close-range spells are better but not extremely so, and medium- and long-range spells may as well be identical for most purposes. Given that the Enlarge Spell feat doubles a spell’s range at a cost of +1 spell level, and the Reach Spell feat from the *Advanced Player’s Guide* increases the range by one category (from touch to close, close to medium, medium to long), at a cost of +1 spell level, it’s reasonable to balance a spell by assuming a +1 increase in level corresponds to increasing the range category by one. For example, a spell that works like *cure light wounds* (normally 1st level) at close range instead of touch is appropriate for a 2nd-level spell.

## DURATION

There are no hard-and-fast rules for determining how long a spell should last at a particular level; a weak spell may last hours, while a powerful one may only last a few rounds or be spent in one action. Your best bet is to compare your spell’s effect and duration to those of similar spells of its



intended level and spells one level below and above that. Make sure you are fully aware of the differences between “instantaneous” spells and “permanent” spells (see Duration on pages 216–217 of the *Core Rulebook*).

## SAVING THROW

Most spells that directly affect creatures with a magical effect should allow a saving throw. Spells that create nonmagical materials that then strike or impede creatures (such as *ice storm* and *sleet storm*) do not normally require a saving throw.

Spells that require the caster to make an attack roll to hit (even if it’s a ranged touch attack) may or may not require a saving throw (*enervation* and *searing light* do not, *disintegrate* does). Attack effects that do not require rolling damage should always allow a saving throw to reduce or negate the effect; otherwise, the spell becomes an obvious choice for anyone of the level to cast it.

**Tip:** When deciding whether or not the spell should have a saving throw, consider how you’d feel if someone used the spell on your favorite PC. If your PC didn’t get any chance

to resist the effect with a save or to dodge it entirely because of a failed attack roll, would you be annoyed, embarrassed, or angry? If so, you should give the spell some kind of save or attack roll, just so it’s not an always-effective option.

**Fortitude Saves:** Spells with Fortitude saves usually physically transform the target, apply an effect you’d normally resist with a Fortitude save (such as disease or poison), or are a form of attack that sheer physical toughness is enough to resist. In general, making a successful Fortitude save means the effect hits, but the target toughs it out, like a bear shrugging off the stinky musk sprayed by a skunk. Note that if your spell only affects creatures—not objects—then nonliving creatures such as constructs and undead are immune to the spell. For example, this makes them immune to creature-oriented polymorphing spells, but not spells such as *disintegrate*, which can attack objects.

**Reflex Save:** Spells with Reflex saves usually create a physical burst or spread in an area, like an explosion, which the target is able to dodge with a successful saving throw. In general, making a successful Reflex save means the target dodged the effect, or the effect rolled over or around

the target with a lesser effect. Note that you shouldn't build a spell where the caster makes an attack roll and the target also makes a Reflex saving throw; doing so brings Dexterity into play twice for the same spell (once for the target's AC, once for the target's Reflex save modifier).

**Will Saves:** Spells with Will saves are mental, mind-affecting attacks; the target resists with pure mental power, by using evasive thoughts or noticing flaws in the spell's assault that can negate its effectiveness. A Will save is like a mental version of a Fortitude save; the effect "hits" the target, and whether or not it succeeds depends on the target's willpower. Most direct-attack Will-save spells (such as *sleep* and *phantasmal killer*) are mind-affecting effects (see Descriptors, below).

Some spells can be cast on objects, and the object only gets a saving throw if it is a magic item or is held by a creature; these spells should have "(object)" listed after the type of saving throw (see *shrink item*).

Helpful spells and spells that do not harm the target in any way either should have no saving throw, or should allow a saving throw but have "(harmless)" listed after the type of saving throw (see *fly*).

Spells that only affect the caster never require a saving throw (you'd never try to resist a beneficial spell you're casting on yourself), so you don't list a saving throw for those spells at all (see *true strike*).

## SPELL RESISTANCE

Whether or not spell resistance applies to a spell depends mostly on whether or not it is an instantaneous or ongoing magical effect. Spell resistance applies to instantaneous magical effects (such as *fireball*) and ongoing magical effects (such as *wall of fire*), but not to nonmagical effects or spells that create nonmagical effects, whether instantaneous or ongoing. For example, *wall of stone* conjures an instantaneous wall of stone that cannot be dispelled; spell resistance doesn't help you walk through the spell's wall any more than it would if you tried to walk through a mortared stone wall in a castle—neither wall is magical, and both walls remain there even if you use *dispel magic* or *antimagic field* on them.

The general rule is that most spells allow spell resistance. Only when you're deliberately designing a spell that creates a nonmagical object or nonmagical effect is spell resistance likely to be irrelevant. You can use *move earth* (instantaneous duration) to create a hill, and spell resistance won't help you get over or through the hill because the spell moves the earth and thereafter stops being magical; likewise, you can use *move earth* to create a pit, and spell resistance won't help you ignore the pit because it's a nonmagical pit, just as if you had created it with a shovel. *Magic stone* adds magical power to stones, but spell resistance doesn't help protect against being hit by the stones any more than

spell resistance helps protect against a +1 *arrow* because the magic is focused on the stones, not on the creature with spell resistance.

It's a common trick to design a spell that doesn't allow spell resistance so the caster can use it against creatures who have spell resistance. In many cases, the idea behind the design is just silly, like a spell that creates a sphere of burning oil and hurls it at the intended area, where it bursts in an explosion of flame; clearly the intent is to create a nonmagical *fireball* that bypasses spell resistance. Golems in particular are often the intended targets of these spell designs, as their immunity to magic ability makes them completely immune to any effect that allows spell resistance. You should avoid letting these sorts of trick spells into your campaign, as they meddle with the balance of encounters (some monsters are designed to be harder for melee characters to fight, some are designed to be harder for spellcasters to fight, and some are just supposed to be difficult all around).

Whether or not a spell allows spell resistance is not an indicator of the spell's power; for most encounters, spell resistance isn't a factor.

If a spell's saving throw entry is marked as "(harmless)" or "(object)," the spell resistance entry should say that as well.

## CASTING TIME

Almost all spells meant to be cast in combat should have a casting time of "1 standard action." Avoid the temptation to invent spells with a casting time of "1 move action," "1 swift action," or "1 immediate action," as that's just a cheesy way for spellcasters to be able to cast two spells in 1 round, and there's already a mechanism for that: the Quicken Spell feat. Making combat spells with faster casting times devalues the Quicken Spell feat; even if you design the spell to be similar to a quickened spell, including the +4 level boost, it steals from casters who actually learn that feat, and your spell would become a common combo for high-level casters who can afford extra spells of that level. For example, if you create a 5th-level quickened *magic missile* spell that acts just like a *magic missile* spell with the Quicken Spell feat, any 14th-level wizard (who has at least three 5th-level spells available) is going to be tempted to learn this spell just because it allows him to add 5d4+5 extra points of damage to any high-level combat spell he casts, which is a way to get around the spell-damage cap. Furthermore, allowing spellcasters to routinely cast two spells per round means they tend to use up their spells more quickly and push their allies to camp and rest rather than continue exploring.

Spells that summon creatures to help in combat should have a casting time of "1 round." This is to give a reasonable action cost for a character casting the spell. If the caster could summon a monster using a standard action and have

it act that same round, it's like the spell didn't cost him any actions at all.

Spells that call an outsider to serve for more than a few rounds (such as *planar ally* and *planar binding*) should have a casting time of 10 minutes; more powerful spells may have even longer casting times. Note that *gate* can be used to call creatures and only has a casting time of 1 standard action, but when used this way, it requires a 10,000 gp material component, so that faster casting time doesn't come cheaply.

## COMPONENTS

For the most part, a spell's components have very little to do with its overall power level unless it requires a costly focus or material component or has no component at all. Most spells in the *Core Rulebook* have verbal and somatic components, and new spells should follow this trend.

The advantage of spells that don't require verbal components is they can be cast in an area of *silence*, and thus there is the temptation to create silent versions of common combat spells. However, doing so devalues the Silent Spell feat, just like making swift-action spells devalues Quicken Spell, though not to such a great extent (casting two spells per round is a more serious problem than having a backup spell to counteract an unexpected *silence*). If casters decide they'd rather prepare a silent *magic missile* instead of *acid arrow*, or a silent *acid arrow* instead of *fireball*, they've deliberately chosen weaker options, and that's fine.

The advantage of spells that don't require somatic components is they can be cast when bound, grappled, or when both hands are full or occupied, and arcane spell failure doesn't apply. Just as creating silent versions of spells devalues Silent Spell, making non-somatic spells devalues the Still Spell feat. The premise of the game is that most spells require words and gestures, and new spells should stick with that unless the theme of the spell suggests it wouldn't require a somatic component, or it was specifically designed to escape bindings or grapples.

The advantage of spells that don't require material components is they don't require a spell component pouch (and in the rare circumstance in which if you're grappled, you needn't already have your material components in hand to cast the spell). Most material components are part of a spell for flavor rather than to satisfy rules. The guano and sulfur material components of *fireball* are there because early gunpowder (black powder) was made from guano and sulfur. The fur and glass rod material components of *lightning bolt* come from the ability to create a buildup of static electricity by rubbing fur against a glass rod. The game could present those spells without material components at all, and it would have a negligible effect on how the game plays (as proven by the "it has whatever I need" spell component pouch, and the sorcerer class

getting Eschew Materials as a bonus feat)—they're just in the spell for fun. Balance your spell assuming it has no material components or free material components, and then add them in if the flavor seems appropriate.

Costly material components should be used to prevent overzealous players from casting the spell as often as they want, because the spell either makes adventuring too easy if everyone in the party has it (such as *stoneskin*), allows the PCs to bypass key adventuring experiences like exploring and investigating (such as *augury*, *divination*, and *commune*), or allows the PCs to trivialize certain threats (such as *raise dead* and *restoration*). Balance a spell without costly material components if possible, usually by raising the spell level if it is too good for the intended level. Sometimes the power level of a spell is on target (like *augury*, as it makes sense to have a low-level divination spell for clerics), but the spell is valuable enough that players will overuse it if it's free, so you have to apply a gp cost to moderate how often the PCs use it. Long-lasting defensive spells such as *glyph of warding* also fit into this category; if they were free, every spellcaster would cover her lair in them, casting one per day for the weeks or months of planning the NPC has before the PCs arrive. By giving *glyph of warding* a gp cost, it allows for more traditional adventuring—otherwise every square the PCs walk on is a potential trap, slowing play to a crawl as the PCs are forced to slowly and carefully search every square to notice the glyphs (given that a typical 5th-level rogue has +14 to Perception against a DC 28 glyph, meaning she fails most searches unless she takes 20).

Focus components are governed by the same rules as material components—in most cases they're just there for flavor, and are only relevant if costly. A costly focus is like a costly material component, except it's a one-time expenditure rather than a repeat expenditure, a barrier to entry that you can ignore once you've crossed the threshold. A costly focus is a good way to delay when PCs gain access to the spell, but once they have the materials, it's essentially just like any other spell without a costly focus. As with material components, balance the spell for its level, and if it seems like the spell is too good and delaying access to it would help moderate it, consider adding a costly focus component.

## SCHOOL

In terms of balancing the power of a spell, its school isn't very important—a 6th-level conjuration attack spell should be about as powerful as a 6th-level evocation attack spell. Deciding on the spell's school is really about choosing what best fits the theme and effect of the spell. Spells that deal energy damage to an area are usually conjuration or evocation spells. Spells that call, summon, or create physical objects or creatures are usually conjuration spells, while those that create things made of energy or force are usually evocation spells. Spells that affect minds are

usually enchantment spells, unless they cause fear or affect undead, in which case they're necromancy spells.

## BONUS TYPES

There are many types of bonuses in the game. It's tempting to look at that list of bonuses, find "holes" in the spell list that don't have spells for certain bonus types, and create a new spell that adds one of those unused bonus types to your favorite statistic or roll. Resist this temptation. Not all bonus types are equal within the game, and many bonus types are only meant for certain things. See Table 2–7: Bonus Types and Effects.

A dash entry (—) in the table indicates there are no common examples of items or spells that grant that kind of bonus. If you're designing an item or spell and want to include a certain type of bonus to a particular ability or statistic, check Table 2–7 first; if the bonus type doesn't say it can affect that ability or statistic, use one that does instead. One reason for this table is that some bonuses are better than others (deflection bonuses work against incorporeal creatures and when you are flat-footed, natural armor bonuses do not). A second reason is that allowing any kind of bonus on any roll or statistic makes it really easy to stack many small bonuses more cheaply than a larger bonus, which makes powerful magic items like a *ring of protection +5* much less interesting. A third reason is that some of these combinations just don't make sense, like a deflection bonus to Strength or a shield bonus on Knowledge checks.

## DESCRIPTION

The description is the meat of the spell, and what you put here is the most important information of all.

Make sure the spell description is clear and concise. Remember that players are going to refer to the spell description in a hurry during their turn of combat, and if they have to fight their way through flowery language to figure out the details, the resulting delay will annoy other players and the GM. If the spell has several complex effects, put each effect into its own paragraph. If the spell allows the caster to choose from several options, put each option on its own line with an italicized name (see *binding* for an example).

Anything that appears in the spell stat block doesn't need to appear again in the spell description—it's redundant. For example, the *fireball* description doesn't say, "The spell can reach up to 400 feet plus 40 feet per caster level." Extraneous text like that is just more clutter for the player to sift through when looking up the spell's effects in the middle of combat.

Avoid using language that implies something that the game mechanics of the spell don't back up. For example, a spell's description shouldn't say "using the foul powers of necromancy" if the spell doesn't actually have some sort of evil effect or the evil descriptor. This sort of mistake is most common with necromancy spells, which include not only many obviously evil spells, but also a fair share of helpful ones as well (such as *astral projection*, *gentle repose*, and *undearth to death*). People who read your spell description may not know your intent, and using flavorful language can trick

**TABLE 2-7: BONUS TYPES AND EFFECTS**

Bonus Type	Can Affect	Sample Item	Sample Spell
Alchemical	Ability scores, saves	Antitoxin	—
Armor	AC	<i>Bracers of armor</i>	<i>Mage armor</i>
Circumstance	Attacks, checks	<i>Robe of blending</i>	—
Competence	Attacks, checks, saves	<i>Boots of elvenkind</i>	<i>Guidance</i>
Deflection	AC	<i>Ring of protection</i>	—
Dodge	AC	Never*	Never*
Enhancement	Ability scores, AC, attacks, damage, speed	<i>Belt of giant strength</i>	<i>Magic weapon</i>
Inherent	Ability scores	<i>Manual of bodily health</i>	<i>Wish</i>
Insight	AC, attacks, checks, saves	<i>Dusty rose prism ioun stone</i>	<i>True strike</i>
Luck	AC, attacks, checks, damage, saves	<i>Stone of good luck</i>	<i>Divine favor</i>
Morale	Attacks, checks, damage, saves, Str, Con, Dex	<i>Candle of invocation</i>	<i>Bless</i>
Natural Armor	AC	<i>Amulet of natural armor</i>	<i>Barkskin</i>
Profane	AC, checks, damage, DCs, saves	—	<i>Desecrate</i>
Resistance	Saves	<i>Cloak of resistance</i>	<i>Mind blank</i>
Sacred	AC, checks, damage, DCs, saves	—	<i>Consecrate</i>
Shield	AC	<i>Ring of force shield</i>	<i>Shield</i>
Size	Ability scores, attacks, AC	—	<i>Enlarge person</i>

\* Spells and magic items should never grant dodge bonuses because dodge bonuses always stack, and it would be a simple matter to stack various low-power items or spells with small dodge bonuses and get an incredibly high Armor Class more cheaply than by achieving that AC using the armor, deflection, enhancement, and natural armor bonuses in the game.

readers into thinking a spell should have additional effects not explicitly spelled out in the description.

Remember that while you may be designing a spell with a particular character or class in mind, most spells are going to have a broader availability. You have to think of the spell in the hands of the biggest power gamer, and in use by a character who is very different than the one for whom it is designed. Even a simple sorcerer/wizard spell has to deal with two different types of casters: a wizard, who can learn many spells but can only cast a few per day, and a sorcerer, who knows few spells but can cast many per day. A spell that is good for a wizard may be too good when used by a sorcerer because the sorcerer can use it more times per day. Likewise, think of what happens if the PCs can access the spell in potion or scroll form—you may intend for the spell to be rare and for the PCs to not have it most of the time, but a wizard can create scrolls of rarely used spells and save them for just the right opportunity.

When you finish writing a spell description, have others look it over. They'll notice things you missed, come up with questions your spell needs to address, and find ways your spell can be abused. Use that feedback to revise the spell.

## HIERARCHY OF ATTACK EFFECTS

When it comes to attack spells, there is a clear hierarchy of what kinds of effects are better than others. Here are the attack effects in order of best effect to worst, assuming all other factors (specific immunities, number of targets affected, and so on) are equal.

**Control:** A control spell puts an opponent under your control, turning him into an ally or at least keeping him from being an active enemy for a while. This is the best kind of attack spell because not only does it negate an opponent (the same effect as a kill or incapacitate spell), but it also creates a new ally that the caster can turn against his other opponents. Many of the more powerful enchantment spells are control spells, though their drawback is that they tend to be all-or-nothing (if the creature saves, it's completely unaffected by the spell). Examples of control spells are *charm monster*, *charm person*, *confusion*, *dominate monster*, and *dominate person*.

**Kill:** A kill spell kills or destroys an opponent outright, bypassing the target's depletable statistics (see sidebar), typically with a Fortitude saving throw. Kill spells are better than incapacitate spells because they don't wear off and there's no chance another enemy can easily reverse the spell (such as with *dispel magic*). The best of the kill spells still act as damage spells if the target saves, so the caster is guaranteed some effect. Examples of kill spells are *disintegrate*, *finger of death*, *phantasmal killer*, *power word kill*, *slay living*, and *wail of the banshee*.

**Incapacitate:** An incapacitate spell makes the target unable to act against the caster, effectively removing him

## DEPLETABLE STATISTICS

Depletable statistics are any values in a creature or object's stat block that can be reduced by some form of attack and that can neutralize, kill, or destroy the creature or object when they reach a low value (typically 0). Hit points, ability scores, and levels are all depletable statistics—a creature falls unconscious below 0 hit points and eventually dies; objects, undead, and constructs are destroyed at 0 hit points; creatures are made helpless or killed by bringing an ability score to 0; creatures die when their negative levels equal their total Hit Dice. Many magical attacks and most nonmagical attacks reduce a target's depletable statistics in some way, eventually defeating the target.

However, attack bonuses, saving throw bonuses, Armor Class, hardness, CMB, CMD, initiative, speed, skill modifiers, and most other game statistics are not depletable statistics because no matter how low these statistics get, the affected creature or object is still able to take actions. For example, a spell that gives a target a –10 attack penalty has little effect on a sorcerer casting *fireball*, as would a spell that gave her a –10 penalty on her Will saving throws; despite her poor attack rolls and miserable Will saves, she is still quite capable of blasting her opponents to bits, whether these penalties are –10 or –100. Similarly, a fighter with a –10 penalty on Fortitude saving throws can still swing a sword, as can one with a –10 penalty to Armor Class; the fighter is still viable despite these penalties.

"Depletable statistic" isn't an official game term, but it is a helpful concept when comparing power levels of spells—attacking depletable statistics is a war of attrition that can eventually wear down the target, whereas adding penalties to non-depletable statistics may have no effect at all, as the target may have other attacks that allow them to ignore those penalties.

from a battle for a period of time (possibly permanently) but at the risk of other opponents reversing the incapacitated target's condition. Spells that cause an enemy to flee count as incapacitate spells. Incapacitate spells are better than damage spells because they allow the caster to bypass a target's depletable statistics, sometimes disabling an opponent with a single spell. Examples of incapacitate spells are *fear*, *flesh to stone*, *hold monster*, *hold person*, *power word stun*, and *sleep*.

**Damage:** A damage spell reduces the target's depletable statistics, bringing the target closer to the point where that damage incapacitates it. Damage spells are reliable spells because all creatures have depletable statistics of some sort and because most nonmagical attacks affect depletable statistics (which means that the caster's fighter and rogue

allies are helping overcome the opponent). Damage spells are better than penalize spells because damage always stacks (penalties do not) and if the caster and his allies deal enough damage, they'll eventually disable an opponent, whereas it's possible to add penalties almost indefinitely and still have a somewhat viable opponent. Examples of damage spells are *cone of cold*, *fireball*, *lightning bolt*, *magic missile*, *poison*, and *sound burst*.

**Penalize:** A penalize spell gives the target some penalty not related to its depletable statistics, such as an attack penalty, an Armor Class penalty, restrictions on the kinds of actions it can take, and so on. Penalize spells are the weakest sort of spells because in most cases the caster can't kill an opponent with penalties and the penalties don't stack with themselves, so the caster and his allies have to deal with the penalized opponent in some other way (typically through damage spells and nonmagical attacks). Examples of penalize spells are *bane*, *blindness/deafness*, *ray of enfeeblement*, and *slow*.

There are exceptions to the above categories. For example, if dealing with a monster that has a lot of hit points and deals substantial damage but only has a moderate chance of harming the caster's allies, the caster may be better off trying to give the opponent an attack penalty (to decrease the chance of the monster hitting) than trying to wear down its hit points (because during that time the monster may be dealing a lot of damage to the caster's allies). In this case, a penalize spell that reduces its attack bonus is better than a damage spell. As another example, the PCs may need to question a defeated opponent, in which case an incapacitate spell is a better choice than a kill spell (unless the PCs have some really good magic that lets them question the dead more effectively than *speak with dead*).

Spells with variable effects may be more than one type of spell in the hierarchy depending on the results—a *confusion* spell that causes a monster to babble incoherently is an incapacitate spell, but if the spell causes it to attack one of its allies, it's a control spell. Likewise, a *summon monster III* spell that summons a fiendish constrictor snake is an incapacitate spell if the snake grapples an enemy, but it's just a damage spell if it summons a fiendish boar, which only deals damage and has no special attacks. Balancing these spells is tricky, as you have to consider their optimal usage.

## CORE IS KING

When designing a new spell, you should always compare it to the spells in the *Core Rulebook* to get a sense of whether the spell is strong or weak for its level. You can compare it to spells in other books as well, but you should use the *Core Rulebook* as a baseline. This is because if a spell in another sourcebook pushes the boundaries of what's acceptable

or balanced, even just by a little bit, it's easy to push the boundaries a little more with your new spell, which means that over time, new spells end up more and more powerful compared to those in the *Core Rulebook*. The *Core Rulebook* spells are the most playtested, optimal versions of spells in the game—new spells shouldn't be significantly better than them (see also the Benchmarks section on pages 138–139).

Remember that it's acceptable to make a spell that isn't as powerful as an existing spell. Just because it's not the best spell of its level doesn't mean it won't get used by adventurers. In fact, that's why easily crafted scrolls are a significant part of the game—to allow parties access to spells they wouldn't normally prepare or learn, but may find useful in some circumstances.

## MULTIPURPOSE SPELLS

A spell that gives the caster a choice of multiple options should be weaker overall than a spell that only does one thing. First, a spell that is good at two things is much better than a spell that is good at one thing, so you should reduce the power of the former spell so the two spells remain about equal. Second, because bards, oracles, and sorcerers can only learn a limited number of spells, a spell that can do multiple things is often a better choice for them because it's almost like learning multiple spells.

Examples of poorly designed spells with multiple, dissimilar options are:

- A general “emotions” spell that lets the caster project one of several emotions, each of which has a different effect on targets.
- A fire spell that lets the caster hurl a blast of fire, ignite multiple arrowheads to add fire damage, or make a protective shield of fire.
- A spell that works like *bull's strength*, but lets the caster choose which ability score it affects.
- A spell that either teleports the caster or can be used to send away an unwilling target.
- A spell that deals energy damage of a type chosen by the caster to an area.

Rather than create a multipurpose spell that gives a “shopping list” of effects the caster can choose from, keep the spell focused on one or perhaps two similar options. Note that there is a difference between a spell with multiple similar options and one with radically different options. Good examples of appropriate multipurpose spells are *alarm* (audible and mental alarms are still alarms), *beast shape I* (Small or Medium animals, specific benefits from a short list), *fire shield* (two options with basically the same mechanical effect, on par for a spell of its level), the *summon monster* spells (very versatile but of limited duration, with monsters of a lower power level than other spells of the same level).

## CHOOSING DESCRIPTORS

While spell descriptors are frequently overlooked, they play an important role in the mechanics of a spell. Assigning the correct descriptors is key to finishing the spell. The follows is a list of all the descriptors in the Pathfinder Roleplaying Game, including several new ones introduced in this book.

**Acid:** Acid effects deal damage with chemical reactions rather than cold, electricity, heat, or vibration. This descriptor includes both actual acids and their chemical opposites, called bases or alkalines (such as ammonia and lye).

**Air:** Spells that create air, manipulate air, or conjure creatures from air-dominant planes or with the air subtype should have the air descriptor.

**Chaotic:** Spells that draw upon the power of true chaos or conjure creatures from chaos-aligned planes or with the chaotic subtype should have the chaos descriptor.

**Cold:** Cold effects deal damage by making the target colder, typically by blasting it with supernaturally cooled matter or energy. Cold effects also include those that create ice, sleet, or snow out of nothing. They can cause frostbite, numbness, coordination problems, slowed movement and reactions, stupor, and death.

**Curse:** Curse is a new spell descriptor created for this book. Curses are often permanent effects, and usually cannot be dispelled, but can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. For a list of curse spells in the *Core Rulebook* and *Advanced Player's Guide*, see "Chapter 5: Spells."

**Darkness:** Spells that create darkness or reduce the amount of light should have the darkness descriptor. Giving a spell the darkness descriptor indicates whether a spell like *daylight* is high enough level to counter or dispel it.

**Death:** Spells with the death descriptor directly attack a creature's life force to cause immediate death, or to draw on the power of a dead or dying creature. The *death ward* spell protects against death effects, and some creature types are immune to death effects.

**Disease:** This is a new spell descriptor created for this book. Disease effects give the target a disease, which may be an invading organism such as a bacteria or virus, an abnormal internal condition (such as a cancer or mental disorder), or a recurring magical effect that acts like one of the former. Creatures with resistance or immunity to disease apply that resistance to their saving throw and the effects of disease spells. For a list of disease spells in the *Core Rulebook* and *Advanced Player's Guide*, see "Chapter 5: Spells."

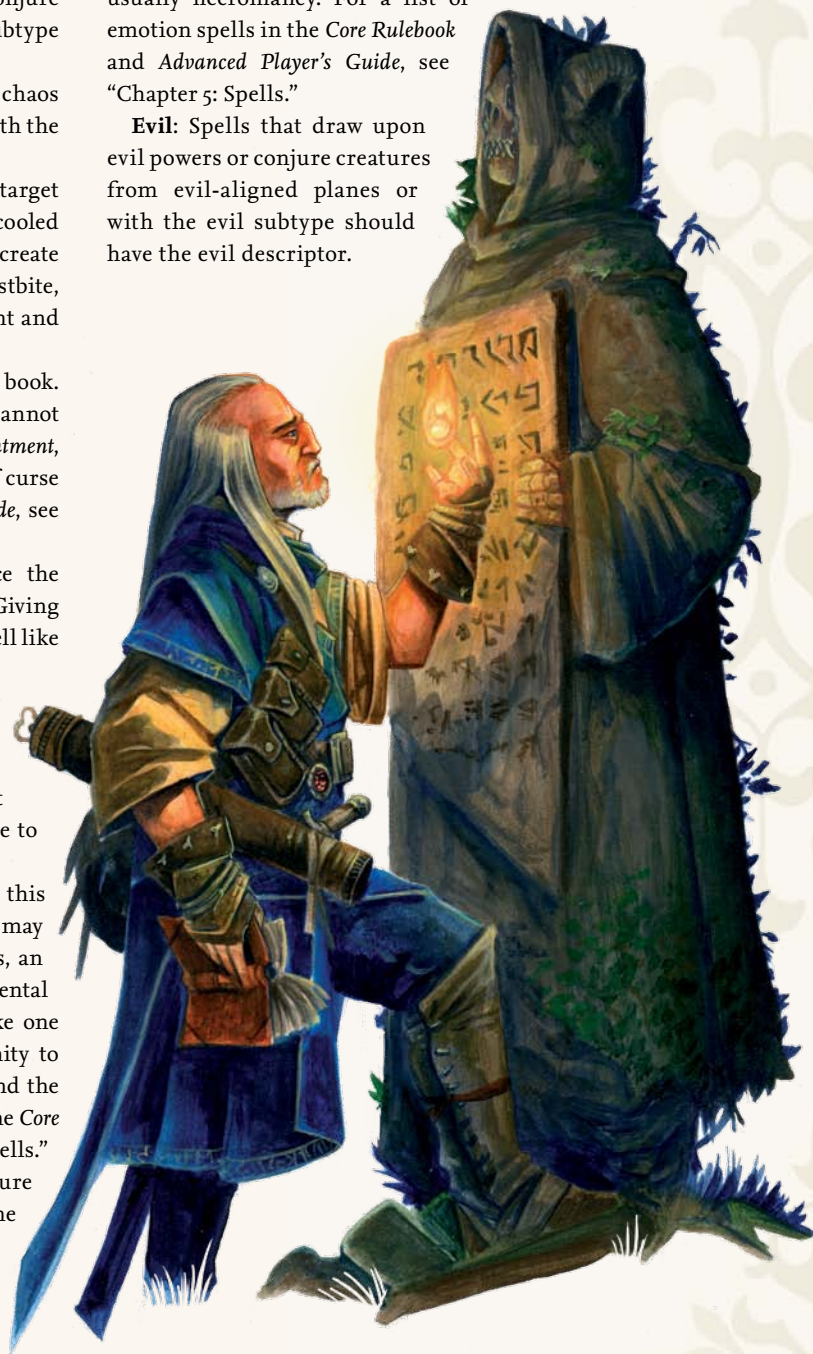
**Earth:** Spells that manipulate earth or conjure creatures from earth-dominant planes or with the earth subtype should have the earth descriptor.

**Electricity:** Electricity effects involve the presence and flow of electrical charge, whether expressed

in amperes or volts. Electricity deals damage to creatures by disrupting their biological systems. It deals damage to objects (as well as creatures) by heating the material it passes through, and thus technically many electricity spells could also be treated as fire spells, but for sake of game simplicity, it is better to just let electricity-based spells deal electricity damage. Electricity effects may stun, paralyze, or even kill.

**Emotion:** This is a new spell descriptor created for this book. Spells with this descriptor create emotions or manipulate the target's existing emotions. Most emotion spells are enchantments, except for fear spells, which are usually necromancy. For a list of emotion spells in the *Core Rulebook* and *Advanced Player's Guide*, see "Chapter 5: Spells."

**Evil:** Spells that draw upon evil powers or conjure creatures from evil-aligned planes or with the evil subtype should have the evil descriptor.





**Fear:** Spells with the fear descriptor create, enhance, or manipulate fear. Most fear spells are necromancy spells, though some are enchantment spells.

**Fire:** Fire effects make the target hotter by creating fire, directly heating the target with magic or friction. Lava, steam, and boiling water all deal fire damage. Fire effects can also cause confusion, dizziness, exhaustion, fatigue, nausea, unconsciousness, and death. Spells that manipulate fire or conjure creatures from fire-dominant planes or with the fire subtype should have the fire descriptor.

**Force:** Spells with the force descriptor create or manipulate magical force. Force spells affect incorporeal creatures normally (as if they were corporeal creatures).

**Good:** Spells that draw upon the power of true goodness or conjure creatures from good-aligned planes or with the good subtype should have the good descriptor.

**Language-Dependent:** A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or hear what the caster of a language-dependent spell says, the spell has no effect, even if the target fails its saving throw.

**Lawful:** Spells that draw upon the power of true law or conjure creatures from law-aligned planes or with the lawful subtype should have the law descriptor.

**Light:** Spells that create significant amounts of light or attack darkness effects should have the light descriptor. Giving a spell the light descriptor indicates whether a spell like *darkness* is high enough level counter or dispel it.

**Mind-Affecting:** Mindless creatures (those with an Intelligence score of “—”) and undead are immune to mind-affecting effects.

**Pain:** Pain is a new spell descriptor created for this book. Pain effects cause unpleasant sensations without any permanent physical damage (though a sensitive target may suffer mental repercussions from lengthy exposure to pain). Creatures that are immune to effects that require a Fort save (such as constructs and undead) are immune to pain effects. For a list of pain spells in the *Core Rulebook* and *Advanced Player's Guide*, see “Chapter 5: Spells.”

**Poison:** Poison is a new spell descriptor created for this book. Poison effects use poison, venom, drugs, or similar toxic substances to disrupt and damage living creatures through chemical reactions. Technically, acids and poisons are both chemical reactions, but for the purpose of the Pathfinder Roleplaying Game, they are categorized as different effects, with acids dealing hit point damage and poisons causing ability damage, ability drain, bleeding, confusion, convulsions, nausea, paralysis, reduced healing, suffocation, unconsciousness, or death. Creatures with resistance to poison (such as dwarves) apply that resistance to their saving throws and the effects of poison spells. Creatures with immunity are immune to poisonous aspects of poison spells, but not necessarily all effects

of the spell (for example, a spell that creates a pit full of liquid poison could still trap or drown a poison-immune creature). For a list of poison spells in the *Core Rulebook* and *Advanced Player's Guide*, see “Chapter 5: Spells.”

**Shadow:** Shadow is a new spell descriptor created for this book. Shadow spells manipulate matter or energy from the Shadow Plane, or allow transport to or from that plane. For a list of shadow spells in the *Core Rulebook* and *Advanced Player's Guide*, see “Chapter 5: Spells.”

**Sonic:** Sonic effects transmit energy to the target through frequent oscillations of pressure through the air, water, or ground. Sounds that are too high or too low for the humanoid ear to detect can still transmit enough energy to cause harm, which means that these effects can even affect deafened creatures. Sound effects can cause hit point damage, deafness, dizziness, nausea, pain, shortness of breath, and temporary blindness, and can detect creatures using batlike echolocation.

**Water:** Spells that manipulate water or conjure creatures from water-dominant planes or with the water subtype should have the water descriptor.

## BENCHMARKS

Some spells in the *Core Rulebook* are clearly the best of their spell level. Other spells are perfect examples of what a spell of that level or purpose should be able to do. These are “benchmark” spells, and when designing a new spell you should always compare your spell to the benchmark spells. If your spell is better than the benchmark spell, you should reduce its power or increase its spell level. The following is a list of benchmark spells by sorcerer/wizard spell level, with explanations of why they are benchmarks. If you create a spell and it's better than a comparable benchmark spell, your spell is too powerful.

### 1st Level

**Burning Hands:** This is the benchmark for 1st-level area attack spells. It is even better than *sleep* because it can affect up to six squares (*sleep* only affects 4 Hit Dice, which means up to 4 creatures) and affects mindless creatures and undead.

**Magic Missile:** Perhaps the best 1st-level spell in the game, *magic missile* may not do a lot of damage, but it requires no attack roll, has a medium range, needs no saving throw, and harms incorporeal creatures. Even if *magic missile* were 2nd-level, smart casters would still learn it.

### 2nd Level

**Invisibility:** This is one of the best spells in the game, and is only improved on by *greater invisibility* getting rid of the breaks-on-attack aspect. This spell is great for scouting, great in combat to set up attacks, and great for healers (as healing doesn't end the spell).

*Resist Energy:* This defensive spell works exactly like monster energy resistances, so it's a perfect example of the power level of this sort of spell. It also scales at higher caster levels, keeping it a viable spell even later in the game.

*Web:* This is a powerful, nonlethal spell that remains viable even at higher levels (even a lich who makes his save against a web has to deal with the difficult terrain and risks becoming stuck if he moves). It even provides cover, and can be set on fire to damage targets in the area.

## 3rd Level

*Dispel Magic:* This spell sets the standard for negating other magic without a specific counter.

*Displacement:* This short-duration combat spell makes attackers miss 50% of the time, setting the standard for one-target defensive spells.

*Fireball:* This is the definitive low-level area attack spell. Gaining this spell changes the paradigm of the game, allowing spellcasters to deal a large amount of damage to multiple targets anywhere they can see.

*Fly:* This is the most important movement spell, usable in combat to great effect and allowing easy maneuverability around the battlefield.

*Lightning Bolt:* This spell establishes that a line of this range is about the same power level as a 20-foot burst.

*Stinking Cloud:* Capable of neutralizing many foes at a good range, *stinking cloud* is the best multiple-target nonlethal spell of its level.

*Suggestion:* This is the lowest-level spell in which the caster is able to compel the target to act, yet the spell's control is still limited to "reasonable actions."

## 4th Level

*Dimension Door:* This is the lowest-level spell that lets you teleport; it has a limited range and disorients you until your next turn.

*Enervation:* This is the lowest-level spell that gives the target negative levels.

*Phantasmal Killer:* This is the lowest-level spell that can directly kill a creature, but allows two saves to resist it.

## 5th Level

*Cloudkill:* This spell is key because it automatically kills weak creatures, deals poison damage each round to stronger creatures in the area, persists for several rounds, and moves.

*Cone of Cold:* This spell is an interesting benchmark because it's actually a weak spell for its level; at the level you gain it, *fireball* does just as much damage and at a longer range, and *cone of cold's* damage cap is only 5 dice higher than *fireball*. If your 5th-level attack spell is weaker than this spell, you should increase its power or consider making it a 4th-level spell.

*Dominate Person:* This is the lowest-level spell that allows you to utterly control a hostile intelligent creature (with the exception of self-destructive orders).

*Wall of Stone:* This is the lowest-level spell that creates a large-scale, permanent (instantaneous) object out of nothing (compare as well to *fabricate*, which permanently reshapes raw materials into finished goods).

## 6th Level

*Contingency:* This spell lets the caster set up conditions to trigger another spell effect, whether something direct such as a protective spell or something paranoid like an escape-teleport. In many ways it models what an immediate-action Quicken Spell feat would be like. Because it lasts 1 day per level, the caster can prepare the contingency on one day and adventure the next day with a full allotment of spells.

*Guards and Wards:* Although not often used by PCs because they usually don't have permanent residences, this spell is important because it establishes that a large-area defensive spell can use multiple effects to protect a home and befuddle invaders.

## 7th Level

*Limited Wish:* This powerful spell lets the caster pick effects from countless available lower-levels spells at the time of casting, even those from different class lists.

## 8th Level

*Clone:* This spell is the key to arcane immortality—it acts like *contingency* plus *raise dead* but costs fewer gp, and it can save characters even if all of them die unexpectedly.

*Irresistible Dance:* While this spell can't kill its target outright, it does prevent the target from taking actions and give the target huge penalties, and (in a way) it does so without allowing a saving throw (while the spell does technically allow a save, even a successful save applies these effects for 1 round).

*Mind Blank:* This spell is an example of a very narrowly focused defensive spell that is able to block even higher-level spells from affecting the target.

## 9th Level

*Gate:* This powerful spell combines all of the *planar ally/planar binding* effects and can be used to transport many creatures between planes.

*Miracle/Wish:* The pinnacle of spellcasting, these spells can duplicate almost any weaker spell, obliterate most harmful effects, revive the dead, or even turn back time. If your spell is better than *wish*, you're trying to play god.

*Time Stop:* This is the only spell in the game that lets the caster take multiple rounds' worth of actions and simultaneously prevents anyone else from doing anything about it.