



5 SPELLS



*K*yra let the strange waves of aether buoy her up, pulling away from the others where they floated, still locked in futile argument.

They could not keep the child safe. That much should have been obvious to all of them. No matter where they went, their enemies would find the girl and take her, turning her toward their own dark ends. Once that happened, all was lost.

Kyra sighed and raised her hand, letting the goddess's warmth flow through her.

Very well, then. If there was nowhere in the world that was safe, then she'd just have to make a new world....

SPELLS

The following lists summarize all of the new spells presented in this book, broken down by class. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a material or focus component not normally included in a spell component pouch.

Magus Spell List: The full list of available spells for the magus class introduced in this book appears in Chapter 1 at the end of the magus class's entry.

Order of Presentation: These lists present the spells in alphabetical order by name, except when a spell's name begins with "lesser," "greater," or "mass," in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: "Creature" and "character" are used synonymously in the short description.

ALCHEMIST SPELLS

1st-Level Alchemist Spells

Anticipate Peril: Target gains a bonus on one initiative check.

Polypurpose Panacea: Gain a relaxing or entertaining effect.

Vocal Alteration: Disguise target's voice.

Youthful Appearance: Target appears younger.

2nd-Level Alchemist Spells

Acute Senses: Subject gains a bonus on Perception checks.

Blood Transcription: Learn a spell from the target's blood.

Defensive Shock: Electricity damages your attackers.

Ghostly Disguise: You look like a ghost of yourself.

Skinsend: Animate and possess your own skin as if it were a separate creature.

3rd-Level Alchemist Spells

Age Resistance, Lesser: Ignore penalties from middle age.

Burrow: Target gains a burrow speed of 15.

Countless Eyes: Extra eyes give all-around vision.

Eruptive Pustules: Acid boils burst when you are attacked.

Marionette Possession: As *magic jar*, but limited to line of sight.

Monstrous Physique I: Take the form and some of the powers of a Small or Medium monstrous humanoid.

Undead Anatomy I: Take the form and some of the powers of a Small or Medium undead.

4th-Level Alchemist Spells

Age Resistance: Ignore penalties from old age.

Darkvision, Greater: See 120 ft. in total darkness.

Echolocation: Sonic sense gives you blindsight 40 ft.

False Life, Greater: Gain 2d10 temporary hp + 1/level.

Monstrous Physique II: Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Touch of Slime: Touch infests a target with green slime.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Vitriolic Mist: As *fire shield*, except acid damage.

5th-Level Alchemist Spells

Age Resistance, Greater: Ignore any penalties from venerable age.

Monstrous Physique III: Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.

Undead Anatomy II: Take the form and some of the powers of a Tiny or Large undead.

Vermin Shape II: As *vermin shape*, but Tiny or Large.

6th-Level Alchemist Spells

Monstrous Physique IV: As *monstrous physique III*, with more abilities.

Undead Anatomy III: Take the form and some of the powers of a Diminutive or Huge undead.

ANTIPALADIN SPELLS

1st-Level Antipaladin Spells

Murderous Command: Target is compelled to kill its ally.

Summon Minor Monster: Summon 1d3 Tiny animals.

Wartrain Mount: Animal gains the combat training general purpose.

2nd-Level Antipaladin Spells

Pernicious Poison: Target takes a -4 penalty against poison.

Toxic Gift: Target suffers the effect of a poison in you.

Unadulterated Loathing: Target is compelled to avoid another creature.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

3rd-Level Antipaladin Spells

Blade of Dark Triumph: Bonded weapon gains *ghost touch*.

Utter Contempt: Target's attitude worsens by two categories.

4th-Level Antipaladin Spells

Darkvision, Greater: See 120 ft. in total darkness.

Unholy Sword: Weapon becomes +5, deals +2d6 damage vs. good.

BARD SPELLS

1st-Level Bard Spells

Anticipate Peril: Target gains a bonus on one initiative check.

Chord of Shards: Performance deals 2d6 piercing damage.

Delusional Pride: Target is penalized on attacks and checks but gains bonus against charms and compulsions.

Ear-Piercing Scream: Deal sonic damage and daze target.

Forced Quiet: Target cannot make loud noises.

Fumbletongue: Target cannot speak intelligently.

Horn of Pursuit: Create three notes heard miles away.

Ki Arrow: Arrow deals damage as your unarmed strike.

Play Instrument: Play instrument as if you were skilled.

Summon Minor Monster: Summon 1d3 Tiny animals.

Unnatural Lust: Target is compelled to kiss or caress another.

Unprepared Combatant: Target takes -4 on initiative and Reflex saves.

Vocal Alteration: Disguise target's voice.

Youthful Appearance: Target appears younger.

2nd-Level Bard Spells

Acute Senses: Subject gains bonus on Perception checks.

Allegro: Gain *haste* while maintaining bardic performance.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.

Compassionate Ally: Target compelled to help injured ally.

Delay Pain: Ignore pain for 1 hour/level.

Disguise Other: As *disguise self*, but affects you or another.

Distracting Cacophony: Noise makes it difficult to cast.

Distressing Tone: Sound sickens 1d4 creatures.

Ghostly Disguise: You look like a ghost of yourself.

Haunting Mists: Creatures are shaken and take Wis damage.

Mad Hallucination: Target takes penalties to mental actions.

Masterwork Transformation: Make a normal item into a masterwork one.

Miserable Pity: Opponents cannot attack a pathetic creature.

Oppressive Boredom: Target loses its next action.

Piercing Shriek: Target is staggered by a painful sound.

Reckless Infatuation: Target is compelled to stay near another.

Share Memory: Share one memory with the target.

Silk to Steel: Use a scarf as a shield or whip.

Snapdragon Fireworks: Create 1 dragon firework/level.

Steal Voice: Target gains the croaking spellblight.

Unadulterated Loathing: Target is compelled to avoid another creature.

Wartrain Mount: Animal gains the combat training general purpose.

3rd-Level Bard Spells

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Curse of Disgust: Target is sickened when viewing a trigger.

Exquisite Accompaniment: Instrument maintains bardic performance for you.

Rain of Frogs: Summon a swarm of poisonous frogs.

Haunting Choir: Spirits cause wracking pain to listeners.

Mad Monkeys: Summon a swarm of mischievous monkeys.

Malicious Spite: Target is compelled to plot against another.

Overwhelming Grief: Grieving target can take no actions and is denied its Dex bonus.

Smug Narcissism: Target is distracted by its sense of self.

Terrible Remorse: Creature is compelled to harm itself.

Vision of Hell: Illusory hellscape makes creatures shaken.

Witness: See through the target's eyes and ears.

4th-Level Bard Spells

Dance of a Hundred Cuts: Gain +1 combat bonus/3 levels.

Daze, Mass: As *daze*, but affecting multiple creatures.

Echolocation: Sonic sense gives you blindsight 40 ft.

Envious Urge: Targets steal from or disarm others.

Primal Scream: Free yourself from enchantments and paralysis effects.

Serenity: Peaceful feelings harm those attempting violence.

Shadow Step: Teleport from one shadow to another.

Sonic Thrust: Sound moves targets away from you.

Utter Contempt: Target's attitude worsens by two categories.

Virtuoso Performance: Start a second bardic performance while maintaining the first.

Wall of Sound: Sonic wall deflects and damages creatures.

5th-Level Bard Spells

Joyful Rapture: Negate harmful emotions.

Ki Shout: Target takes 1d6 sonic/level and is stunned.

Resonating Word: Target is damaged, staggered, and stunned.

Shadowbard: Shadowy duplicate starts a bardic performance.

Vengeful Outrage: Target is compelled to destroy one enemy.

6th-Level Bard Spells

Dance of a Thousand Cuts: As *dance of a hundred cuts*, plus the benefits of *haste*.

Overwhelming Presence: Creatures bow before you as if you were divine.

Waves of Ecstasy: Pleasure stuns and staggers creatures.

CLERIC SPELLS

1st-Level Cleric Spells

Decompose Corpse: Turn corpse into clean skeleton.

Diagnose Disease: Detect and identify diseases.

Forbid Action: Target obeys your command to not do something.

Know the Enemy: Gain +10 on a monster Knowledge check.

Murderous Command: Target is compelled to kill its ally.

Ray of Sickening: Ray makes the subject sickened.

Remove Sickness: Suppress disease, nausea, and the sickened condition.

Restore Corpse: Skeletal corpse grows flesh.

Sanctify Corpse: Prevent a corpse from becoming an undead creature.

Summon Minor Monster: Summon 1d3 Tiny animals.

2nd-Level Cleric Spells

Animate Dead, Lesser: Create one skeleton or zombie.

Arrow of Law: Harm and possibly daze chaotic creatures.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.

Compassionate Ally: Target is compelled to help injured ally.

Delay Pain: Ignore pain for 1 hour/level.

Disfiguring Touch: Target becomes disfigured.

Dread Bolt: Harm and possibly sicken good creatures.

Imbue with Aura: Target emulates your cleric aura.

Masterwork Transformation: Make a normal item into a masterwork one.

Protective Penumbra: Shadow protects the target from light.

Shard of Chaos: Harm and possibly slow lawful creatures.

Spear of Purity: Harm and possibly blind evil creatures.

Surmount Affliction: Temporarily suppress one condition.

Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Cleric Spells

Agonize: Pain encourages an outsider to obey you.

Archon's Aura: Aura penalizes enemy attacks and AC.

Badger's Ferocity: Weapons are *keen* while you concentrate.

Blessing of the Mole: 1 ally/level gains darkvision and a +2 Stealth bonus.

Ki Leech: Add to your *ki* pool when you critically hit.

Sands of Time: Target temporarily ages.

Symbol of Healing: Triggered rune heals living creatures.

Vision of Hell: Illusory hellscape makes creatures shaken.

4th-Level Cleric Spells

Aura of Doom: Creatures in your aura become shaken.

Blood Crow Strike: Unarmed strikes create crows that deal fire and negative energy damage.

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Fleshworm Infestation: Worms deal hp and Dex damage.

Oracle's Vessel: *Oracle only.* Target gains the benefits of your oracle's curse.

Plague Carrier: Target's attacks carry filth fever.

Ride the Waves: Target can breathe water and swim.

Soothe Construct: Reduce the berserk chance of a construct.

Spit Venom: Spit blinding black adder venom.

Symbol of Revelation: Triggered symbol reveals illusions.

Symbol of Slowing: Triggered rune slows creatures.

Terrible Remorse: Creature is compelled to harm itself.

5th-Level Cleric Spells

Astral Projection, Lesser: Limited astral travel.

Contagion, Greater: Infect a subject with a magical disease.

Curse of Magic Negation: Target gains the negated spellblight.

Curse, Major: As *bestow curse*, but harder to remove.

Fickle Winds: Wind walls selectively block attacks.

Forbid Action, Greater: As *forbid action*, but 1 creature/level.

Holy Ice: Create wall or javelins of frozen holy water.

Rapid Repair: Construct gains fast healing 5.

Reprobation: Marked target is shunned by your religion.

Serenity: Peaceful feelings harm those attempting violence.

Symbol of Scrying: Triggered rune activates scrying sensor.

Unholy Ice: Create wall or javelins of frozen unholy water.

6th-Level Cleric Spells

Cold Ice Strike: Cone of ice slivers deals 1d6 cold/level.

Epidemic: Infect a subject with a highly contagious disease.

Joyful Rapture: Negate harmful emotions.

Plague Storm: Cloud infects creatures like *contagion*.

Symbol of Sealing: Creates triggered *wall of force*.

7th-Level Cleric Spells

Bestow Grace of the Champion: Target gains paladin abilities for 1 round/level.

Circle of Clarity: Emanation hampers illusions and stealth.

Create Demiplane, Lesser: Create your own demiplane.

Lunar Veil: Dispel light and revert lycanthropes.

Waves of Ecstasy: Pleasure stuns and staggers creatures.

8th-Level Cleric Spells

Call Construct: Summon your golem to you.

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.

Orb of the Void: Sphere inflicts negative levels.

9th-Level Cleric Spells

Create Demiplane, Greater: As *create demiplane*, but larger and with more planar traits.

Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.

Interplanetary Teleport: Teleport to another planet.

Overwhelming Presence: Creatures bow before you as if you were divine.

Polar Midnight: Cold darkness paralyzes and deals damage.

Symbol of Strife: Triggered rune makes creatures attack.

Symbol of Vulnerability: Triggered rune gives penalties.

Wooden Phalanx: Creates 1d4+2 temporary wood golems to fight for you.

DRUID SPELLS

1st-Level Druid Spells

- Decompose Corpse:** Turn a corpse into a clean skeleton.
Diagnose Disease: Detect and identify diseases.
Frostbite: Target takes cold damage and is fatigued.
Ray of Sickening: Ray makes the subject sickened.
Remove Sickness: Suppress disease, nausea, and the sickened condition.
Restore Corpse: Skeletal corpse grows flesh.
Summon Minor Ally: Summon 1d3 Tiny animals.

2nd-Level Druid Spells

- Frigid Touch:** Target takes cold damage and is staggered.
Masterwork Transformation: Make a normal item into a masterwork one.
Pernicious Poison: Target takes a -4 penalty against poison.
Tar Ball: Burning tar harms target and penalizes its Dex.
Unshakable Chill: Target is afflicted with severe cold.
Wartrain Mount: Animal gains the combat training general purpose.
Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Druid Spells

- Anthropomorphic Animal:** Animal becomes bipedal.
Ash Storm: Hamper vision and movement.
Badger's Ferocity: Weapons are *keen* while you concentrate.
Burrow: Target gains a burrow speed of 15.
Burst of Nettles: Burst deals 3d6 damage and 1d6 acid.
Fungal Infestation: Target takes bleed from attacks.
Mad Monkeys: Summon a swarm of mischievous monkeys.
Rain of Frogs: Summon a swarm of poisonous frogs.
Spit Venom: Spit blinding black adder venom.
Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

4th-Level Druid Spells

- Age Resistance, Lesser:** Ignore penalties from middle age.
Arboreal Hammer: Tree branches attack opponents.
Atavism: Animal gains advanced creature simple template.
Cape of Wasps: Wasp swarm defends or carries you.
Echolocation: Sonic sense gives you blindsight 40 ft.
Plague Carrier: Target's attacks carry filth fever.
Ride the Waves: Target can breathe water and swim.
Touch of Slime: Touch infests a target with green slime.
Vermin Shape II: As *vermin shape*, but Tiny or Large.
Volcanic Storm: Hot rocks deal 5d6 damage.

5th-Level Druid Spells

- Contagion, Greater:** Infect a subject with a magical disease.
Fickle Winds: Wind walls selectively block attacks.

- Raise Animal Companion:** As *raise dead*, but on an animal.
Reprobation: Marked target is shunned by your religion.

6th-Level Druid Spells

- Age Resistance:** Ignore penalties from old age.
Eagle Aerie: Summon 1 giant eagle/3 levels.
Epidemic: Infect a subject with a highly contagious disease.
Plague Storm: Cloud infects creatures like *contagion*.

7th-Level Druid Spells

- Age Resistance, Greater:** Ignore penalties from venerable age.
Scouring Winds: Winds block vision and deal 3d6 damage.

8th-Level Druid Spells

- Atavism, Mass:** One animal/level gains advanced template.
Blood Mist: Mist causes Wisdom damage and rage.

9th-Level Druid Spells

- Polar Midnight:** Cold darkness paralyzes and deals damage.
Summon Elder Worm: Summon a giant purple worm.
Summon Froghemoth: Summon a froghemoth.

INQUISITOR SPELLS

1st-Level Inquisitor Spells

- Ear-Piercing Scream:** Deal sonic damage and daze target.
Forbid Action: Target obeys command to not do something.
Forced Quiet: Target cannot make loud noises.
Hex Ward: Target gains +4 on saves against witch hexes.
Horn of Pursuit: Create three notes heard miles away.
Interrogation: Target answers questions or suffers pain.
Know the Enemy: Gain +10 on a monster Knowledge check.
Lend Judgment: Ally gains the benefit of one judgment.
Persuasive Goad: Target takes 1d6 nonlethal damage; you gain an Intimidate bonus.
Sanctify Corpse: Prevent a corpse from becoming an undead.
Vocal Alteration: Disguise target's voice.
Wartrain Mount: Animal gains combat training.

2nd-Level Inquisitor Spells

- Acute Senses:** Subject gains a bonus on Perception checks.
Delay Pain: Ignore pain for 1 hour/level.
Disguise Other: As *disguise self*, but affects you or another.
Distressing Tone: Sound sickens 1d4 creatures.
Ghostly Disguise: You look like a ghost of yourself.
Howling Agony: Screaming pain limits the target's actions.
Surmount Affliction: Temporarily suppress one condition.

3rd-Level Inquisitor Spells

- Blessing of the Mole:** 1 ally/level gains darkvision and a +2 Stealth bonus.

Countless Eyes: Extra eyes give all-around vision.

Eldritch Fever: Target gains the eldritch ague spellblight.

Terrible Remorse: Creature is compelled to harm itself.

Witness: See through the target's eyes and ears.

4th-Level Inquisitor Spells

Battlemind Link: You and an ally gain attack and AC bonuses.

Curse of Magic Negation: Target gains the negated spellblight.

Daze, Mass: As *daze*, but affecting multiple creatures.

Fleshworm Infestation: Worms deal hp and Dex damage.

Interrogation, Greater: As *interrogation*, except with more pain and more questions.

Leashed Shackles: Target is restricted to a specific location.

Reprobation: Marked target is shunned by your religion.

5th-Level Inquisitor Spells

Divine Pursuit: Gain a movement type of your prey.

Forbid Action, Greater: As *forbid action*, but 1 creature/level.

Lend Greater Judgment: Ally receives all your judgments.

6th-Level Inquisitor Spells

Overwhelming Presence: Creatures bow before you as if you were divine.

MAGUS SPELLS

1st-Level Magus Spells

Corrosive Touch: Touch attack deals 1d4 acid/level.

Frostbite: Target takes cold damage and is fatigued.

2nd-Level Magus Spells

Blood Transcription: Learn a spell from the target's blood.

Defensive Shock: Electricity damages your attackers.

Frigid Touch: Target takes cold damage and is staggered.

3rd-Level Magus Spells

Force Hook Charge: Hook of force drags you to the target.

Force Punch: Target takes 1d4 force damage per level and is pushed away.

Monstrous Physique I: Take the form and some of the powers of a Small or Medium monstrous humanoid.

Undead Anatomy I: Take the form and some of the powers of a Small or Medium undead.

4th-Level Magus Spells

Arcana Theft: Targeted dispel transfers an effect to you.

Monstrous Physique II: Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Wall of Sound: Sonic wall deflects and damages creatures.

5th-Level Magus Spells

Acidic Spray: 1d6/level acid damage plus 1 round of acid.

Corrosive Consumption: Acidic patch damages an opponent.

Monstrous Physique III: Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.

Undead Anatomy II: Take the form and some of the powers of a Tiny or Large undead.

Vermin Shape II: As *vermin shape*, but Tiny or Large.

6th-Level Magus Spells

Monstrous Physique IV: As *monstrous physique III*, with more abilities.

Undead Anatomy III: Take the form and some of the powers of a Diminutive or Huge undead.

PALADIN SPELLS

1st-Level Paladin Spells

Diagnose Disease: Detect and identify diseases.

Horn of Pursuit: Create three notes heard miles away.

Know the Enemy: Gain +10 on a monster Knowledge check.

Sanctify Corpse: Prevent a corpse from becoming an undead.

Wartrain Mount: Animal gains the combat training general purpose.

Word of Resolve: Ally rerolls a save against charm or fear.

2nd-Level Paladin Spells

Arrow of Law: Harm and possibly daze chaotic creatures.

Holy Shield: Lend your shield's protection to another.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

3rd-Level Paladin Spells

Archon's Aura: Aura penalizes enemy attacks and AC.

Blade of Bright Victory: Bonded weapon gains *ghost touch*.

Blessing of the Mole: 1 ally/level gains darkvision and a +2 Stealth bonus.

4th-Level Paladin Spells

Bestow Grace of the Champion: Target gains paladin abilities for 1 round/level.

Raise Animal Companion: As *raise dead*, but on an animal.

Reprobation: Marked target is shunned by your religion.

Symbol of Healing: Triggered rune heals living creatures.

RANGER SPELLS

1st-Level Ranger Spells

Anticipate Peril: Target gains a bonus on one initiative check.

Diagnose Disease: Detect and identify diseases.
Horn of Pursuit: Create three notes heard miles away.
Know the Enemy: Gain +10 on a monster Knowledge check.
Summon Minor Ally: Summon 1d3 Tiny animals.
Wartrain Mount: Animal gains combat training.

2nd-Level Ranger Spells

Acute Senses: Subject gains a bonus on Perception checks.
Badger's Ferocity: Weapons are *keen* while you concentrate.
Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Ranger Spells

Blessing of the Mole: 1 ally/level gains darkvision and a +2 Stealth bonus.
Burrow: Target gains a burrow speed of 15.
Fickle Winds: Wind walls selectively block attacks.

4th-Level Ranger Spells

Darkvision, Greater: See 120 ft. in total darkness.
Raise Animal Companion: As *raise dead*, but on an animal.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Anticipate Peril: Target gains a bonus on one initiative check.
Bungle: Target takes a -20 penalty on its next attack roll or check.
Corrosive Touch: Touch attack deals 1d4 acid/level.
Decompose Corpse: Turn a corpse into a clean skeleton.
Delusional Pride: Target is penalized on attacks and checks but gains bonus against charms and compulsions.
Ear-Piercing Scream: Deal sonic damage and daze target.
Forced Quiet: Target cannot make loud noises.
Icicle Dagger: Masterwork ice dagger deals +1 cold damage.
Interrogation: Target answers questions or suffers pain.
Ki Arrow: Arrow deals damage as your unarmed strike.
Polypurpose Panacea: Gain a relaxing or entertaining effect.
Ray of Sickening: Ray makes the subject sickened.
Restore Corpse: Skeletal corpse grows flesh.
Shadow Weapon: Create a quasi-real masterwork weapon.
Snapdragon Fireworks: Create 1 dragon firework/level.
Summon Minor Monster: Summon 1d3 Tiny animals.
Unprepared Combatant: Target takes -4 on initiative and Reflex saves.
Vocal Alteration: Disguise target's voice.
Youthful Appearance: Target appears younger.

2nd-Level Sorcerer/Wizard Spells

Badger's Ferocity: Weapons are *keen* while you concentrate.
Blood Transcription: *Wizard only.* Learn a spell from the target's blood.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.
Compassionate Ally: Target is compelled to help injured ally.
Cushioning Bands: Force bands protect against crushing.
Defensive Shock: Electricity damages your attackers.
Delay Pain: Ignore pain for 1 hour/level.
Disfiguring Touch: Target becomes disfigured.
Disguise Other: As *disguise self*, but affects you or another.
Frigid Touch: Target takes cold damage and is staggered.
Ghostly Disguise: You look like a ghost of yourself.
Haunting Mists: Creatures are shaken and take Wis damage.
Mad Hallucination: Target takes penalties to mental actions.
Masterwork Transformation: Make a normal item into a masterwork one.
Miserable Pity: Opponents cannot attack a pathetic creature.
Oppressive Boredom: Target loses its next action.
Pernicious Poison: Target takes a -4 penalty against poison.
Protective Penumbra: Shadow protects the target from light.
Sculpt Simulacrum: Alter a simulacrum's appearance.
Share Memory: Share one memory with the target.
Silk To Steel: Use a scarf as a shield or whip.
Skinsend: Animate and possess your own skin as if it were a separate creature.
Steal Voice: Target gains the croaking spellblight.
Symbol of Mirroring: Triggered rune creates mirror images.
Unnatural Lust: Target is compelled to kiss or caress another creature.
Unshakable Chill: Target is afflicted with severe cold.
Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Sorcerer/Wizard Spells

Animate Dead, Lesser: Create one skeleton or zombie.
Anthropomorphic Animal: Animal becomes bipedal.
Ash Storm: Hamper vision and movement.
Burrow: Target gains a burrow speed of 15.
Countless Eyes: Extra eyes give all-around vision.
Distracting Cacophony: Noise makes it difficult to cast.
Eldritch Fever: Target gains the eldritch ague spellblight.
Eruptive Pustules: Acid boils burst when you are attacked.
Excruciating Deformation: Target takes Dex and Con damage.
Force Punch: Target takes force damage and is pushed away.
Howling Agony: Screaming pain limits the target's actions.
Ki Leech: Add to your *ki* pool when you critically hit.
Loathsome Veil: Nauseate and/or sicken weak creatures.
Mad Monkeys: Summon a swarm of mischievous monkeys.
Marionette Possession: As *magic jar*, but limited to line of sight.
Monstrous Physique I: Take the form and some of the powers of a Small or Medium monstrous humanoid.
Rain of Frogs: Summon a swarm of poisonous frogs.
Reckless Infatuation: Target is compelled to stay near another.
Sands of Time: Target temporarily ages.
Strangling Hair: Your hair animates and grapples.
Toxic Gift: Target suffers the effect of the poison in you.

Unadulterated Loathing: Target is compelled to avoid another creature.

Undead Anatomy I: Take the form and some of the powers of a Small or Medium undead.

Vision of Hell: Illusory hellscape makes creatures shaken.

4th-Level Sorcerer/Wizard Spells

Age Resistance, Lesser: Ignore penalties from middle age.

Agonize: Pain encourages an outsider to obey you.

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Curse of Magic Negation: Target gains the negated spellblight.

Darkvision, Greater: See 120 ft. in total darkness.

Daze, Mass: As *daze*, but affecting multiple creatures.

False Life, Greater: Gain 2d10 temporary hp + 1/level.

Familiar Melding: Possess your familiar.

Fleshworm Infestation: Worms deal hp and Dex damage.

Malfunction: Construct behaves oddly for 1 round/level.

Malicious Spite: Target is compelled to plot against another.

Monstrous Physique II: Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Overwhelming Grief: Grieving target can take no actions and is denied its Dex bonus.

Ride the Waves: Target can breathe water and swim.

Shadow Step: Teleport from one shadow to another.

Simulacrum, Lesser: Creates a double of a weak creature.

Symbol of Revelation: Triggered symbol reveals illusions.

Symbol of Slowing: Triggered rune slows creatures.

Terrible Remorse: Creature is compelled to harm itself.

Touch of Slime: Touch infests a target with green slime.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Vitriolic Mist: As *fire shield*, except acid damage.

Volcanic Storm: Hot rocks deal 5d6 damage.

5th-Level Sorcerer/Wizard Spells

Acidic Spray: 1d6/level acid damage plus 1 round of acid.

Astral Projection, Lesser: Limited astral travel.

Corrosive Consumption: Acidic patch damages an opponent.

Curse of Disgust: Target is sickened when viewing a trigger.

Echolocation: Sonic sense gives you blindsight 40 ft.

Fickle Winds: Wind walls selectively block attacks.

Icy Prison: Thick ice holds and damages the target.

Lightning Arc: Targets in a line take 1d6 electricity/level.

Monstrous Physique III: Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.

Plague Carrier: Target's attacks carry filth fever.

Possess Object: Possess and animate one object.

Rapid Repair: Construct gains fast healing 5.

Smug Narcissism: Target is distracted by its sense of self.

Sonic Thrust: Sound moves targets away from you.

Soothe Construct: Reduce the berserk chance of a construct.

Symbol of Scrying: Triggered rune activates scrying sensor.

Unbreakable Construct: Increase construct hardness or DR.

Undead Anatomy II: Take the form and some of the powers of a Tiny or Large undead.

Vermin Shape II: As *vermin shape*, but Tiny or Large.

Wall of Sound: Sonic wall deflects and damages creatures.

6th-Level Sorcerer/Wizard Spells

Age Resistance: Ignore penalties from old age.

Battlemind Link: You and an ally gain attack and AC bonuses.

Cold Ice Strike: Cone of ice slivers deals 1d6 cold/level.

Conjure Black Pudding: Summon a black pudding.

Contagion, Greater: Infect a subject with a magical disease.

Curse, Major: As *bestow curse*, but harder to remove.

Envious Urge: Targets steal from or disarm others.

Ice Crystal Teleport: Target is frozen, then teleported.

Leashed Shackles: Target is restricted to a specific location.

Monstrous Physique IV: As monstrous physique III, with more abilities.

Serenity: Peaceful feelings harm those attempting violence.

Symbol of Sealing: Create triggered *wall of force*.

Undead Anatomy III: Take the form and some of the powers of a Diminutive or Huge undead.

Utter Contempt: Target's attitude worsens by two categories.

Vengeful Outrage: Target is compelled to destroy one enemy.

7th-Level Sorcerer/Wizard Spells

Age Resistance, Greater: Ignore penalties from venerable age.

Caustic Eruption: Burst deals 1d6 acid/level and lingers.

Circle of Clarity: Emanation hampers illusions and stealth.

Control Construct: Take control of a construct.

Create Demiplane, Lesser: Create your own demiplane.

Epidemic: Infect a subject with a highly contagious disease.

Ice Body: Your body becomes living ice.

Joyful Rapture: Negate harmful emotions.

Ki Shout: Target takes 1d6 sonic/level and is stunned.

Lunar Veil: Dispel light and revert lycanthropes.

Plague Storm: Cloud infects creatures like *contagion*.

Resonating Word: Target is damaged, staggered, and stunned.

Scouring Winds: Winds block vision and deal 3d6 damage per round.

Temporary Resurrection: Bring a creature to life for 24 hours, after which it dies again.

Waves of Ecstasy: Pleasure stuns and staggers creatures.

8th-Level Sorcerer/Wizard Spells

Call Construct: Summon your construct to you.

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.

Orb of the Void: Sphere inflicts negative levels.

Prediction of Failure: Target is permanently shaken and sickened, and may gain a spellblight.

Undead Anatomy IV: As *undead anatomy III*, but with more abilities.

9th-Level Sorcerer/Wizard Spells

Create Demiplane, Greater: As *create demiplane*, but larger and with more planar traits.

Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.

Icy Prison, Mass: As *icy prison*, but it affects 1 creature/level.

Interplanetary Teleport: Teleport to another planet.

Overwhelming Presence: Creatures bow before you as if you were divine.

Ride the Lightning: Transform into electricity.

Symbol of Strife: Triggered rune makes creatures attack.

Symbol of Vulnerability: Triggered rune gives penalties.

Transmute Blood to Acid: Target takes acid damage each round, and its attackers take acid damage.

Wooden Phalanx: Creates 1d4+2 temporary wood golems to fight for you.

SUMMONER SPELLS

1st-Level Summoner Spells

Corrosive Touch: Touch attack deals 1d4 acid/level.

Icicle Dagger: Masterwork ice dagger deals +1 cold damage.

Ray of Sickening: Ray makes the subject sickened.

Summon Minor Monster: Summon 1d3 Tiny animals.

2nd-Level Summoner Spells

Cushioning Bands: Force bands protect against crushing.

Restore Eidolon, Lesser: *Lesser restoration* for an eidolon.

Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Summoner Spells

Agonize: Pain encourages an outsider to obey you.

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Mad Monkeys: Summon a swarm of mischievous monkeys.

Marionette Possession: As *magic jar*, but limited to line of sight.

Rain of Frogs: Summon a swarm of poisonous frogs.

Restore Eidolon: *Restoration* for an eidolon.

4th-Level Summoner Spells

Daze, Mass: As *daze*, but affecting multiple creatures.

Vitriolic Mist: As *fire shield*, except acid damage.

5th-Level Summoner Spells

Conjure Black Pudding: Summon a black pudding.

Create Demiplane, Lesser: Create your own demiplane.

Ice Crystal Teleport: Target is frozen, then teleported.

6th-Level Summoner Spells

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.

Eagle Aerie: Summon 1 giant eagle/3 levels.

WITCH SPELLS

1st-Level Witch Spells

Bungle: Target takes a –20 penalty on its next attack roll or check.

Decompose Corpse: Turn a corpse into a clean skeleton.

Delusional Pride: Target is penalized on attacks and checks but gains bonus against charms and compulsions.

Diagnose Disease: Detect and identify diseases.

Ear-Piercing Scream: Deal sonic damage and daze target.

Forced Quiet: Target cannot make loud noises.

Frostbite: Target takes cold damage and is fatigued.

Fumbletongue: Target cannot speak intelligently.

Hex Ward: Target gains +4 on saves against witch hexes.

Icicle Dagger: Masterwork ice dagger deals +1 cold damage.

Interrogation: Target answers questions or suffers pain.

Ki Arrow: Arrow deals damage as your unarmed strike.

Ray of Sickening: Ray makes subject sickened.

Remove Sickness: Suppress disease, nausea, and the sickened condition.

Restore Corpse: Skeletal corpse grows flesh.

Sanctify Corpse: Prevent a corpse from becoming an undead.

Shadow Weapon: Create a quasi-real masterwork weapon.

Summon Minor Monster: Summon 1d3 Tiny animals.

Unprepared Combatant: Target takes –4 on initiative and Reflex saves.

Vocal Alteration: Disguise target's voice.

Youthful Appearance: Target appears younger.

2nd-Level Witch Spells

Blood Transcription: Learn a spell from the target's blood.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.

Delay Pain: Ignore pain for 1 hour/level.

Disfiguring Touch: Target becomes disfigured.

Ghostly Disguise: You look like a ghost of yourself.

Haunting Mists: Creatures are shaken and take Wis damage.

Mad Hallucination: Target takes penalties to mental actions.

Masterwork Transformation: Make a normal item into a masterwork one.

Miserable Pity: Opponents cannot attack a pathetic creature.

Pernicious Poison: Target takes a –4 penalty against poison.

Protective Penumbra: Shadow protects the target from light.

Share Memory: Share one memory with the target.

Silk to Steel: Use a scarf as a shield or whip.

Skinsend: Animate and possess your own skin as if it were a separate creature.

Steal Voice: Target gains the croaking spellblight.
Symbol of Mirroring: Triggered rune creates mirror images.
Unnatural Lust: Target is compelled to kiss or caress another.
Unshakable Chill: Target is afflicted with severe cold.
Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Witch Spells

Anthropomorphic Animal: Animal becomes bipedal.
Ash Storm: Hamper vision and movement.
Cackling Skull: Skull acts as *magic mouth*, listeners are shaken.
Countless Eyes: Extra eyes give all-around vision.
Eldritch Fever: Target gains the eldritch ague spellblight.
Eruptive Pustules: Acid boils burst when you are attacked.
Excruciating Deformation: Target takes Dex and Con damage.
Howling Agony: Screaming pain limits the target's actions.
Ki Leech: Add to your *ki* pool when you critically hit.
Loathsome Veil: Nauseates and/or sickens weak creatures.
Marionette Possession: As *magic jar*, but limited to line of sight.
Rain of Frogs: Summon a swarm of poisonous frogs.
Reckless Infatuation: Target is compelled to stay near another.
Sands of Time: Target temporarily ages.
Spit Venom: Spit blinding black adder venom.
Strangling Hair: Your hair animates and grapples.
Unadulterated Loathing: Target is compelled to avoid another creature.
Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.
Vision of Hell: Illusory hellscape makes creatures shaken.
Witness: See through the target's eyes and ears.

4th-Level Witch Spells

Age Resistance, Lesser: Ignore penalties from middle age.
Cape of Wasps: Wasp swarm defends or carries you.
Curse of Magic Negation: Target gains the negated spellblight.
Daze, Mass: As *daze*, but affecting multiple creatures.
False Life, Greater: Gain 2d10 temporary hp + 1/level.
Familiar Melding: Possess your familiar.
Fleshworm Infestation: Worms deal hp and Dex damage.
Ride the Waves: Target can breathe water and swim.
Shadow Step: Teleport from one shadow to another.
Symbol of Healing: Triggered rune heals living creatures.
Symbol of Revelation: Triggered symbol reveals illusions.
Symbol of Slowing: Triggered rune slows creatures.
Touch of Slime: Touch infests a target with green slime.
Vermin Shape II: As *vermin shape*, but Tiny or Large.
Volcanic Storm: Hot rocks deal 5d6 damage.

5th-Level Witch Spells

Contagion, Greater: Infect a subject with a magical disease.
Curse, Major: As *bestow curse*, but harder to remove.
Curse of Disgust: Target is sickened while viewing trigger.
Plague Carrier: Target's attacks carry filth fever.

Possess Object: Possess and animate one object.
Smug Narcissism: Target is distracted by its sense of self.
Symbol of Scrying: Triggered rune activates scrying sensor.

6th-Level Witch Spells

Age Resistance: Ignore penalties from old age.
Epidemic: Infect a subject with a highly contagious disease.
Ice Crystal Teleport: Target is frozen, then teleported.
Plague Storm: Cloud infects creatures like *contagion*.
Symbol of Sealing: Create triggered *wall of force*.
Vengeful Outrage: Target is compelled to destroy one enemy.

7th-Level Witch Spells

Age Resistance, Greater: Ignore penalties from venerable age.
Create Demiplane, Lesser: Create your own demiplane.
Ice Body: Your body becomes living ice.
Lunar Veil: Dispel light and revert lycanthropes.
Scouring Winds: Winds block vision and deal 3d6 damage per round.
Temporary Resurrection: Bring a creature to life for 24 hours.
Waves of Ecstasy: Pleasure stuns and staggers creatures.

8th-Level Witch Spells

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.
Prediction of Failure: Target is permanently shaken and sickened, and may gain a spellblight.

9th-Level Witch Spells

Create Demiplane, Greater: As *create demiplane*, but larger and with more planar traits.
Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.
Symbol of Strife: Triggered rune makes creatures attack.
Symbol of Vulnerability: Triggered rune gives penalties.
Polar Midnight: Cold darkness paralyzes and deals damage.

SPELLS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass." These spells are alphabetized after the second word of their spell name instead. Unless specifically cited or a "lesser" variant of the same spell, all spells referenced in a spell's description (for example, "this spell functions as *daze*") come from the *Core Rulebook*.

ACIDIC SPRAY

School conjuration (creation) [acid]; Level magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a vial of acid worth 10 gp)

Range 60 ft.

Effect 60-ft. line

Duration instantaneous

Saving Throw Reflex partial (see text); **Spell Resistance** yes
A spray of acid erupts from your outstretched hand, dealing 1d6 points of acid damage per caster level (maximum 15d6) to each creature within its area (Reflex half). This acid continues to burn for 1 round, dealing 1d6 points of acid damage per two caster levels (maximum 7d6) to any creature that failed its saving throw against the spell (a second Reflex save on the creature's turn negates this additional damage).

ACUTE SENSES

School transmutation; **Level** alchemist 2, bard 2, inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S, M (a glass lens)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes
The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

AGE RESISTANCE

School transmutation; **Level** alchemist 4, druid 6, sorcerer/wizard 6, witch 6

Components V, S

This spell functions as *lesser age resistance*, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

AGE RESISTANCE, GREATER

School transmutation; **Level** alchemist 5, druid 7, sorcerer/wizard 7, witch 7

Components V, S

This spell functions as *lesser age resistance*, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

AGE RESISTANCE, LESSER

School transmutation; **Level** alchemist 3, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 24 hours

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you

from dying of old age, but as long as the spell is in effect, you ignore the –1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

AGONIZE

School evocation [evil, pain]; **Level** cleric 3, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S

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

Target one conjured outsider or elemental (see text)

Duration 1 round

Saving Throw Fortitude negates; **Spell Resistance** yes
You afflict a creature you have conjured via *planar ally* (or a similar spell) with bolts of vicious energy. These foul energies inflict terrible pain upon the conjured creature, torturing it to make it more pliant to your will. The targeted creature must make a Fortitude save or take a –1 penalty for every 2 levels you possess (maximum –10) on all saves and checks made against you for the next hour. In addition, creatures that demand payment for their services reduce the payment by 20% for every 4 levels you possess (maximum 60% reduction). However, beings tortured by this spell quickly come to resent you, making them more likely to try to pervert your orders to malicious ends or try to seek retribution after their release. This spell has no effect on creatures that are immune to nonlethal damage.

ALLEGRO

School transmutation; **Level** bard 2

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level (D) or until discharged

This spell allows you to act more swiftly while maintaining a bardic performance. You must already be maintaining a bardic performance before you can cast *allegro*. You gain the benefits of the spell *haste* for as long as you maintain that bardic performance. If you cease maintaining the bardic performance or it is interrupted, this spell's duration ends. As an immediate action while you are maintaining a bardic performance, you can dismiss *allegro* to reroll a Reflex save or Dexterity-based skill check—you must choose to reroll before the result of the original roll is known. You must take the result of the reroll, even if it's worse than the original roll. *Allegro* dispels and is dispelled by *slow*.

ANIMATE DEAD, LESSER

School necromancy [evil]; **Level** cleric 2, sorcerer/wizard 3

Target one corpse

Duration instantaneous

This spell functions as *animate dead*, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

ANTHROPOMORPHIC ANIMAL

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

Casting Time 1 standard action

Components V, S, M (a humanoid thumb bone)

Range touch

Target animal touched

Duration 1 hour/level

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

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack).

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

ANTICIPATE PERIL

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

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level or until activated

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

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

ARBOREAL HAMMER

School transmutation; **Level** druid 4

Casting Time 1 standard action

Components V, S, DF

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

Target one Huge or larger tree

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell animates a tree's branch and directs it against your foes. At caster level 10th or lower, you can target a Huge tree. At caster level 11th–15th, you can target a Gargantuan tree, and at caster level 16th or higher you can target a Colossal tree. The animated branch makes slam attacks with a Strength score equal to 10 + your caster level. The branch strikes once per round with an attack bonus equal to your caster level + the branch's Strength modifier, adjusted by the appropriate size modifier (–2 for Huge, –4 for Gargantuan, –8 for Colossal). A Huge tree's slam deals 2d6 points of damage, a Gargantuan tree's slam deals 3d6 points of damage, and a Colossal tree's slam deals 4d6 points of damage; the tree adds 1-1/2 times its Strength modifier to this damage. A Huge tree has reach 15 feet, a Gargantuan has reach 20 feet, and a Colossal has reach 30 feet. The tree attacks the creature you designate when you cast the spell, and is unable to move. You can direct the tree against a new target as a move action. The tree does not gain a bonus for flanking, nor can it help another combatant flank. It cannot attack a foe you cannot see.

ARCANA THEFT

School abjuration; **Level** magus 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell functions as a targeted *dispel magic* spell, except it only affects creatures and it requires a melee touch attack. If the melee touch attack is successful and the spell successfully dispels one spell affecting the target, that spell is instead transferred to you, treating you as the original target. You do not receive a new saving throw or spell resistance check against this spell and must accept its effects even if they are not beneficial. This does not alter the spell's duration; for example, if the spell only has 4 rounds of duration remaining when it is stolen, it only affects you for 4 rounds. If the spell or effect has a duration of permanent, its duration continues for 1 hour per caster level of the original caster, after which it ends. The stolen spell does not revert to the original target.

ARCHON'S AURA

School evocation [good, lawful]; **Level** cleric 3, paladin 3

Casting Time 1 standard action

Component V, S

Range 20 ft.

Area 20-ft. radius centered on you

Duration 1 minute/level

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

You gain a powerful aura, similar to an archon's aura of menace. Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a –2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the effect cannot be affected again by this particular casting of *archon's aura*.

ARROW OF LAW

School evocation [lawful]; **Level** cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, DF (a holy symbol)

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

Effect arrow-shaped projectile of lawful energy

Duration instantaneous (1 round); see text

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

You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack. A chaotic creature struck by an *arrow of law* takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

ASH STORM

School conjuration (creation) [fire]; **Level** druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a pinch of ash)

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

Area cylinder (40-ft. radius, 20 ft. high)

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

ASTRAL PROJECTION, LESSER

School necromancy; **Level** cleric 5, sorcerer/wizard 5

This spell functions as *astral projection*, except you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

ATAVISM

School transmutation; **Level** druid 4

Casting Time 1 standard action

Components V, S

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

Target one animal

Duration 1 minute/level

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

By bringing forth the primeval ancestry of the target animal, you awaken a savage engine of destruction. The animal immediately gains the advanced creature simple template. It gains a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per HD. The animal's primal instincts take hold for the duration of this spell—if the animal knows tricks granted by the Handle Animal skill, it loses access to all of those tricks save for "attack." This spell has no effect on animals that already have the advanced creature template.

ATAVISM, MASS

School transmutation; **Level** druid 8

Target one animal/level, no two of which can be more than 30 ft. apart

This spell functions as *atavism*, except it affects multiple creatures.

AURA OF DOOM

School necromancy [emotion, fear, mind-affecting]; **Level** cleric 4

Casting Time 1 standard action

Components V, S, M/DF (powdered bone)

Range personal

Area 20-ft.-radius emanation centered on you

Duration 10 minute/level

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

You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect.

BADGER'S FEROCITY

School transmutation; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Target one weapon/3 levels

Duration concentration

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

This functions like *keen edge*, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

BATTLEMIND LINK

School divination [mind-affecting]; **Level** inquisitor 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Target you and 1 ally

Duration 1 minute/level

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

You fuse your thoughts with an ally's, allowing the two of you to fight in tandem, perfectly coordinated. You and the ally each roll initiative in combat and use the higher die result before adding modifiers. This has three effects.

Melee: If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

Ranged: If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll (plus bonuses).

Spell: If you both cast spells and target the same area or same creature, affected creatures take a –2 penalty on their saving throw against the spells.

You and the target lose these benefits if you cannot see each other or if you or the target is unconscious or helpless.

BESTOW GRACE OF THE CHAMPION

School transmutation [good, law]; **Level** cleric 7, paladin 4

Casting Time 1 standard action

Components V, S, DF

Range touch

Target lawful good creature touched

Duration 1 round/level (see text)

Saving Throw yes (harmless); **Spell Resistance** yes (harmless)

You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin. The target gains the ability to use *detect evil* at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of 1/2 your caster level; and can smite evil once as a paladin of 1/2 your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no effect if cast on a paladin.

BLADE OF BRIGHT VICTORY

School transmutation [good]; **Level** paladin 3

Casting Time 1 standard action

Component V, S

Range touch

Target your paladin bonded weapon

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You strengthen the bond between your divine bond weapon and

its celestial spirit. The weapon gains the *ghost touch* property.

You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a sacred bonus to your CMD against disarm and sunder attacks directed at your bonded weapon; this bonus is equal to half your caster level.

BLADE OF DARK TRIUMPH

School transmutation [evil]; **Level** antipaladin 3

Casting Time 1 standard action

Component V, S

Range touch

Target your fiendish boon weapon

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You strengthen the bond between your fiendish boon weapon and its unholy spirit. The weapon gains the *ghost touch* property. You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a profane bonus to your CMD against disarm and sunder attacks directed at your boon weapon; this bonus is equal to half your caster level.

BLESSING OF THE MOLE

School transmutation; **Level** cleric 3, inquisitor 3, paladin 3, ranger 3

Casting Time 1 round

Components V, S

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

Area 1 creature/level

Duration 1 minute/level

Saving Throw none (harmless); **Spell Resistance** yes (harmless)

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

BLOOD CROW STRIKE

School evocation [fire]; **Level** cleric 4

Casting Time 1 round

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your unarmed strikes release blasts of energy in the form of bolts of fire or glowing red crows, which fly instantaneously to strike your target. You can make unarmed strike or flurry of blows attacks against the target as if it were in your threatened area; each successful attack deals damage as if you had hit it with your unarmed strike, except half the damage is fire and half is negative energy (this negative energy does not heal undead). For example, if you are a 14th-level monk, you can use a flurry of blows to attack five times, creating one energy crow for each successful attack against the target, and dealing 2d6 points of damage (plus appropriate unarmed strike modifiers) with each crow.

BLOOD MIST**School** conjuration (creation) [poison]; **Level** druid 8**Casting Time** 1 standard action**Components** V, S, M (a pinch of dried red algae)**Range** medium (100ft. +10ft./level)**Area** 60-ft. radius**Duration** 1 minute/level

Saving Throw Fortitude negates (see text); **Spell Resistance** yes
 This spell summons forth a misty cloud of rust-red toxic algae. Any creature within the mist is coated by it, turning the creature the same reddish color. All targets within the mist gain concealment. Any creature within the mist must save or take 1d4 points of Wisdom damage and become enraged, attacking any creatures it detects nearby (as the “attack nearest creature” result of the confused condition). An enraged creature remains so as long as the spell is in effect. A creature only needs to save once each time it is within the mist (though leaving and returning requires another save).

BLOOD TRANSCRIPTION**School** divination [evil]; **Level** alchemist 2, magus 2, wizard 2, witch 2**Casting Time** 1 standard action**Components** V, S**Range** touch**Target** one dead spellcaster**Duration** 24 hours**Saving Throw** none; **Spell Resistance** no

By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead

spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

BOILING BLOOD**School** transmutation; **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Targets** one creature per three levels, no two of which may be more than 30 ft. apart**Duration** concentration + 1 round/level (D)

Saving Throw Fortitude negates (see text); **Spell Resistance** yes
 The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood.

If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

BUNGLE**School** enchantment (compulsion); **Level** sorcerer/wizard 1, witch 1**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Target** one humanoid**Duration** concentration + 2 rounds or until triggered**Saving Throw** Will negates; **Spell Resistance** yes

The target takes a –20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

BURROW

School transmutation; **Level** alchemist 3, druid 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level

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

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using *burrow* requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

BURST OF NETTLES

School conjuration [acid]; **Level** druid 3

Casting Time 1 standard action

Components V, S

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

Area 10-ft.-radius burst

Duration instantaneous

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

You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 3d6 points of damage plus 1d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no damage on the next round.

CAKTLING SKULL

School illusion (glamer); **Level** witch 3

Casting Time 1 standard action

Components V, S

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

Target one skull

Duration permanent until discharged

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

This spell functions as *magic mouth*, except rather than creating an illusory mouth on any surface, it affects a skull. In addition, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message.

All creatures that can hear the cackles must save or become shaken for 1d4 rounds.

CALL CONSTRUCT

School conjuration (teleportation); **Level** cleric 8, sorcerer/wizard 8

Casting Time 10 minutes

Components V, S, M (a sapphire worth 1,000 or 5,000 gp; see text)

Range touch

Target construct touched

Duration permanent until discharged

Saving Throw none; **Spell Resistance** no

This spell functions as *instant summons*, except it can only summon a construct you control. For constructs such as golems that are immune to magic, the value of the specially inscribed sapphire must be at least 5,000 gp. For other constructs, a 1,000 gp sapphire suffices.

If the construct is no longer under your control or destroyed, the spell fails, but you know roughly where the construct or its remains are located.

CAPE OF WASPS

School conjuration (summoning); **Level** druid 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You summon a wasp swarm (*Bestiary* 275), which fills your space (up to 5 feet by 5 feet) but does not attack you. The dense cloud of vermin gives you partial concealment against ranged attacks. Any creature that makes a successful melee attack against you takes 2d6 points of swarm damage and poison from the wasp swarm, but is not affected by the swarm's distraction ability. As a free action on your turn, you may have the swarm cling to you tightly, giving you a fly speed of 20 feet (poor maneuverability); when using the swarm to fly, it does not provide concealment or harm creatures that strike you. You can return the swarm to its protective shape as a free action on your turn.

CAUSTIC ERUPTION

School conjuration (creation) [acid]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft.-radius burst

Duration instantaneous and 2 rounds; see text

Saving Throw Reflex half (see text); **Spell Resistance** no

Acid erupts from your space in all directions, causing 1d6 points of damage per caster level (maximum 20d6) to creatures and unattended objects in the area. On your turn in each of the next 2 rounds, creatures and objects that failed their saves

against the initial burst take an additional 1d6 points of acid damage per 2 caster levels (maximum 10d6) unless the acid is neutralized, dispelled, or washed away.

CHORD OF SHARDS

School evocation; **Level** bard 1
Casting Time 1 standard action
Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex negates; **Spell Resistance** no

During your bardic performance, you can strike a chord whose notes transform into a shower of razor sharp, crystalline shards. The shards deal 2d6 points of piercing damage to all creatures caught in the area of effect.

CIRCLE OF CLARITY

School abjuration; **Level** cleric 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a crystal lens worth 100 gp)

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

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

Duration 1 round/level (D)

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

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

COLD ICE STRIKE

School evocation [cold]; **Level** cleric 6, sorcerer/wizard 6
Casting Time 1 swift action
Components V, S

Range 30 ft.

Area 30-ft. line

Duration instantaneous

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

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of cold damage per caster level (maximum 15d6).

COMPASSIONATE ALLY

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

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

At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

CONJURE BLACK PUDDING

School conjuration (summoning) [acid]; **Level** sorcerer/wizard 6, summoner 5

Casting Time 1 round

Components V, S, M (a flask of acid worth 10 gp)

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

Effect one summoned black pudding

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You summon a black pudding (*Bestiary* 35) that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

CONTAGION, GREATER

School necromancy [disease, evil]; **Level** cleric 5, druid 5, sorcerer/wizard 6, witch 5

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** no

This spell functions as *contagion*, except the victim cannot overcome the disease without magic—making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

CONTROL CONSTRUCT

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

Casting Time 1 standard action

Components V, S

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

Target one construct

Duration concentration



Saving Throw none (see text); **Spell Resistance** no

You wrest the control of a construct from its master. For as long as you concentrate, you can control the construct as if you were its master. You must make a Spellcraft check each round to maintain control. The DC of the Spellcraft check is (10 + the construct's HD). If the construct's creator or master is present and trying to control the construct, you both must make opposed Spellcraft checks each round to control the construct.

CONTROL SUMMONED CREATURE

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 4, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S

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

Target one summoned creature

Duration 1 round/level

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

You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had

summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

CORROSIVE CONSUMPTION

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 3 rounds

Saving Throw none; **Spell Resistance** yes

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the

entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

CORROSIVE TOUCH

School conjuration (creation) [acid]; **Level** magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

COUNTLESS EYES

School transmutation; **Level** alchemist 3, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

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

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision (*Bestiary* 294) and cannot be flanked.

CREATE DEMIPLANE

School conjuration (creation); **Level** cleric 8, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 4 hours

Effect extradimensional demiplane, up to 10 10-ft. cubes/level (S)

Duration 1 day/level or instantaneous (see text)

This spell functions as *create lesser demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with *create lesser demiplane* (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

Alignment: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, *GameMastery Guide* 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane

provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

Elemental: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, *GameMastery Guide* 186).

Gravity: By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, *GameMastery Guide* 184).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, *GameMastery Guide* 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

Structure: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the *permanency* spell, at a cost of 20,000 gp. If you have cast *create demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

CREATE DEMIPLANE, GREATER

School conjuration (creation); **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 6 hours

Components V, S, F (a forked metal rod worth at least 500 gp)

Effect extradimensional demiplane, up to 20 10-ft. cubes/level (S)

This spell functions as *create demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with *lesser create demiplane* or *create demiplane* (you do not need to create an entirely new plane using this spell), in which case it has a

duration of 1 day/level. Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in *create demiplane*) with each casting of the spell, in which case it has an instantaneous duration.

Energy: Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits, *GameMastery Guide* 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.

Magic: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, *GameMastery Guide* 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as “effects with the fire descriptor or that manipulate fire” or “death spells and spells from the Death or Repose domains.” A plane cannot be enhanced and impeded for the same kinds of spells.

Morphic: You may use *move earth* at will in your demiplane at one-tenth of the spell’s normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

Portal: Your demiplane gains a permanent *gate* to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This *gate* is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

Time: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, *GameMastery Guide* 185).

You can make this spell permanent with the *permanency* spell, at a cost of 22,500 gp. If you have cast *create greater demiplane* multiple times to enlarge the demiplane, each casting’s area requires its own *permanency* spell.

CREATE DEMIPLANE, LESSER

School conjuration (creation); **Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7

Casting Time 2 hours

Components V, S, F (a forked metal rod worth at least 500 gp)

Range 0 ft.

Effect extradimensional demiplane, up to three 10-ft. cubes/level (S)

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The “walls” and “ceiling” of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane’s environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane’s light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane’s light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use *move earth* to create a hill or *wall of stone* to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as *astral projection*, *ethereality*, or *plane shift*. You are considered “very familiar” with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using *limited wish*, *mage’s disjunction*, *miracle*, or *wish* and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

You can make this spell permanent with the *permanency* spell, at a cost of 17,500 gp. If you have cast *create lesser demiplane* multiple times to enlarge the demiplane, each casting’s area requires its own *permanency* spell.

CURSE, MAJOR

School necromancy [curse]; **Level** cleric 5, sorcerer/wizard 6, witch 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent

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

This spell functions as *bestow curse*, except the DC to remove the curse is equal to the save DC + 5.

CURSE OF DISGUST

School enchantment [compulsion, curse, emotion, mind-affecting]; **Level** bard 3, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent

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

You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.

CURSE OF MAGIC NEGATION

School abjuration [curse]; **Level** cleric 5, inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 1 round

Components V, S, M (powdered lead and platinum worth 250 gp)

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

Target one creature

Duration 10 minute/level

Saving Throw Will negates; **Spell Resistance** no

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a –5 penalty due to this spell's interference with magical energies.

CURSED EARTH

School necromancy [curse, evil; see text]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 10 minutes

Components V, S, M (powdered onyx 10,000 gp), DF

Range touch

Area 1-mile radius emanating from the touched point

Duration permanent

Saving Throw none (see text); **Spell Resistance** no

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

Famine: All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of *diminish plants*.

Living Death: Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

Plague: Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

CUSHIONING BANDS

School conjuration (creation) [force]; **Level** sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S,

Range touch

Target creature touched

Duration 1 hour/level or until discharged (D)

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

Invisible bands of force encircle vital areas of the target. The bands resist crushing forces and impacts without interfering with movement. The target gains DR 2/piercing or slashing and takes half damage from constriction, falling, and being buried, as well as from similar crushing effects such as *crushing hand*. Grapple checks for attacks other than constricting (such as pinning or swallowing whole) are not affected. Once the spell has blocked 12 points of damage per caster level (to a maximum of 120 points at 10th level), it is discharged. The bands have no effect on incorporeal attacks unless they deal damage from constriction or crushing, or unless the attacks would be subject to damage reduction.

DANCE OF A HUNDRED CUTS

School transmutation; **Level** bard 4

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

You become a lethal combat dancer, swirling and spinning with grace and precision. You gain a morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class. This bonus is equal to +1 per 3 caster levels (maximum +5

at 15th level). The bonus to AC is lost under any circumstances that would cause you to lose your Dexterity bonus to AC. You must remain moving for the spell to stay in effect. If in any round you do not either move at least 10 feet or make a melee attack, the spell's duration ends.

DANCE OF A THOUSAND CUTS

School transmutation; **Level** bard 6

This spell functions as *dance of a hundred cuts*, except you also gain the benefits of *haste*.

DARKVISION, GREATER

School transmutation; **Level** alchemist 4, antipaladin 4, ranger 4, sorcerer/wizard 4

Casting Time 1 standard action

This spell functions as *darkvision*, except the target's darkvision has a range of 120 feet.

DAZE, MASS

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

Components V, S

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

Targets one or more humanoid creatures, no two of which may be more than 30 ft. apart

This spell functions as *daze*, except as noted above.

DECOMPOSE CORPSE

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a pinch of dried toadstool)

Range touch

Target one corpse or corporeal undead

Duration instantaneous or 1 minute; see text

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a –2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

DEFENSIVE SHOCK

School evocation [electricity]; **Level** alchemist 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a hollow metal sphere)

Range personal

Target you

Duration 1 minute/level or until discharged

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or

a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

DELAY PAIN

School enchantment [emotion]; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 hour/level

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

You override the target's ability to feel pain. Pain effects (such as *pain strike*** and *symbol of pain*) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

DELUSIONAL PRIDE

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

Level bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute

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

The target becomes so distracted by an overblown sense of its worth that it takes a –2 penalty on attacks and skill checks. However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

DIAGNOSE DISEASE

School divination; **Level** cleric 1, druid 1, paladin 1, ranger 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target or Area one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many

barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DISFIGURING TOUCH

School transmutation [curse]; **Level** cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 day/level

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

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.

- –2 decrease to an ability score (minimum 1).
- –2 penalty on attack rolls or saving throws.
- Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.

DISGUISE OTHER

School illusion (glamer); **Level** bard 2, inquisitor 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minute/level (D)

This spell functions as *disguise self*, except you can disguise either yourself or another creature.

DISTRACTING CACOPHONY

School evocation [sonic]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Area 20-ft. spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

DISTRESSING TONE

School evocation [sonic]; **Level** bard 2, inquisitor 2

Casting Time 1 round

Components V, S

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

Target 1d4 living creatures

Duration 1 round/level

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

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this spell.

DIVINE PURSUIT

School transmutation; **Level** inquisitor 5

Casting Time 1 standard action

Component V, S

Range personal

Target you

Duration 1 minute/level; see text

Select one creature within 60 feet that you have damaged.

If that creature has a burrow, climb, fly, or swim speed, you gain that form of movement for the duration of the spell at the same speed and maneuverability as the selected creature.

If this gives you the burrow or swim speed, you can breathe while burrowing or swimming. If the creature moves 1,000 feet or more from you, the spell ends. If the creature has more than one of these types of movement, you select one from the types available to the creature.

DREAD BOLT

School evocation [evil]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

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

Effect arrow-shaped projectile of evil energy

Duration instantaneous (1d4 rounds)

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

You unleash a crackling missile of darkness from your unholy symbol at any one target in range as a ranged touch attack.

A good creature struck by *dread bolt* takes 1d8 points of damage per two caster levels (maximum 5d8). A good outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is sickened for 1 round. A successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures.

EAGLE AERIE

School conjuration (summoning) [good]; **Level** druid 6, summoner 6

Casting Time 1 round

Components V, S, DF

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

Effect summoned eagles

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You summon a flight of giant eagles (one per three caster levels, maximum of six; *Bestiary* 118) to ferry you and your allies across the skies. The eagles avoid combat if possible but defend themselves if attacked; if the eagles attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the eagles remain in combat for 5 rounds before the spell ends).

EAR-PIERCING SCREAM

School evocation [sonic]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous; see text

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

ECHOLOCATION

School transmutation [sonic]; **Level** alchemist 4, bard 4, druid 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 10 minutes/level

You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too high-pitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of *silence*.

ELDRITCH FEVER

School necromancy [curse, disease, evil]; **Level** inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard

Components V, S

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

Target one creature

Duration instantaneous

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

The target gains the eldritch ague spellblight (see page 96).

ENVIIOUS URGE

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

You fill creatures with feelings of seething envy. Affected targets turn upon the nearest creature (whether an ally or enemy) and attempt to disarm it of a valuable weapon, steal something it is holding, or grapple it and strip it of something it prizes (your choice). Affected targets can attempt a new Will save each round as a free action to end this effect.

EPIDEMIC

School necromancy [disease, evil]; **Level** cleric 6, druid 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

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

Target living creature

Duration instantaneous

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

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (*Core Rulebook* 557), as the spell *contagion*. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

ERUPTIVE PUSTULES

School transmutation [acid]; **Level** alchemist 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or be sickened for 1 round. If the attack against you is a critical hit, the attacker must save or be nauseated instead of sickened. This damage can harm a swarm.

EXCRUCIATING DEFORMATION

School transmutation (polymorph) [evil, pain]; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

EXQUISITE ACCOMPANIMENT

School illusion (shadow) [shadow]; **Level** bard 3

Casting Time 1 standard action

Components V, S

Range personal

Effect phantom instrument

Duration 1 round/level (D)

Saving Throw none;

Spell Resistance no

You create a phantom instrument, a glowing construct of magic in the form of a portable musical instrument of your choice. The instrument floats beside you, moving as you move (even if you teleport). It cannot be damaged, but can be dispelled. The instrument plays as you direct, and as long as it plays, you do not have to expend rounds of bardic performance from your daily allotment to maintain an effect. Activating a bardic performance or switching to a new effect still costs a round of your overall bardic performances per day.

FALSE LIFE, GREATER

School necromancy; **Level** alchemist 4, sorcerer/wizard 4, witch 4

This spell functions as *false life*, except you gain

temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of *false life*.

FAMILIAR MELDING

School necromancy; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target your familiar

Duration 1 hour/level or until you return to your body

Saving Throw Will negates (harmless); **Spell Resistance** yes
You project your soul into your familiar, taking over its body while leaving its consciousness intact. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While possessing your familiar, you can communicate with it telepathically. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The familiar's body retains its own Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You may use any abilities the familiar has, including spells and spell-like abilities. You cannot speak unless your familiar has the ability to speak a language. You cannot cast spells with somatic components if your familiar does not have anthropomorphic limbs that can perform the appropriate motions.

As a standard action, you can return to your body as long as it is within range. If your familiar is slain while your soul is in it and your body is within range, your soul returns to your own body, unharmed. If your familiar is out of range when slain, you die. The spell ends when you shift from the familiar to your own body.

FICKLE WINDS

School transmutation [air]; **Level** cleric 5, druid 5, ranger 3, sorcerer/wizard 5

Casting Time 1 standard action

Targets one or more
Medium creatures/
level, no two of
which can be
more than 30
ft. apart



Duration 1 minute/level (D)

Saving Throw none (see text); **Spell Resistance** yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as *wind wall*, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

FLESHWORM INFESTATION

School conjuration (summoning) [evil]; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must succeed at a Fortitude saving throw every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. *Fleshworm infestation* cannot be ended early by *remove disease* or *heal*, as the infestation starts anew if the current worms are slain. *Protection from evil* negates this spell's effects for as long as the two durations overlap. *Dispel evil* automatically ends a *fleshworm infestation*.

FORBID ACTION

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

Casting Time 1 standard action

Component V

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

Target one creature

Duration 1 round

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

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

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

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

Communicate: The target cannot take any actions that

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

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

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

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

FORBID ACTION, GREATER

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 5, inquisitor 5

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

This spell functions as *forbid action*, except up to one creature per level may be affected. Each creature must receive the same forbidden action.

FORCE HOOK CHARGE

School evocation [force]; **Level** magus 3

Casting Time 1 standard action

Components V, S

Range close (25 feet + 5 feet/2 levels)

Target one creature or object within range and you

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a hook of force that strikes the target and drags you to a space adjacent to it. Make a ranged touch attack against the target; if the touch attack succeeds, the target takes 1 point of force damage per caster level. Whether or not the touch attack hits, the force hook drags you in a straight line to a square adjacent to the target. This movement provokes attacks of opportunity as normal. The pulling hook keeps you from falling as part of this movement; therefore you can use it to cross a pit or chasm, or reach a higher or lower elevation. If the line of effect from you to the target passes through an area that is too small to fit your body (such as a portcullis or arrow slit), the hook pulls you to that location and you take damage as if you had fallen the distance from your starting point to that location. If you are restrained, such as being chained to a wall, the hook pulls you to the maximum extent of your restraints but does not break the restraints.

If your travel to the destination is not blocked, you land

on your feet, unharmed by the sudden motion. However, the spell does not guarantee you a safe landing space when you arrive. For example, if your target is flying or on a ledge with no room for you to stand, once the hook pulls you adjacent to the target, you begin to fall.

If you use this spell with your spell combat class ability, you can make your melee attack from your starting position or your ending position.

FORCE PUNCH

School evocation [force]; **Level** magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude saving throw negates the movement but not the damage.

FORCED QUIET

School transmutation [sonic]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components S

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

Target one creature

Duration 1 round/level

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

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

FRIGID TOUCH

School evocation [cold]; **Level** druid 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

FROSTBITE

School transmutation [cold]; **Level** druid 1, magus 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

FUMBLETONGUE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1d4 rounds

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

This enchantment causes a creature to be unable to speak intelligibly. Any effort the target makes to talk, in any language, comes out as a useless mix of unconnected words and noises. Even magic words are affected to some extent; the target has a 20% spell failure chance for any spell it attempts to cast with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item. This spell has no effect on telepathic communication, or on the vocalizations of creatures that lack a spoken language.

FUNGAL INFESTATION

School necromancy [disease]; **Level** druid 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1d3 days

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

You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1d3 points of Charisma damage. Any physical attack against the target automatically adds 1d6 points of bleed damage.

GHOSTLY DISGUISE

School illusion (glamer); **Level** alchemist 2, bard 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minute/level (D)

You make yourself—including clothing, armor, weapons, and equipment—appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly

form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

HAUNTING CHOIR

School necromancy [mind-affecting, pain]; **Level** bard 3

Casting Time 1 standard action

Components V, S

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

Area 30-ft.-radius emanation

Duration concentration + 2 rounds

Saving Throw Will negates; **Spell**

Resistance yes

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead. The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked. Creatures within 30 feet of the choir experience wracking pain that causes them to take a –2 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

HAUNTING MISTS

School illusion (figment) [fear, shadow]; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range 20 ft.

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 minute/level (D)

Saving Throw Will partial (see text); **Spell**

Resistance no



An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

HEX WARD

School abjuration; **Level** inquisitor 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
 You give the target a +4 resistance bonus on saving throws against witch hexes.

HOLY ICE

School transmutation [cold, good, water]; **Level** cleric 5
Casting Time 1 standard action
Components V, S, M (a flask of holy water or 5 pounds of powdered silver worth 25 gp)
Range medium (100 ft. + 10 ft./level)
Effect wall of ice or flying ice javelins (see text)
Duration 1 minute/level, instantaneous, or until expended (see text)
Saving Throw Reflex negates or none (see text); **Spell Resistance** yes
 This spell creates a large mass of frozen holy water that can be used for one of two effects.

Holy Ice Wall: This functions like *wall of ice* (hemisphere or plane). Any creature that takes damage from holy water takes 1 point of damage every time it touches or attacks the ice wall with melee attacks; extended contact with the wall (such as standing or walking on it) deals 1d6 points of damage. Even when the ice has been broken through, a sheet of frigid holy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is cold damage, half is damage from holy water (creatures unharmed by holy water do not take the damage).

Holy Ice Javelins: The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other. You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 damage each, plus

1 point of cold damage and 1 point of damage from holy water. The javelins are destroyed by this attack.

HOLY SHIELD

School abjuration; **Level** paladin 2
Casting Time 1 standard action
Component V, S
Range personal
Target you
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no
 You gain the ability to magically project the defense of your shield to protect another creature at a distance. As a swift action, you designate one target within 30 feet. The target gains your shield's shield bonus and enhancement bonus to Armor Class until your next turn; you gain no benefit from the shield's shield bonus or enhancement bonus while using this spell and cannot use any of the shield's other properties or abilities (such as magical abilities, making a shield bash, or providing cover with a tower shield). As a swift action, you may move the protection to another target (including yourself); if you move the protection to yourself, you may use any of the shield's properties or abilities as normal. If the shielded creature exceeds the 30-foot range, your shield's protection automatically reverts to you. Any circumstance that would make you lose your shield bonus (such as an enemy breaking the shield, you dropping the shield, or you becoming helpless or unconscious) means the protected creature loses the shield's benefit.

HORN OF PURSUIT

School evocation [sonic]; **Level** bard 1, inquisitor 1, paladin 1, ranger 1
Casting Time 1 standard action
Component S
Range personal
Effect 3 peals of a horn
Duration 1 round
Saving Throw none; **Spell Resistance** no
 You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions. You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

HOWLING AGONY

School necromancy [death, pain]; **Level** inquisitor 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a needle and a dried eyeball)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

ICE BODY

School transmutation [cold]; **Level** sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Your form transmutes into living ice, granting you several abilities. You gain the cold subtype and damage reduction $5/$ magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and you are considered armed when making unarmed attacks. You may burrow through nonmagical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check ($1d20 +$ caster level) against a DC of $11 +$ the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

ICE CRYSTAL TELEPORT

School conjuration (teleportation) [cold]; **Level** sorcerer/wizard 6, summoner 5, witch 6

Casting Time 1 standard action

Components V

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

Target one creature

Duration 1d4 rounds and instantaneous

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

This spell functions as *teleport*, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight

doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

ICICLE DAGGER

School conjuration (creation) [cold]; **Level** sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect one icicle

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a *+1 frost dagger*. At 11th level, it gains the *returning* property when thrown, melting away and reforming in your hand just before your next turn.

ICY PRISON

School evocation [cold]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level; see text

Saving Throw Reflex partial; **Spell Resistance** yes

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of cold damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC $15 +$ your caster level).

ICY PRISON, MASS

School evocation [cold]; **Level** sorcerer/wizard 9

Target one creature/level, no two of which can be more than 30 ft. apart.

This spell functions as *icy prison*, except as noted above.

IMBUE WITH AURA**School** transmutation; **Level** cleric 2**Casting Time** 1 standard action**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Target** one creature**Duration** 1 minute/level

Saving Throw Will negates (see text); **Spell Resistance** yes
 You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like *detect evil* or *detect good* detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignment-affecting magic affects it according to its actual alignment.

INTERPLANETARY TELEPORT**School** conjuration (teleportation); **Level** cleric 9, sorcerer/wizard 9**Casting Time** 1 standard action**Components** V**Range** personal and touch**Target** you and touched objects or other touched willing creatures**Duration** instantaneous**Saving Throw** none and Will negates (object); **Spell Resistance** no and yes (object)

This spell functions as *teleport*, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

INTERROGATION**School** necromancy [evil, pain]; **Level** inquisitor 1, sorcerer/wizard 1, witch 1**Casting Time** 1 round**Components** V, S**Range** touch**Target** living creature touched**Duration** 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** yes
 You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled

to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

INTERROGATION, GREATER**School** necromancy [evil, pain]; **Level** inquisitor 4

This spell functions as *interrogation*, except you may ask one question per caster level and the spell deals damage equal to 1d8 points plus your Wisdom bonus if the target doesn't answer a question.

JOYFUL RAPTURE**School** conjuration (healing) [emotion]; **Level** bard 5, cleric 6, sorcerer/wizard 7**Casting Time** 1 standard action**Components** V, S**Range** 60 ft.**Area** all allies and opponents within a 60-ft.-radius burst centered on you**Duration** instantaneous**Saving Throw** no; **Spell Resistance** yes

Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area.

KI ARROW**School** conjuration; **Level** bard 1, sorcerer/wizard 1, witch 1**Casting Time** 1 standard action**Components** S**Range** touch**Target** 1 arrow touched**Duration** instantaneous**Saving Throw** Fortitude (object); **Spell Resistance** yes (object)

You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

KI LEECH**School** necromancy [evil]; **Level** cleric 3, sorcerer/wizard 3, witch 3**Casting Time** 1 standard action**Components** V, S**Range** personal**Target** you**Duration** 1 minute/level (D)

You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to 0 or fewer hit points, you can steal some of that creature's *ki*. This replenishes 1 point of *ki* as long as you have at least 1 *ki* point in your *ki* pool. This does not allow you to exceed your *ki* pool's maximum. This ability does not stack with similar

abilities (such as the steal *ki* ability of the hungry ghost monk in the *Advanced Player's Guide*).

This spell has no effect if you do not have a *ki* pool.

KI SHOUT

School evocation [sonic]; **Level** bard 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
With a guttural bark, you unleash a sudden blast of sonic

energy that strikes your opponent. The target takes 1d6 points of sonic damage per level (maximum 20d6) and is stunned for 1 round; a successful Fortitude save reduces the damage by half and negates the stun.

KNOW THE ENEMY

School divination; **Level** cleric 1, inquisitor 1, paladin 1, ranger 1

Casting Time 1 minute

Components S, V, DF

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

LEASHED SHACKLES

School evocation [force]; **Level** inquisitor 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level

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

You create shackles of force that attach to the target's limbs. You designate an object or location within 30 feet of the target for the shackles to anchor themselves to; this must be the ground, a wall, or a sturdy structure for the anchoring to occur. The target is entangled, and cannot move more than 30 feet from the anchor point of the spell. The shackle itself cannot be attacked (though it can be dispelled), but if the object or area it is attached to is broken, the target is free to move away (though it is still entangled).

LEND JUDGMENT

School divination; **Level** inquisitor 1

Casting Time 1 standard action

Components V, DF

Range touch

Target one ally

Duration 1 round/level

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

You create a conduit of divine knowledge and outrage between you and an ally. That ally gains the benefit of one of your active judgments (as do you). If you cannot use a judgment (for example, if you are not in combat, are frightened or unconscious, and so on) or change judgments, the ally loses the benefit of the judgment. If you have multiple judgments active, the ally gains only one, chosen when you cast this spell.



LEND JUDGMENT, GREATER**School** divination; **Level** inquisitor 5**Casting Time** 1 standard action**Components** V, DF**Range** touch**Target** one ally**Duration** 1 round/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)This functions as *lend judgment*, except the ally gains the benefit of all your active judgments.**LIGHTNING ARC****School** evocation [electricity]; **Level** sorcerer/wizard 5**Casting Time** 1 standard action**Components** V, S, M (fur and two glass figurines)**Range** long (400 ft. + 40 ft./level)**Targets** two creatures or objects which must be no more than 60 ft. apart**Duration** instantaneous**Saving Throw** Reflex half; **Spell Resistance** yes (see text)You generate an arc of lightning between two targets. The lightning deals 1d6 points of electricity damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. *Lightning arc* sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.**LOATHSOME VEIL****School** illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 3, witch 3**Casting Time** 1 standard action**Components** V, S, M (a tangle of multicolored threads)**Range** close (25 ft. + 5 ft./2 levels)**Effect** transparent pattern 40 ft. long, 20 ft. high**Duration** concentration + 1 round/level (D)**Saving Throw** Will negates **Spell Resistance** yes

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.*8 HD or fewer:* The creature is nauseated for 1d4 rounds,

sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.A successful saving throw ignores all effects of the veil. Sightless creatures are not affected by *loathsome veil*. Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.*Loathsome veil* can be made permanent with the *permanency* spell by a caster of 10th level or higher for the cost of 7,500 gp.**LUNAR VEIL****School** illusion (shadow) [darkness, shadow]; **Level** cleric 7, sorcerer/wizard 7, witch 7**Casting Time** 1 standard action**Components** V, S**Range** long (400 ft. + 40 ft./level)**Area** 120-ft.-radius emanation**Duration** 10 minute/level**Saving Throw** Will negates, see text; **Spell Resistance** noYou conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike *deeper darkness*, areas of normal light or dimmer become normal darkness rather than supernaturally dark). Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a –5 penalty on Constitution checks to do so.**MAD HALLUCINATION****School** illusion (phantasm); **Level** bard 2, sorcerer/wizard 2, witch 2**Casting Time** 1 standard action**Components** V, S**Range** close (20 ft.)**Target** one humanoid creature**Duration** 5 minute/level (maximum 1 hour)**Saving Throw** Will negates; **Spell Resistance** yes

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a –2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

MAD MONKEYS**School** conjuration (summoning); **Level** bard 3, druid 3, sorcerer/wizard 3, summoner 3**Casting Time** 1 round**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Effect** swarm of monkeys**Duration** 1 round/level

Saving Throw none; **Spell Resistance** no

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm (*Bestiary* 2 212). Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for druids; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMB + 10. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

MALFUNCTION

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Area one construct

Duration 1 round/level (D)

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

This functions as *confusion*, except it only affects constructs, and instead of babbling incoherently, the construct takes no actions on its turn (but may still make attacks of opportunity).

MALICIOUS SPITE

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

Level bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (powdered turquoise worth 150 gp)

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

Target one creature

Duration 1 day/level

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

You invoke feelings of a driving malicious intent. The target's malice is directed at a second individual as designated by you at the time of casting. Thereafter, the target attempts to slander, abuse, and even plot murder against the target of its spite. This loathing is not overt, and the target's actions against the object of its spite remain subtle and indirect. The enchanted target remains within its financial and ethical means when acting against the second individual, though the malice toward this other person pushes the target to the limit of what it would do to a hated individual.

Each day, the target takes 2 points of Wisdom damage as the all-encompassing spite dominates its thoughts. The target can only alleviate the ability damage by acting upon the emotion and performing a spiteful act. Examples of spiteful acts are spiking the target's drink to make it an easier target for thugs, damaging the target's property, starting foul rumors

about the target, framing the target for a crime, paying lepers or beggars to accost the target, extorting or blackmailing the target, or arranging for others to physically harm the target.

When the spell ends, the target remembers the spiteful behavior, but not the motivation for it.

MARIONETTE POSSESSION

School necromancy; **Level** alchemist 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S, F (a piece of paper with the target's name)

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

Target one willing creature

Duration 10 minutes/level or until you return to your body

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

You project your soul out of your body and into the body of a willing creature. This possession is blocked by *protection from evil* or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

MASTERWORK TRANSFORMATION

School transmutation; **Level** bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 hour

Components V, S, M (see below)

Range touch

Target one weapon, suit of armor, shield, tool, or skill kit touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

MISERABLE PITY

School abjuration [emotion, mind-affecting]; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level and 1 minute; see text

Saving Throw Will negates (see text); **Spell Resistance** yes This spell functions as *sanctuary*, except creatures attempting to attack the target who fail their saves also feel a strong sense of pity toward the target, as if it were weak, pathetic, and not a threat. If the target breaks the spell by attacking, any creature that failed its save against the spell gains a +2 morale bonus on attack rolls against the target for 1 minute.

MONSTROUS PHYSIQUE I

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

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes.

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

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

MONSTROUS PHYSIQUE II

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

This spell functions as *monstrous physique I*, except it also allows you to assume the form of a Tiny or Large creature of

the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, freeze, grab, leap attack, mimicry, pounce, sound mimicry, speak with sharks, and trip. If the creature has the undersized weapons special quality, you gain that quality.

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

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

MONSTROUS PHYSIQUE III

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5

This spell functions as *monstrous physique II*, except it also allows you to assume the form of a Diminutive or Huge creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, blood frenzy, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, sound mimicry, speak with sharks, trample, trip, and web. If the creature has the undersized weapons special quality, you gain that quality.

Diminutive monstrous humanoid: If the form you take is that of a Diminutive monstrous humanoid, you gain a +6 size bonus to your Dexterity, a –4 penalty to your Strength, and a +1 natural armor bonus.

Huge monstrous humanoid: If the form you take is that of a Huge monstrous humanoid, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

MONSTROUS PHYSIQUE IV

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6

This spell functions as *monstrous physique III* except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, rend, roar, sound mimicry, speak with sharks, spikes, trample, trip, and web. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those

energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has immunity to poison, you gain a +8 bonus on saves against poison.

MURDEROUS COMMAND

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

Casting Time 1 standard action

Components V

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

Target one living creature

Duration 1 round

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

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

OPPRESSIVE BOREDOM

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

Level bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (see text)

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

You fill your target with boredom. The target loses all interest in its current task and must make a Will save against the spell's effect in order to perform its next action. If the target fails, it takes no action that round. The boredom lasts until the duration expires or the target breaks the spell's effect with a successful Will save.

ORACLE'S VESSEL

School transmutation; **Level** oracle 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level

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

The target gains all the benefits of your oracle's curse, with none of the penalties. In some cases, this has no effect (for example, a fighter with your haunted curse can't cast spells and doesn't gain any benefit from having additional spells known).

ORB OF THE VOID

School necromancy; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a black gemstone of any kind worth 50 gp)

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

Effect 1-ft.-diameter sphere

Duration 1 round/level (D)

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

You create a small weightless sphere of pure negative energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 × 5 temporary hit points for 1 hour.

OVERWHELMING GRIEF

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

Level bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level; see text

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

You cause a single opponent to become profoundly stricken with intense grief. He can take no actions, takes a –2 penalty to Armor Class, and loses his Dexterity bonus (if any). He can attempt a new save each round to break the spell's effect.

OVERWHELMING PRESENCE

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

Level bard 6, cleric 9, inquisitor 6, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a swan feather)

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level; see text

Saving Throw Will negates, see text; **Spell Resistance** yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground

and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

PERNICIOUS POISON

School necromancy [poison]; **Level** antipaladin 2, druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 minute/level

Saving Throw none; **Spell Resistance** yes

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

PERSUASIVE GOAD

School necromancy [pain]; **Level** inquisitor 1

Casting Time 1 standard action

Component V, S

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

Target one creature

Duration instantaneous and 1 minute

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

Your eyes flash and the target takes 1d6 points of nonlethal damage. For the next minute, you gain a +4 circumstance bonus on Intimidate checks against the target.

PIERCING SHRIEK

School evocation [pain, sonic]; **Level** bard 2

Casting Time 1 standard action

Components V

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

Target one creature

Duration 1 round/level

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

You emit an ear-splitting shriek which can be heard only by the target of this spell; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This spell has no effect on deaf creatures and cannot penetrate an area of *silence*.

PLAGUE CARRIER

School necromancy [disease, evil]; **Level** cleric 4, druid 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes
The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

PLAGUE STORM

School necromancy [disease, evil]; **Level** cleric 6, druid 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

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

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 minute/level and instantaneous (see text)

Saving Throw Fortitude negates; **Spell Resistance** no

You create a hideous gray cloud, similar to *fog cloud*, that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see page 557 of the *Core Rulebook*.

Unlike a *fog cloud*, the *plague storm* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

PLAY INSTRUMENT

School divination; **Level** bard 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minute/level

You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised

instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

POLAR MIDNIGHT

School transmutation [cold, darkness]; **Level** cleric 9, druid 9, witch 9

Casting Time 1 standard action

Components V, S

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

Effect 30-ft. spread

Duration 1 round/level

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

You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the cold damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires *true resurrection*, *miracle*, or *wish*. As a move action, you may move the area of effect up to 10 feet in any direction.

POLYPURPOSE PANACEA

School transmutation; **Level** alchemist 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S

Range personal

Target you

Duration see below

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use *polypurpose panacea*, choose one of the following effects.

Analgesic: You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

Clarity: You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

Hallucination: You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a –2 penalty on Perception checks for the duration.

Intoxication: You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

Lucid Dream: If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

Resistance: You gain a +1 resistance bonus on saves for 1 minute.

Sleep: You enter a pleasant and restful sleep for at least 1 hour unless wakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

Sobriety: You become completely sober for 1 hour, negating any penalties to your actions for being drunk (*GameMastery Guide* 237). Magical and alchemical methods (such as *detect poison*) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

Tenacity: You gain 1 temporary hit point for 1 minute.

Wakefulness: You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as *lullaby* and *sleep*. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

POSSESS OBJECT

School necromancy; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Target one object; see text

Duration 1 hour/level or until you return to your body

This spell functions as *magic jar*, except you transfer your mind to a single object, animating it as if using *animate objects*, except your mind controls the object as if it were your own body. You cannot speak or cast spells while possessing the object. Because your original body is effectively dead while under the effect of this spell, this temporarily suspends disease, poisons, and other afflictions affecting you.

PREDICTION OF FAILURE

School divination [curse, fear, mind-affecting]; **Level** sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent or 1 round/level (see text)

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

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level. If the target is a spellcaster, failing this saving throw means it also gains a random minor spellblight (see page 95).

PRIMAL SCREAM

School abjuration [mind-affecting, sonic]; **Level** bard 4

Casting Time 1 standard action

Components V

Range personal

Target you



**Duration** 1 round/level

You voice a mighty yell from the depths of your soul, invigorating yourself and dispelling enchantment and paralysis effects. This functions as *break enchantment*, except it only affects you and only frees you from enchantment and paralysis effects. If the caster level check to break the hostile effect succeeds, you give voice to your scream and the spell takes effect normally; if not, this spell fails without further effect. You can cast this spell even when paralyzed or unable to speak because of an enchantment effect, but not in an area of silence, if you are unable to speak for reasons other than enchantments or paralysis (for example, if you are gagged), or if cast in an environment where speaking is not possible.

PROTECTIVE PENUMBRA

School evocation [darkness]; **Level** cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minutes/level

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

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

RAIN OF FROGS

School conjuration (summoning); **Level** bard 3, druid 3, sorcerer/wizard 3, summoner 3, witch 3

Effect one swarm of poisonous frogs

This spell functions as *summon swarm*, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm (*Bestiary* 43), except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

RAISE ANIMAL COMPANION

School conjuration (healing); **Level** druid 5, paladin 4, ranger 4

Casting Time 1 minute

Components V, S, M (a diamond worth 1,000 gp)

Range touch



Target dead animal companion or bonded mount

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes (harmless)

This spell functions as *raise dead*, but it only affects an animal companion, familiar, or paladin's bonded mount.

RAPID REPAIR

School transmutation; **Level** cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, DF

Range touch

Target construct touched

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed.

RAY OF SICKENING

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

This spell functions as *ray of exhaustion*, except the target is sickened if it fails its save and unaffected if it makes its save.

RECKLESS INFATUATION

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

Level bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 day/level

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

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire. Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters unadulterated loathing.

REMOVE SICKNESS

School conjuration (healing); **Level** cleric 1, druid 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 10 minutes/level; see text

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

REPROBATION

School transmutation [curse, see text]; **Level** cleric 5, druid 5, inquisitor 4, paladin 4

Casting Time 1 minute

Components V, S, DF

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

Target one creature of your faith

Duration permanent

Saving Throw none; **Spell Resistance** yes

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three effects.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, *cure light wounds* cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast *prayer*, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges. This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with

magic) before this sentence is handed down.

This mark can be removed like any other curse effect. In addition, a member of your faith can use *atonement* to break the curse if he makes a caster level check against your caster level; *remove curse* also requires a caster of your faith and a caster level check to end the *reprobation*.

RESONATING WORD

School transmutation [sonic]; **Level** bard 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V

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

Target one creature

Duration 3 rounds

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

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails.

On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect.

On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect.

On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect.

The resonating word has no power after the third round, even if the spell's duration is increased.

RESTORE CORPSE

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target corpse touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

RESTORE EIDOLON

School conjuration (healing); **Level** summoner 3

Casting Time 1 minute

Components V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)

Range touch

Target eidolon touched

Duration instantaneous

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

This spell functions as *restoration*, except it only affects an eidolon.

RESTORE EIDOLON, LESSER

School conjuration (healing); **Level** summoner 2

Casting Time 3 rounds

Components V, S

Range touch

Target eidolon touched

Duration instantaneous

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

This spell functions as *lesser restoration*, except it only affects an eidolon.

RIDE THE LIGHTNING

School evocation [electricity]; **Level** sorcerer/wizard 9

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of electrical damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies). Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to electricity while this spell lasts.

RIDE THE WAVES

School transmutation [water]; **Level** cleric 4, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level (D)

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

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight

line. The spell does not make the target unable to breathe air.

SANCTIFY CORPSE

School evocation [good]; **Level** cleric 1, inquisitor 1, paladin 1, witch 1

Casting Time 1 standard action

Components V, S, DF, M (a pinch of silver dust)

Range touch

Area corpse touched

Duration 24 hours

Saving Throw none; **Spell Resistance** no

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a *permanency* spell by a caster of 9th level or higher for the cost of 500 gp.

SANDS OF TIME

School necromancy; **Level** cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target touched creature or object

Duration 10 minutes/level or instantaneous (see text)

Saving Throw none; **Spell Resistance** yes

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

SCOURING WINDS

School evocation [air, earth]; **Level** druid 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

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

Effect sandstorm in 20-ft. radius, 20 ft. high

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes (see text)

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action.

Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm (see Table 13–10: Wind Effects, *Core Rulebook* 439).

If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

SCULPT SIMULACRUM

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target simulacrum touched

Duration instantaneous

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

You create cosmetic changes to a simulacrum, similar to *disguise self*, except the changes are physical rather than illusory. This does not change any of the simulacrum's abilities.

SERENITY

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

Level bard 4, cleric 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by using Combat Expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.

SHADOWBARD

School illusion (shadow) [shadow]; **Level** bard 5

Casting Time 1 standard action

Components V, S, M

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

Effect phantom singer

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You conjure up a quasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport. The singer cannot be damaged, but can be dispelled. When a *shadowbard* comes into being, it immediately begins a bardic performance of your choice—it has access to all of the bardic performances that you do. It continues that bardic performance until you direct it as a move action to switch

to a different performance. Rounds spent by a *shadowbard* creating a bardic performance do not decrease the number of rounds you can use your own bardic performance, nor can a *shadowbard*'s bardic performance be used to trigger spells that require you to begin or cease a bardic performance.

SHADOW STEP

School illusion (shadow) [shadow]; **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

SHADOW WEAPON

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect one shadow weapon

Duration 1 minute/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *shadow weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the *frost* or *keen* weapon property. The frost and keen properties have no effect if the target makes its disbelief save.

The spell ends if the weapon leaves your possession.

SHARD OF CHAOS

School evocation [chaos]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

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

Effect dart-shaped projectile of chaotic energy

Duration instantaneous (1d6 rounds)

Saving Throw Will partial (see text); **Spell Resistance** yes
You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack.

A lawful creature struck by the shard takes 1d8 points of damage per two caster levels (maximum 5d8). A lawful outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is slowed (as *slow*) for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not slowed.



SHARE MEMORY

School divination; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target you and one creature touched

Duration instantaneous

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

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

SILK TO STEEL

School transmutation; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target one scarf

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility. Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

SIMULACRUM, LESSER

School illusion (shadow); **Level** sorcerer/wizard 4

Casting Time 1 hour

Components V, S, M (an ice sculpture of the target plus powdered rubies worth 50 gp per HD of the simulacrum)

Duration 1 hour/level

This spell functions as *simulacrum*, except you can't create a simulacrum of a creature whose HD or levels exceed your caster level, and it has no magical abilities. The creature is not under your control, though it recognizes you are its creator.

SKINSEND

School necromancy; **Level** alchemist 2, sorcerer/wizard 2, witch 2

Casting Time 1 minute

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

You cause your own skin to peel off your body and animate as a magical creature you control. You may project your consciousness to your animated skin or return it to your actual body as a standard action. When your consciousness is in your body, you are helpless (except for transferring your will to your skin, or dismissing the spell).

Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the

time you cast the spell, and cannot be healed above this maximum; construct type, and immunities; Str 3, Con —; DR 10/piercing or slashing; and compression (as the universal monster ability, *Bestiary* 2 295). Your skin can take any actions you could normally take in your own body (such as to fight or cast spells).

When your skin leaves your body, your body's hit points drop to 0. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a *regenerate* spell, *ring of regeneration*, the regeneration monster ability, or any other effect that can regrow missing limbs) or *heal* can regrow your skin and allow you heal above 0 hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with *gentle repose* and is suitable for any purpose that requires some of your flesh (such as a *resurrection* spell) or any magic or ritual that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at 0 hit points until your full body is restored to you (requiring powerful magic, as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain with your consciousness in it, the spell ends and you are instantly killed.

This spell leaves long scars on your skin where it split apart, although these fade normally with the use of healing magic.

SMUG NARCISSISM

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

Level bard 3, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a tiny shard of a mirror)

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

Target one creature

Duration instantaneous

Duration 10 minute/level (D)

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

You cause your target to become overwhelmed by its own importance, talents, and attractiveness. The target cannot help but look at itself in every reflective surface at every possible opportunity. In social situations, the target always tries to comment about how attractive it is or how ugly someone else is by comparison. The target remains constantly distracted, always looking for a reflective surface to gaze upon (such as a mirror, pool of water, a polished shield, and so on). The distraction gives the target a –2 penalty on all skill checks. In combat, the target worries about enemies damaging its appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

SNAPDRAGON FIREWORKS

School transmutation [fire, light]; **Level** bard 2, sorcerer/wizard 1

Casting Time 1 standard action

Components S, V, M (a bundle of sulfur wrapped in cloth)

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

Effect dragon-shaped fireworks

Duration 1 round/level

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

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

SONIC THRUST

School evocation [sonic]; **Level** bard 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Target see text

Duration instantaneous

Saving Throw Will negates (object) or none (see text); **Spell**

Resistance yes (object) (see text)

You produce a sweeping rush of sound that can hurl creatures or objects away from you, like the violent thrust version of *telekinesis*. You can hurl one object or creature per caster level (maximum 15) that is within range; it flies in a straight line away from you. Any objects or creatures thrown must be within 10 feet of each other. You can hurl a total weight of up to 25 pounds per caster level (maximum 375 pounds at 15th level).

You can use this spell to hurl an object or creature toward a particular target. You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a bard or sorcerer). Hurling weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures that fall within the weight capacity of the spell can

be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a hurled creature is thrown against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

SOOTHE CONSTRUCT

School abjuration; **Level** cleric 4, sorcerer/wizard 5

Casting Time 1 round



Components V, S

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

Target one construct

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels (maximum 5d4%). If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

SPEAR OF PURITY

School evocation [good]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

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

Effect spear-shaped projectile of good energy

Duration instantaneous (1 round)

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

You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack.

An evil creature struck by the spear takes 1d8 points of damage per two caster levels (maximum 5d8). An evil outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is blinded for 1 round. A successful Will save reduces the damage to half and negates the blinded effect. This spell deals only half damage to creatures that are neither evil nor good, and they are not blinded. The spear has no effect on good creatures.

SPIT VENOM

School transmutation [poison]; **Level** cleric 4, druid 3, witch 3

Casting Time 1 standard action

Components V

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

Effect one stream of venom

Duration instantaneous; see text

Saving Throw Fortitude partial; **Spell Resistance** no

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC.

STEAL VOICE

School necromancy; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V

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

Target one creature

Duration permanent (D)

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

The target's throat constricts, giving it the caster croak spellblight (see page 95).

STRANGLING HAIR

School transmutation; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer). This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. Your hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB.

Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

SUMMON ELDER WORM

School conjuration (summoning); **Level** druid 9

Casting Time 1 round

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally VIII*, except you summon a purple worm with the giant creature simple template (*Bestiary* 295).

SUMMON FROGHEMOTH

School conjuration (summoning); **Level** druid 9

Casting Time 1 round

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally IX*, except you summon a froghemoth (*Bestiary* 136).

SUMMON MINOR ALLY**School** conjuration (summoning); **Level** druid 1, ranger 1**Casting Time** 1 round**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Effect** 1d3 summoned creatures**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions as *summon nature's ally I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature.

SUMMON MINOR MONSTER**School** conjuration (summoning); **Level** antipaladin 1, bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1**Casting Time** 1 round**Components** V, S, F/DF (a tiny bag and a small candle)**Range** close (25 ft. + 5 ft./2 levels)**Effect** 1d3 summoned creatures**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell functions as *summon monster I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with *summon monster I*, you may apply one alignment-appropriate template to these animals.

SURMOUNT AFFLICTION**School** abjuration; **Level** cleric 2, inquisitor 2**Casting Time** 1 standard action**Components** V, S**Range** you**Target** personal**Duration** 1 round/level

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.

SYMBOL OF HEALING**School** conjuration (healing); **Level** cleric 3, paladin 4, witch 4**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp)**Saving Throw** Will half (harmless) (see text); **Spell Resistance** yes (harmless) (see text)

This spell functions as *symbol of death*, except all creatures within 60 feet of the *symbol of healing* instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures

harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 10,000 gp.

SYMBOL OF MIRRORING**School** illusion (figment); **Level** sorcerer/wizard 2, witch 2**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 100 gp)**Duration** see text**Saving Throw** Will partial (harmless); **Spell Resistance** yes

This spell functions as *symbol of death*, except it instead creates one illusory duplicate of each creature within 60 feet of the symbol. These duplicates function as *mirror image*, moving with the original creatures and mimicking their movements, sounds, and actions exactly. If an illusory double is destroyed, a new one appears on the creature's turn. The images last for as long as a creature remains within 60 feet of the symbol, and for 1 round/level thereafter. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of mirroring can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 5,000 gp.

SYMBOL OF REVELATION**School** divination; **Level** cleric 4, sorcerer/wizard 4, witch 4**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)**Saving Throw** none

This spell functions as *symbol of death*, except it is only activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like *faerie fire*, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a *symbol of revelation* remains active for 10 minutes per caster level.

Symbol of revelation can be made permanent with a *permanency* spell by a caster of 12th level or higher for the cost of 10,000 gp.

SYMBOL OF SCRYING**School** divination (scrying); **Level** cleric 5, sorcerer/wizard 5, witch 5**Components** V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)**Saving Throw** none; **Spell Resistance** no

This spell functions as *symbol of death*, except that, when triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane

than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a *scrying* spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level.

Unlike *symbol of death*, a *symbol of scrying* is not considered a magical trap. *Symbol of scrying* can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 10,000 gp.

SYMBOL OF SEALING

School abjuration [force]; **Level** cleric 6, sorcerer/wizard 6, witch 6

Casting Time 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a *wall of force*. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the *wall of force* first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a *symbol of sealing*, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the *symbol of sealing*, but doing this extends the casting time as described under *symbol of death* (*Core Rulebook* 355). However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned—the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A *disintegrate* spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A *knock* spell has no effect on a *symbol of sealing* or its force wall. A *symbol of sealing* cannot be dispelled, but *mage's disjunction* automatically destroys it.

SYMBOL OF SLOWING

School transmutation; **Level** cleric 4, sorcerer/wizard 4, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

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

This spell functions as *symbol of death*, except all creatures within 60 feet of a *symbol of slowing* are slowed (as the *slow* spell) for 1 round per caster level.

Symbol of slowing can be made permanent with a *permanency* spell by a caster of 11th level or higher for the cost of 10,000 gp.

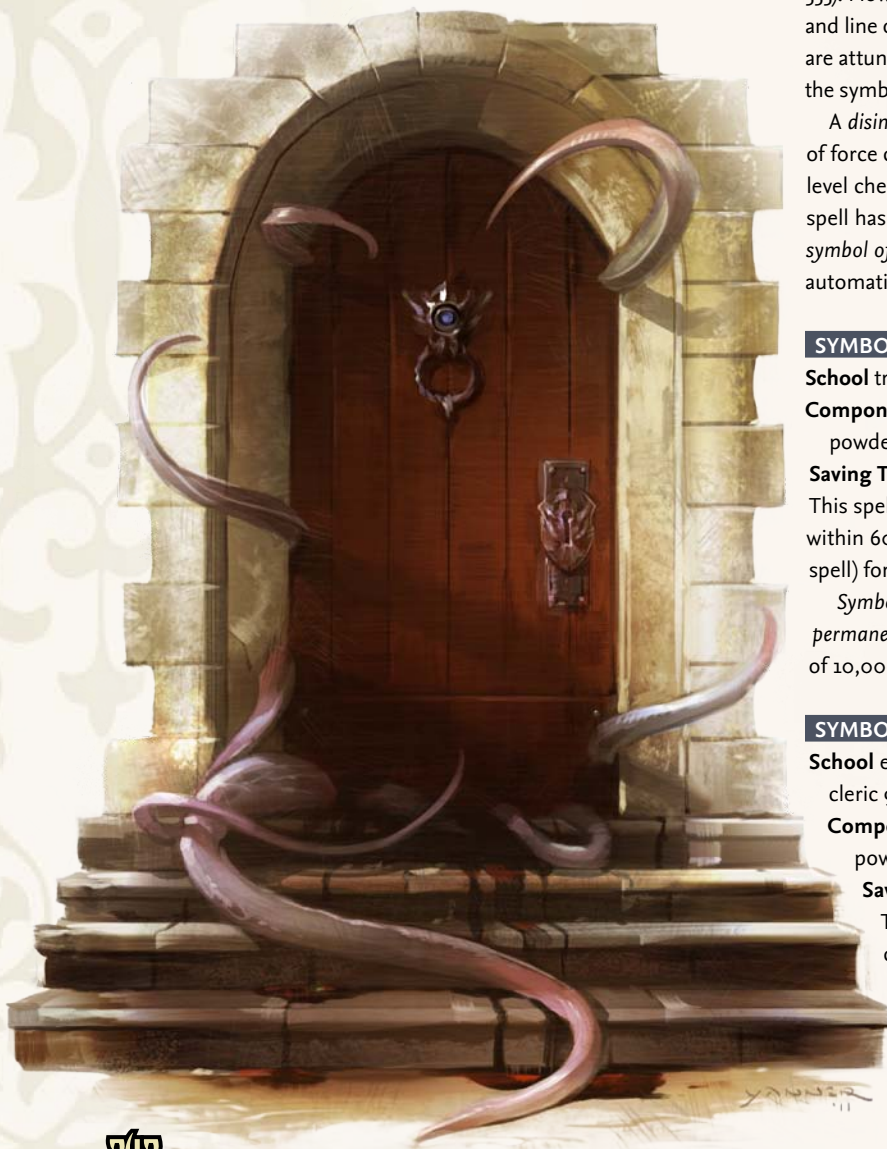
SYMBOL OF STRIFE

School enchantment (compulsion) [mind-affecting]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Components V, S, M (mercury and phosphorous, plus powdered diamond opal worth a total of 15,000 gp)

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

This spell functions as *symbol of death*, except all creatures within the radius of a *symbol of strife* are compelled to attack the nearest conscious creature for 1 round per caster level (similar to the “attack nearest creature” result of the *confusion* spell), even after leaving the symbol's area of effect. If



no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 25,000 gp.

SYMBOL OF VULNERABILITY

School abjuration; **Level** cleric 9, sorcerer/wizard 9, witch 9
Components V, S, M (mercury and phosphorous, plus powdered diamond opal worth a total of 15,000 gp)
Saving Throw none; **Spell Resistance** no

This spell functions as *symbol of death*, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a –4 penalty to spell resistance and a –4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level. The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 25,000 gp.

TAR BALL

School transmutation; **Level** druid 2
Casting Time 1 standard action
Components V, S, M (a tiny ball of bitumen)
Range close (25 ft. + 5 ft./2 levels)
Effect ranged attack
Duration instantaneous

Saving Throw none; **Spell Resistance** no
 You create a sticky ball of burning tar that you can hurl at your enemies as a ranged attack. If the tar ball strikes, it deals 1d4 points of fire damage + your Strength modifier, and splashes the target with hot, sticky tar. The tar deals 1d4 points of fire damage each round on the creature's turn for the next 1d4 rounds and gives the target a –2 penalty to Dexterity for that duration. If desired, the target can use a full-round action to attempt to extinguish or cool the tar before taking this additional damage. Extinguishing or cooling the tar requires a DC 15 Reflex save or at least 1 gallon of nonflammable liquid. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically cooling the target automatically ends the effect.

TEMPORARY RESURRECTION

School necromancy; **Level** sorcerer/wizard 7, witch 7
Casting Time 10 minutes
Components V, S, M (diamond dust worth 500 gp)
Range touch
Target dead creature touched
Duration 24 hours
 You restore temporary life to a body that has been dead for less

than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with *raise dead*). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a cleric can cast *raise dead* or a similar spell on the target even while this spell is active. Once a creature has been revived with *temporary resurrection*, this spell cannot be used on it again until it is permanently raised from the dead.

TERRIBLE REMORSE

School enchantment (compulsion) [emotion, mind-affecting];
Level bard 3, cleric 4, inquisitor 3, sorcerer/wizard 4

Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)

Target 1 living creature
Duration 1 round/level

Saving Throw Will partial (see text); **Spell Resistance** yes
 You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a –2 penalty to Armor Class, after which the spell ends.

TOUCH OF SLIME

School conjuration (creation) [disease]; **Level** alchemist 4, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action
Components V, S, M (a drop of acid and a black glass sphere)
Range touch
Target living creature touched
Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes
 You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime (*Core Rulebook* 416), dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scraping, freezing, burning, cutting, sunlight, or *remove disease*) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

TOXIC GIFT

School necromancy [poison]; **Level** antipaladin 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched

Duration instantaneous; see text

Saving Throw Fortitude negates (see text); **Spell Resistance** yes
You can cast this spell only if you are currently poisoned. You draw upon the poison in your body and duplicate its effects in the target, which is affected by the same poison you are, except it uses this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target.

TRANSMUTE BLOOD TO ACID

School transmutation [acid, pain]; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (a wax doll and a vial of acid worth 10 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration concentration (maximum 1 round/5 levels)
Saving Throw Fortitude half; **Spell Resistance** yes
You transmute blood in the target's body to acid, dealing 1d6 points of acid damage/2 levels (maximum 12d6) each round. The creature is staggered and sickened by the debilitating pain. A successful Fortitude save each round halves the damage and negates the staggered condition for 1 round. If this damage reduces the creature to 0 or fewer hit points, it dissolves, leaving only the barest trace of remains. A dissolved creature's equipment is unaffected.

Anyone who strikes the target with a non-reach melee weapon, natural weapon, or unarmed attack takes 3d6 points of acid damage as the acidic blood sprays on the attacker. If the attack is from a piercing or slashing manufactured weapon, the weapon also takes this damage.

This spell has no effect on creatures immune to critical hits or bleed effects.

UNADULTERATED LOATHING

School enchantment (compulsion) [emotion, mind-affecting];
Level antipaladin 2, bard 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes
You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

UNBREAKABLE CONSTRUCT

School abjuration; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (powdered adamantine worth 100 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one construct
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** no
This spell increases the target's DR/adamantine by 5 or its hardness by 5. If the target does not have DR/adamantine or hardness, this spell has no effect.

UNDEAD ANATOMY I

School transmutation (polymorph); **Level** alchemist 3, magus 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)
Range personal
Target you
Duration 1 minute/level (D)
When you cast this spell, you can assume the form of any Small or Medium corporeal creature of the undead type, which must be vaguely humanoid-shaped (like a ghoul, skeleton, or zombie). You gain a bite attack (1d6 for Medium forms, 1d4 for Small forms), two claw or slam attacks (1d6 for Medium forms, 1d4 for Small forms), and darkvision 60 feet. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, low-light vision, and scent.

In this form, you detect as an undead creature (such as with *detect undead*, but not with magic that reveals your true form, such as *true seeing*) and are treated as undead for the purposes of channeled energy, *cure* spells, and *inflict* spells, but not for other effects that specifically target or react differently to undead (such as *searing light*).

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

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

UNDEAD ANATOMY II

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5
This spell functions as *undead anatomy I*, except it also allows you to assume the form of a Tiny or Large corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, blood drain, DR 5/bludgeoning, scent, freeze, grab, mimicry, pounce, shadowless, sound mimicry, and trip.

In this form, you gain a +4 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

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

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

UNDEAD ANATOMY III

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6

This spell functions as *undead anatomy II*, except it also allows you to assume the form of a Diminutive or Huge corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, disease, DR 5/—, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Diminutive undead: If the form you take is that of a Diminutive undead, you gain a +6 size bonus to your Dexterity, a –4 penalty to your Strength, and a +1 natural armor bonus.

Huge undead: If the form you take is that of a Huge undead, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

UNDEAD ANATOMY IV

School transmutation (polymorph); **Level** sorcerer/wizard 8
Duration 1 minute/level (D) (see text)

This spell functions as *undead anatomy III*, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, lifesense 60 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, DR 10/magic and silver, DR 15/bludgeoning and magic, fast healing 5, fiery death, fire aura, grab, incorporeal, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web.

If the creature's form is incorporeal, the spell's duration is in rounds per level instead of minutes per level, and your bite and claw (or slam) attacks are incorporeal touch attacks. If the creature has immunity or resistance to any energy types, you

gain resistance 30 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a –2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Large undead: If the form you take is that of a Large undead, you gain a +6 size bonus to your Strength, a –2 penalty to your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

UNHOLY ICE

School transmutation [cold, evil, water]; **Level** cleric 5

Casting Time 1 standard action

Components V, S, M (a flask of unholy water or 5 pounds of powdered silver worth 25 gp)

This spell functions as *holy ice*, except it is made of frozen unholy water rather than holy water.

UNHOLY SWORD

School evocation [evil]; **Level** antipaladin 4

Casting Time 1 standard action

Components V, S

Range touch

Target melee weapon touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell allows you to channel the powers of evil into your sword, or any other melee weapon you choose. The weapon acts as a +5 *unholy weapon* (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against good opponents). It also emits a *magic circle against good* effect (as the spell). If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *unholy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any spells that modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with this spell's enhancement bonus to attack.

UNNATURAL LUST

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

Level bard 1, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round

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

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

UNPREPARED COMBATANT

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

Level bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 minute/level

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

The target takes a –4 penalty on initiative checks and Reflex saves.

UNSHAKABLE CHILL

School necromancy [cold]; **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M

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

Target one creature

Duration 10 minutes/level; see text

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

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (*Core Rulebook* 442). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

UTTER CONTEMPT

School enchantment [emotion]; **Level** antipaladin 3, bard 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (spittle)

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

Target one creature

Duration 1 minute/level

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

You fill the target's heart with malice for all other creatures.

The target's attitude toward all creatures other than itself worsens by two steps.

VENGEFUL OUTRAGE

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

Casting Time 1 round

Components V, S

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

Target one creature

Duration 1 minute/level

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

You place a magical command upon a creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target. You designate the enemy at the time of casting, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a *geas* to find and capture or kill this enemy, and the target takes the penalties of that spell as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions.

If you designate one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

VERMIN SHAPE I

School transmutation (polymorph); **Level** alchemist 4, druid 3, magus 4, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

VERMIN SHAPE II

School transmutation (polymorph); **Level** alchemist 5, druid 4, magus 5, sorcerer/wizard 5, witch 4

This spell functions as *vermin shape I*, except it also allows you to assume the form of a Tiny or Large creature of the vermin



type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

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

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +5 natural armor bonus.

VESTMENT OF THE CHAMPION

School abjuration; **Level** antipaladin 2, paladin 2

Casting Time 1 standard action

Component V, S

Range touch

Target armor or shield touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This functions as *magic vestment*, except it only affects armor or a shield you are wearing or carrying. If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

VIRTUOSO PERFORMANCE

School transmutation; **Level** bard 4

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

While this spell is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained. When this spell ends, one of the performances ends immediately (your choice).

Virtuoso performance does not stack with any other method of maintaining simultaneous bardic performances.

VISION OF HELL

School illusion (glamer) [evil, fear]; **Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, M (a pinch of brimstone)

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

Effect 50-ft.-radius emanation

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** no

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a –2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

VITRIOLIC MIST

School evocation [acid]; **Level** alchemist 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M (a piece of lemon rind)

Range personal

Target you

Duration 1 round/level (D)

This functions as *fire shield*, except it wreathes you in yellow or green acidic mist instead of hot or cold flames. The spell deals acid damage to attackers and protects you against acid damage. This spell does not shed light.

VOCAL ALTERATION

School transmutation; **Level** alchemist 1, bard 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one humanoid creature

Duration 1 minute/level

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

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with. If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener.

The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

VOLCANIC STORM

School evocation [fire]; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (obsidian and ash)

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

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

WALL OF SOUND

School evocation [sonic]; **Level** bard 4, magus 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a tuning fork and a quartz crystal)

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

Effect translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a *wind wall* spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A *silence* spell suppresses the wall within its area, but the wall reappears when the *silence* ends.

WARTRAIN MOUNT

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, bard 2, druid 2, inquisitor 1, paladin 1, ranger 1

Casting Time 1 minute

Components V, S, M (a swatch of black cloth)

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

Target one indifferent or friendly animal

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes

You instill the target animal with the combat training general purpose (see the Handle Animal skill, *Core Rulebook* 98). This supersedes the animal's previous trained purpose and any

tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

WAVES OF ECSTASY

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

Level bard 6, cleric 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level; see text

Saving Throw Will partial (see text); **Spell Resistance** yes
You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

WEB SHELTER

School conjuration (creation); **Level** cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 minute

Components V, S, DF

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

Effect 5 ft.–10 ft. diameter web sphere or 5 ft.–20 ft. hemisphere

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

WITNESS

School divination (scrying); **Level** bard 3, inquisitor 3, witch 3

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 minute/level (D)

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

You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your

senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.

WOODEN PHALANX

School conjuration (creation); **Level** cleric 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

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

Effect three or more wood golems, no two of which can be more than 30 ft. apart (see text)

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create 1d4+2 wood golems with the advanced template (*Bestiary* 164, 294). The golems willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. You can only have one *wooden phalanx* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

WORD OF RESOLVE

School abjuration; **Level** paladin 1

Casting Time 1 immediate action

Components V, DF

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

Target one ally

Duration instantaneous

Saving Throw Will negate (harmless); **Spell Resistance** yes (harmless)

You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target.

YOUTHFUL APPEARANCE

School transmutation (polymorph); **Level** alchemist 1, bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.