



# DEEP MAGIC

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Press

# DEEP MAGIC

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# Foreword

“All wizards must suffer.”

I first heard this quote in one of my English literature classes back in college. I can't find the name of the author who wrote it. I think it was Aldous Huxley, but, if so, I haven't been able to locate the reference. Still, *nevermind*, as the gnomes of Krynn are fond of saying. Whoever said it said a wise thing.

Wizards must suffer. Magic must have laws.

When I was an editor at TSR, I picked up a manuscript from the slush pile. In it, mom had been a witch, but she hadn't bothered to teach her son. (I liken it to mom never teaching her kids how to cook.) Our hero knew nothing about spellcasting. Yet, the moment he found himself in trouble, he recalled his mom's magic. He didn't have the recipe and he didn't know the ingredients. But he was able to cast a spell and fry the goblin. He quickly became a very boring and unbelievable character because he got his magic for free.

Magic is a wondrous power. Magic gives a character control over nature. Magic gives a wizardess power over life and death. She can send fireballs whizzing from her fingertips and cast bolts of lightning at her foes. With her power, she can destroy the world or, at the very least, upset the

game's balance. How can we ordinary mortals, who struggle to open a jar of olives, possibly relate to someone with that much power?

We can relate to her if she has to work for her magic. If magic drains her energy and leaves her gasping on the floor or coughing up blood, we can sympathize. We can feel her pain. And so, in order to help us relate to our poor wizardess, writers create worlds in which magic has laws.

Nature has laws, such as the law of gravity. Man cannot break this law without exerting a lot of effort. Nature also has a law against shooting lightning bolts from your fingers. If and when wizards break this law, they must do so in a way that those who can't fling lightning bolts will find believable. And so, fantasy world-builders devise laws that govern magic. Such laws help readers and players suspend their disbelief.

The laws of magic should be logical, consistent, and even scientific. As an example, Tracy Hickman created one of my favorite magic systems for the world of *The Death Gate Cycle*. The laws were very simple and elegant because they were based on probability theory. The more improbable the spell's outcome, the more difficult the magic needed to be to produce it.

In the world of *Dragonlance*, magic is so powerful that the governing body of wizards declared that all mages who want to advance in their power must take a Test in the Tower of High Sorcery. Those who fail are put to death. A wizard must be willing to bet his life on his skill in magic.

In this book, the authors write about all manner of magic, from clockwork magic to gambling magic to the magic of dragonkind. They detail the laws and rules that govern each type of magic, the benefits gained by using them, and the penalties for misuse.

Even those fantasy lovers who don't play the *Pathfinder RPG* will enjoy reading this book. They can gain insight on magic. They can see how the unreal and fantastical can be made real and believable.

Margaret Weis



# Awakening the Deep Magic

by  
Ed Greenwood

When fleeing for your life, stopping to shop—to haggle, no less—is seldom the wisest of tactics. Which is a very polite way of stating the seething thoughts Delsaerelle Talorn was having just then. “It’s magical, Keldur,” she hissed, snatching her fingers back from the shield as if it were red-hot fresh from a fire. “Put it down.”

Her fingers were tingling; they always did when she touched something enchanted. If she was daring enough to go on holding whatever it was, her body would start to tremble, and then, slowly, creeping out from where she’d come into contact with the magic, she’d go numb. One time, she’d kept touching a magical gauntlet until her entire

body was affected—and she promptly collapsed into a black oblivion. It took her days to rouse.

So Delsaerelle was more than a little afraid of magic.

Keldur snorted. “I need a *shield*, Del, and this’s by far the best I’ve seen—”

One of their incensed pursuers interrupted him.

“Die, murderer! Slayer of the Hethmalar! Die!”

The spear hissed past Delsaerelle’s nose, smashed the shield out of Keldur’s grasp, crashed along a table of chiming bells on chains, and buried itself with a dull *tharrunk* in the stout side of a wooden cart in the next market stall.

Keldur cursed and spun away from the shields and armor, not making the novice’s mistake of turning to stare at

wherever the spear had come from. *That* all too often got you a second spear right in the face.

And members of the Brave Free Swords might be many things—just now, fugitives who would pay with their lives if they didn't get out of Maeruntar hastily—but they were not novice adventurers.

In fact, they were on their way to becoming hardened veterans. Or at least Delsaerelle and Keldur, the last two surviving Swords, were.

They knew they didn't stand all that bright a chance of surviving much longer, though, if they couldn't lose the city guardsmen who'd just hurled a spear—no, make that several spears—at them, here in midafternoon in the Maeruntar Market, and somehow get away and through the gates without being spotted.

The nights were starting to turn cold in this 103rd Year After the Founding, but no leaves had gone gold yet. Ten years ago, Boldeman's Brave Free Swords had been the talk of Raegar's Coast, wealthy and successful after finding the hoards of not one but *two* dragons. No one who was not a Sword knew that one of those dragons had been long dead, its bones doing nothing at all to guard its heaped gold and gems. No one needed to know, either.

Five years later, though, after Bracesurr Boldeman's untimely death, the band of adventurers was fewer and poorer and now simply known as the "Brave Free Swords."

Three years ago, the Swords began specializing in bodyguard work to earn enough coin for food and their dingy, upstairs rental rooms. From there, the band expanded into a special brand of retrieval services—its members often found and acquired books of magic for wealthy patrons in Maeruntar, their chosen home city. Delsaerelle distinctly remembered Keldur dismissing grimoires as either dangerous or "drivel about elvish sex magic, passed off as real tomes of power for *far* too much money." He had then grinned and added, "But if foolish patrons are willing to pay us to haul the moldy things up out of dungeons ..."

A night ago, the Brave Free Swords had been all but destroyed in an entirely unintended battle against the Hethmalar, the most formidable wizard in all Raegar's Coast. The powerful wizard had also happened to be the consort of Maeruntar's ruler, the High Duchess. After killing eleven Swords in the battle, the Hethmalar himself had perished.

Now, it was impossible to stay in the city and keep hold of their lives—Delsaerelle saw that fact all too clearly, and at last Keldur was beginning to realize it, too.

"It was the spears that did it," Del muttered aloud, as she ducked around two men carrying a whole roasted boar slung from a carry-pole. She sprinted away from the shouting guards. "Stubborn old *ox* of a warrior!"

She knew Keldur, a good four strides ahead of her in the crowded market, couldn't hear her; it was so noisy—the usual din, nothing special—that only those nearest the guards could hear their shouts.

Well, thank the gods for *that*, at least. Another small

mercy: with the Hethmalar dead, no one would be spell-tracing two fleeing adventurers. If they could run fast enough and outwit mere sword-swingers—and the High Duchess was fair and just, the populace lightly ruled and content, with neither gangs nor thieving guilds among them thanks to the Hethmalar, so the guards weren't worldly or hardened—they had a chance of keeping their heads. A slim chance.

Otherwise, they'd be drawn between four horses given lashes on the withers, then nailed to the gates alive—if they *were* still alive—for the populace to see for the rest of the day, then beheaded in the morning.

These cheerful thoughts were interrupted by a sudden uproar ahead. Del ducked between a fat merchant and three sweating men dragging a creaking cart piled high with colored carpets and bejeweled textiles—the merchant's purchases, no doubt. She spun past a trio of masked and cowed traders from across the sea and saw what was causing the tumult.

Keldur had found trouble, as usual—in the form of six more guards who'd cornered him. But he might—just *might*—have also found a way out of the market. Four guards were struggling to free the spears they'd driven through a cart's latticework, which was hung thick with colorful jerkins, and two more guards were down and sprawled under Keldur's boots. Keldur had snatched up a fallen guard's spear, stuck a bundle of jerkins with it, thrust them into an open barrel of fish in oil, and ignited them in a handy nut-roaster's brazier. They flared up like a bonfire. Greedy tongues of flame, a horrid smell of burning fish, and a thick plume of billowing, black smoke poured forth.

Smoke that might just serve them as a cloak.

Or, if other things caught fire—like the merchant's tent Keldur had just speared—as a diversion. Setting fires was a crime punished severely in Maeruntar, but ... beheaded was beheaded.

If it happened to her, Delsaerelle doubted she'd care overmuch if it happened twice.

---

Once the fire really got going, the wagon-merchants fled the market as fast as they could. When a single moving wagon caught aflame—thanks to a few overenthusiastic archers among the city guards, something Keldur seemed proud of—the guards decided that opening the gates and letting the wagons rumble and clatter out before they set all of Maeruntar afire was a good plan.

So, Del and Keldur escaped the city of their doom rather ignominiously—face down in a wagon that was blazing above them.

They both had burns and an appalling fish-oil stink clinging to them to show for it, but they also had their lives.

At least half a dozen hirelings of the High Duchess scoured the rolling hills behind them, though, and so they dared not keep to the road. Running from Maeruntar down to the seaport of Turnhaven, now the mightiest city on Raegar's Coast, the road led past many ruins of a

long-fallen, once-flourishing kingdom. Turnhaven was big enough to hide in—it was filled with folk who had no love for the High Duchess—but Del and Keldur would never reach it if they moved in the open, even if they kept to wilderness and avoided the crofts.

There was one big ruin, though, that no rider for the Duchess would pursue them into—the City of Faceless Ghosts.

As the sun sank and the sky darkened into a cloak studded with stars, she and Keldur looked at each other and shrugged. The empty gate-arches of the infamous ruin yawned ahead, and the pursuing hoof beats grew closer behind.

So they ran, and stepped into the moldering silence unscathed.

A smiling, dead wizard was waiting for them, his grin like ice.

“You’re dead,” Keldur told the Hethmalar almost petulantly. “I saw you killed.”

“And sliced apart?” The mage’s drawl was as calm as if he were idly discussing a pleasant wine not worth getting too excited about. “Fortunately, there are spells, and then there are *spells*. Those powerful and foresighted enough to make preparations flourish in life, swordsman, while the rest of you ... fail.”

Delsaerelle had been edging away from Keldur, and the mage now sneered at her. “By all means, run and hide. Your slow slaying will be that much more enjoyable.”

“How did you do it?” she asked, wanting to know if she and Keldur were facing some sort of wraith or worse.

The Hethmalar shrugged. “A replacement body, sleeping here in stasis, walled away from hungry worms and scavengers—but not from my soul.” His voice sharpened into anger. He glared at them. “It’s cold, flitting about as a soul.”

Keldur looked at Delsaerelle, and she looked back at him.

They reached a wordless decision, nodded to confirm it—and broke into separate charges, racing at the wizard from opposite directions, dodging behind the scant cover the battered pillars and strewn rubble of the ruined city offered.

The wizard’s sneer widened, his arms lifting in slow unison.

And fed them lightning.

Snarling and crackling, and coiling in the air like great serpents rather than the streaking bolts that storms spit forth, the lightning pursued them. It chased a frantically running and leaping Delsaerelle as she hurdled a fallen pillar and ducked around the stub of a wall ... but it wreathed the less-agile Keldur in a moving cage of crackling, blue-white death.

He stumbled, convulsed, and arched unnaturally. His hair bristled and his panting rose into high, sharp sobs—but he kept on running, clumsily, lurching along with his feet pounding the ground heavily as if he no longer knew how far away the wizard was.

He reached the Hethmalar and rose up with his sword on high, two-handed, like a vengeful executioner.

“The question is,” Keldur snarled, as the wizard hastily worked another spell and fed emerald-green fire right into his face, “how many replacement bodies do you have, wizard?”

And he swept his sword down blindly, hooking it viciously to his left and slicing through the frantically conjuring wizard’s jaw and throat so deeply that the Hethmalar’s head flopped over to dangle from his shoulders.

The consort of the High Duchess staggered a few steps forward, waving his arms in a frantic parody of spellcasting, and then toppled, rigid. When he struck the rubble, he exploded into dust. It drifted, faded ... and left nothing, not even wetness, behind.

“Is he—?” Delsaerelle called.

Keldur was looking—and whirling, bloody sword up and ready to stab the air—all around, wildly.

“I *think* so,” he said, still peering everywhere for a snarling, spell-hurling wizard. It had all been so *sudden*.

Yet as his fellow Sword made her own wary way back to join him, looking here and there as she came, and as the

tense silence stretched, it became apparent that the Hethmalar was gone. He might have another body hidden somewhere in this vast, ruined city. He might be stirring in the darkness somewhere right now, but ...

“how many bodies do you have, wizard?”

Del stared at Keldur, looking a little scared. “I can’t quite believe you’re alive,” she murmured. “How do you feel? That was ... *lightning*.”

The warrior shrugged. “It was, and it went right through me. It *hurt*, too. My feet’re still numb. Missed you, did he?”

“I think so. I ... I *slapped* at the lightning once, when it got too close, and it seemed to veer away.” Del shrugged, opening both hands to indicate her bafflement.

And blue-white sparks shot up from her palms, whirled in a brief orbit above them, and then winked out in small snaps and flashes.

They stared at each other in fresh fear.

Keldur started backing away. “He’s inside you!” he barked, sword up. “Come no nearer, Del! Don’t—”

The lightning that spewed from his mouth then was feeble—a crackling that stabbed out into the air perhaps six feet and faded—but Keldur could not have been more astonished.

He coughed, spat, shook his head violently, and coughed again. Nothing.

Nothing but tiny forks of lightning lancing out into the

world from his eyeballs.

Del gasped in horror—but the sparks were already gone again, as suddenly as they'd come.

She peered warily at him, "Well? Do you feel the wizard lurking inside you? Because I sure don't."

Keldur shook his head. "No. And I *know* his lightning should have killed me. It was burning me inside, I felt that—gods, I felt that! But ..."

Delsaerelle nodded. "Magic usually does things to me, whenever I ..." Her eyes widened, and she added in a whisper, "but not this time."

"You realize what this means?" the warrior asked grimly. "We have magic. Some sort of magic. Or talent for it."

Del stared into his eyes and said all the dirty words she could think of.

When she ran out of foul things to say, he merely nodded and asked, "So now what?"

Delsaerelle started to pace.

"We find a place here we can defend for the night—some upper room or other," she said briskly. "Then in the very early morn, before the sun's right up, we head for Turnhaven. We keep the road in sight, but remain in the hills, never far from trees we can hide in." She paused. "Yes, Turnhaven."

The warrior nodded. "It's the only place hereabouts big enough to hide in, and we can take ship and get away if the High Duchess sends too many murderers after us." Keldur knew there was more to her logic, and so he added, "But tell me why *you* seek Turnhaven."

Delsaerelle sighed. "If we've magic, and if it's going to be any sort of aid in our lives and not one more weapon against us, we have to find out more about it. And that means wizards ... or at least their spellbooks."

Keldur was nodding slowly. "And in Turnhaven, wizards are buried with their spellbooks."

The slender thief looked back at him, her face as grim as his own. "There are a *lot* of wizards buried in Turnhaven."

---

More underbrush crackled.

"*Must* you sound like an ox crashing through the woods?" Delsaerelle hissed.

"If the Turnhavvar did *any* trimming in their graveyards," Keldur growled, "I could take a single damned step without getting a dozen thorns through me. Any trimming *at all*."

"I'm guessing they don't want tomb robbers getting too close to their wizards," the thief breathed in his ear.

"Or their dead wizards getting within reach of their tomb robbers," he muttered back, as she heard a faint *dink* of metal against stone.

"This one's open," Keldur added, and he thrust open the overgrown crypt's door. It yawned in the moonlight like a great black chasm in the side of the creeper-crossed stone wall.

"*Keldur*," Del hissed furiously, "there could be *anything* in there! Have a care!"

The last Sword warrior thrust his drawn sword in her direction in a very rude gesture—and then strode into the darkness.

"Keldur?" Delsaerelle whispered, after a long tense time of silent waiting. "*Keldur*?"

His face appeared in the dark doorway. "Magic," he said flatly. "Come see."

Reluctantly, with several sharp glances and pauses to listen—she went into the crypt. It stank of mold and of wet earth and stone, but not of death.

There was no need to open her belt-lantern; faint, eerie blue sparks were drifting endlessly in every niche of the thick stone walls. The niches were stacked six high, and she didn't bother to count how many columns there were. The blue motes were playing silently and tirelessly above every still and shrouded figure. Most of the shrouds were so flat that they must contain only bones.

"Warded so they won't rise as undead," Keldur muttered.

She nodded, having seen such spells in tombs before. Never this many, though ... and what was lying on the breast of every figure?

She pointed. Frowning, Keldur used the blade of his sword as a shovel, reaching into one niche and drawing forth ... a book. It was a stone, carved into the shape of a small, open book, with something graven on the open pages. Something that made her eyes hurt.

"It's a curse," a dry and knowing voice announced from the doorway. "Roots an undead to it, so they can't move."

Keldur carefully slid the book back into place before whirling to confront whoever had spoken, but Del sprang forward and unhooded her lamp right in his face.

"Thank you oh so very much," the speaker said. "Blind me for helping you, *that's* very polite."

"Who are you?" said Delsaerelle. She held one of her daggers ready to throw as Keldur joined her.

"That's an odd apology," the man said mildly, "but I'm Hraeven—a cook in a good household and an alchemist on the side. I often come here to gather tomb toadstools and tomb dust; this is the only burying ground near Turnhaven that's not kept as clean as a proud host's threshold. And you, armed and anxious people? Who are you?"

"Diddums and Squalor, lineage tracers," Del told him promptly. "I'm Squalor."

"Tracing lineages? *Here*? Among wizards?"

"Well, actually," Keldur rumbled, "we were hoping to get a look at some spellbooks. You can tell a lot from a spellbook."

"Indeed," the alchemist said wryly. "Well, as it happens, I know just where you can go in Turnhaven to get a look at more spellbooks than you'll have days left in your lives to read through them. Listen closely."

---

"Impressive place," Keldur commented.

"That's why we've broken in by night," Del told him tartly. "I don't trust that alchemist as far as I can hurl the gates of Maeruntar."

"That's a lot of trust," said the warrior, rolling his eyes.

“Still, everything *looks* dark and empty.”

“This ruined end does. *That* end doesn’t. See?”

The thief pointed out a window. A glimmer of light shone through the closed shutters of another window, across the courtyard and in the largest of the many towers.

Keldur shrugged. “Anyone wealthy enough to own a mansion this big has coin enough for guards to keep it from being looted while he’s away.”

“*Precisely*,” Del replied.

Keldur shrugged. “We’re readers, not looters.”

In response to her withering look, Keldur shrugged again. “*I can tell the difference.*”

“Well then, keen-eyed one, don’t forget: the staircase with the blue carpet.”

Keldur pointed with his sword. “Like that one?”

Del peered. The broad, ascending stair *was* carpeted in blue. And it was as dark, deserted, and silent as everywhere else they’d seen in this vast and grand mansion.

“I guess that’s the one,” she said reluctantly, surveying all the closed doors around the hall. A statue stood on the stair landing, larger-than-life-sized, and frankly a rather lush, nude elf maiden, posing bold as you please.

“Hmph,” she commented, and she approached the stair as silently as she knew how.

Thankfully, everything remained dark, deserted, and silent as she crossed the vast high hall to the foot of the stair, took hold of its railing, and ascended. Her soft-slipped feet stayed on the blue carpet and never touched the steps.

Keldur stayed right where he was until he saw her peer over the rail from the floor above. As soon as she beckoned him, he strode straight across the floor and up the steps as if the mansion were his.

Delsaerelle’s hands became silently shaking claws of seething apprehension, but Keldur merely grinned at her and waved his sword in a mocking salute.

His gesture was well timed: the gargoyle that chose that moment to swoop down from the ceiling and pounce on him got a sword in the face. The creature spun awkwardly to avoid it—and smashed, face-first, into the statue of the boldly bare elf maiden.

Which rocked, rebounded with a boom off the ascending flight of steps, smashed through the stair railing, and pinned the gargoyle against itself in the process—then plummeted over the edge of the steps.

The statue and gargoyle buried themselves deep in the floor below with a crash that seemed to shake most of Turnhaven.

Shards of marble tile hurtled around the room as deadly shrapnel, and they crushed the gargoyle beneath it. The falling stone and gargoyle also crushed a robed man. He was wearing a wizard’s pointed hat and had burst out of a door beneath the stair at just the wrong moment.

Sandwiched between unyielding elven curves and shattered chunks of gargoyle, what little was left of him was dark red and wet. The ill-starred wizard sprayed blood with enthusiasm, and then his remains settled down to leak a slow drip, drip, drip onto the cracked marble floor.

They’d begun by fleeing in wild terror, and then they ran out of breath and visible ways out at the same time. They stopped to pant in the gloom.

When they’d grown courage enough, they decided to search the house instead. If the dead man were an apprentice and not the real wizard to whom this mansion belonged, they’d soon be dead, whatever they did.

They’d found the kitchens—and a surprise. The lone cook was Hraeven, the self-styled alchemist from the tomb.

“So you sent us here to be slain by your master,” Delsaerelle hissed at him, hard-eyed, as he backed away from their blades.

“I—ah—that is to say—” The guilt was clear on the stammering man’s face as they forced him back into a dumbwaiter, keeping him alive to question later. They ran its crank long enough to trap him inside, between floors. If he started banging to attract the attention of someone higher up the shaft, they’d hurry with their wizard hunting ... but he didn’t.

Not that they cared overmuch. Ravenously, they devoured the roast bustards Hraeven had been carving up. Then Keldur found the wizard’s excellent wine cellar ... and soon neither he nor Del was in any condition to go anywhere.

---

Their awakening, around midday, was painful. Groaning and epically hung over, Delsaerelle and Keldur set out to explore the house properly. And by “explore properly” they really meant, “plunder it of magic.”

They found no sign of life beyond the high-perched gargoyles that watched them but stayed still as statues, the flies buzzing around the crushed and stinking wizard, and the faint cries for help from the dumbwaiter. They shifted the contraption enough to slip a bottle of wine and a wedge of cheese onto Hraeven’s head, and then they moved it back ‘tween-floors again.

On the third floor they found what they were seeking.

A dusty, dingy room was crammed to the ceiling with magic. Stacks of books and papers were everywhere. They could see that much through the door they’d cautiously pushed open; the door was set under an archway that was graven with the words “Deep Magic Begins Here.”

“Well, *that’s* obvious enough,” Keldur growled, thrusting his sword along a narrow, winding path through the stacks. He edged after it with some belated caution. “Ceiling deep, I’d say.”

The winding way led to a glowing table covered in overlapping, curling-up-at-the-edges sheets of parchment held down by several very old, thick books. The uppermost was bound in dragonhide.

The glows were of every hue they could put a name to, and they came from the flattened scrolls under the grimoires.

Specifically, glowing runes were painted on the parchments with what looked like ink made of metal, amid writing—of two sorts, tiny instructions and blocks of a larger, clearer hand meant to be read aloud—and diagrams. Gesture like this, while these words are being said, and set

out these ingredients, like so ...

Del peered cautiously all around, half expecting some deadly serpent to strike at her from between two tomes—no two were remotely alike; some had metal-capped corners, and one even had pages made of hammered-thin sheets of metal—but nothing moved beyond eddying dust and disturbed cobwebs.

“Now what?” Keldur asked quietly.

“Now,” she told him, “we start reading. Be *careful* what you say aloud.”

Keldur gave her a strange look, but he bent his head obediently to the scrolls.

Almost immediately he shook it, muttering, “Wave a dead chicken over the ...”

Then he looked up. “What’s a core dump?”

Del shrugged eloquent ignorance, opened the book bound in dragonhide—and almost shrieked as something ghostly arose from it with a sigh, regarded her from two holes that held no eyes, and then flew away.

Keldur’s blade slashed through it vainly thrice, but all it did was hiss, “Freeeee at last!” as it circled his head and then vanished among the stacks.

By then Delsaerelle could breathe again, and was muttering aloud, “Heavy wizardry,” as she came across that heading. A moment later, she exclaimed, “Aha! *Deep magic!*”

“Aye?”

“From the dawn of time, it says.”

“Yes, but what *is* it?”

Del shrugged helplessly again and read aloud. “Just the right sort of sacrifices, on a particular stone table ...”

“Hunh. Sounds like kitchen-work.”

Keldur moved a book to see the part of a scroll hidden under it—and shrank back with a curse. The book had opened two sly eyes to regard him. It spat sparks when his sword sliced into it, and it muttered something that sounded less than friendly ... but it did nothing more.

After a long and wary time, Keldur transferred his attention back to the scroll. “Here’s a rune I’ve seen before,” he announced. “Always on its own page, like a spell.”

Del peered. A symbol like the head of a three-tined fork, with the central tine twice as tall as the flanking ones, and ending at its tip in a closed circle. “I’ve seen that, too,” she agreed, “but as for what it means ...”

Keldur shrugged for her.

He was beginning to see a pattern. One spell to a page, or both sides of a page; an ornate header gave its name. Under that, a line or two of what it was for, and any cautions regarding its use. Then in tiny writing, what materials a caster needed and how to place or handle them.

Then the spell itself, a line like a curling vine with words along it, guiding the reader through the incantation, *this* sigil circled by the vine to be touched while saying these words, these other sigils with double squared borders to be drawn in the air by whichever of the caster’s fingertips were illustrated as doing so, at these particular spots in the

casting sequence ... then *this* gesture and word wrapped the spell and ended it, as denoted by a little mark. Beneath it, sometimes, were additional notes on use of the spell.

Keldur turned the page. A different spell, but the same layout ...

“Hey!” he exclaimed, beckoning Del. She leaned and they read it together.

## Del leaned across the table ... and froze in horror!

It was the spell the Hethmalar had used to return to life.

“See, here,” Del pointed out. “He went to dust because he hadn’t managed to kill anyone. If he’d have gotten us, he’d have

gained our blood, and more solidity, and with each slaying thereafter he’d have waxed closer to full life.”

“Cheery,” Keldur commented dryly, turning the page. “Here’s that rune again.”

“I,” Del announced, “am going to find a book of runes.”

Most of the mind-wearying day later, she did, startling Keldur with a loud, “Aha!”

There it was: Rarthil, the Rune of Recollection. “If drawn in the caster’s spittle or blood while a spell of a higher level is cast, ‘Rarthil’ being added to the beginning and end of the spoken incantation ...” Delsaerelle read aloud. The higher-level spell instantly became a lower-level spell of the caster’s choice that the mage had used earlier in her same period of wakefulness—so she could cast that spell again, without remembering or recharging.

“Useful,” Keldur agreed, turning a page. And then he vanished, so abruptly that his shout of alarm was cut off knife-short. It hung like an echo over the table.

“Kel?” the thief asked. “*Keldur?*”

She leaned across the table—and froze in horror. There, on the spread of pages he’d opened, were two illustrations: a dead dragon transfixed by many tree branches in a deep and tangled forest ... and a cave lit by weird glows, in which a man hung spread-eagled on a gigantic spider web.

Keldur.

His eyes moved, fixing on her, and stared out of the page at her in horror. He shouted or screamed something, but Del heard nothing at all.

She stared back. Aghast.

Not daring to turn a page, for fear of losing him forever.

“No!” she screamed. “*Nooooo!*”

And she burst into tears, weeping wildly as she realized what she’d not admitted to herself until now.

She loved Keldur. Not just trusted, or preferred the company of, but loved.

And now she’d lost him.

Tears fell on the page, and she hastily wiped them away and sat back for fear of destroying the book and him with it.

Then Delsaerelle Talorn came to a decision, and she told the room fiercely, “Yes!”

She knew what she had to do.

It was her first promenade through the streets in this spring of the 113th Year After the Founding, but the populace of Turnhaven knew her well enough by now to shrink back and make way without needing ruthless encouragement from any of the gargoyle bodyguards surrounding her, or the grave warnings of old Hraeven.

The city feared the great mage Delsaerelle, despite her visit to the temple. After all, what she’d done to the High

Duchess she might upon a whim do to them.

If they’d known the thoughts locked behind her serene face, however, they might have been reassured. Or not.

She’d become mighty in wizardry for only one reason: to get Keldur back out of that book, alive and well and at her side. Years ago she’d learned that doing so would require deep magic, specifically the deep magic that is the personal magic of the gods.

And she’d just slain a god to get some.

“Keldur,” she whispered, as the people muttered and shrank back into doorways and down alleys to get out of her way. “I’ve awakened the deep magic at last, and I’m coming for you.”

## Rediscover Your Sense of Wonder

We all remember that feeling—the very first time we, as wide-eyed players, cleared our throats and sent an offensive spell flying from our caster’s crackling fingertips. In our mind’s eye, we saw our enemies’ hair freeze, we watched their skin singe and their clothes burn, and we marveled as their eyelids closed with unshakable fatigue. We fondly recall our friends’ astonished chuckles, and we remember thinking, in one word: Wow!

If you’re anything like me, you remember your earliest magic-using days with a nostalgia that rivals anything from childhood. The wonder and sense of accomplishment that comes from wielding an ancient, indescribable power is just second to none. For me, these feelings make roleplaying great—and they beg to be rediscovered. Every time I pick up a new game product, I find myself hoping to stumble upon something that will excite me just as much as casting my first *phantasmal killer* did. Simply put, I want to rediscover the newness and exhilaration I felt the first time I threw a *fireball* or conjured a *sleet storm*.

This book meets that need exactly. The magic within these pages returns spellcasting to its roots—it’s once again a bizarre and mystical force of wonder and might rather than simply a spell list on a character sheet. The spells, incantations, ciphers, glyphs, and runes found within truly allow casters to do amazing things. Want to lift a land mote into the sky, or bring a castle floating among the clouds crashing to the ground? Incantations to do that are in this book. Want to harness the inner workings of clocks into your own brand of spellcraft, or manipulate stars and shadows to your enemies’ peril? All those options are here, and that’s just the start.

The magic within this tome is fantastic and exciting—it sends the imagination soaring and urges campaigns to new heights. Apply this book’s new magic options to games set in the Midgard campaign setting, or populate your home *Pathfinder RPG* world with wild new spells, feats, magic items, and diverse magical traditions. This book represents

the deepest magic that roleplaying games can provide. Now, that magic and its power are in your hands. Use it to empower your spellcasters. Use it to enrich your games.

In the greatest of roleplaying traditions, use it as no one else would—and bring a host of new possibilities to life!

Amanda Hamon Kunz  
Editor and Developer

### A Note About References

Throughout this book, you will find a variety of references to material found in other publications. Most of these references take the form of abbreviations that appear in superscripts, although some abbreviations have regular formatting.

Abbreviations found in this book are listed here as superscripts after the following Paizo Publishing publications:

*Advanced Player’s Guide*<sup>APG</sup>, *Advanced Race Guide*<sup>ARG</sup>, *Pathfinder Roleplaying Game Core Rulebook*<sup>CRB</sup>, *The Inner Sea World Guide*<sup>ISWG</sup>, *Mythic Adventures*<sup>MA</sup>, *Ultimate Combat*<sup>UC</sup>, *Ultimate Equipment*<sup>UE</sup>, and *Ultimate Magic*<sup>UM</sup>.

Abbreviations found in this book are listed here as superscripts after the following Kobold Press publications:

*Midgard Campaign Setting*<sup>MCS</sup> and *The Complete Advanced Feats*<sup>CAF</sup>.

References to *Deep Magic* material are denoted with asterisks and, in most cases, appropriate page numbers.





# New Magic Options

**F**rom the swirling, chaotic forces that fuel spellcasting to the otherworldly energies of *ioun stones* to the specialized magic of minotaurs, kobolds, angels, demons, and more, this chapter contains imaginative magic that can bring new life to your game. Each section contains a host of options that allow you to use these fantastic magical traditions. Use them whole-cloth or incorporate them sporadically as you wish.

If you're a player, consult your GM before using some of this chapter's more specialized options. If you're a GM, consider these sections as you create dynamic NPCs and environments for your game. Imagine the look on your players' faces when they encounter magic they never knew existed!

## Angel and Demon Magic

In both the world's holiest and most damned locales, there are whispers of magic whose origins are not of our world—of spells handed to mortals by angels and demons, whose schemes last much longer than a single human's lifetime. Whether angel and demon magic truly has otherworldly origins is up for debate, but earthly spellcasters' familiarity with them seems to indicate that not all magic is invented by mortals.

## Spellbook: The Empyrean Opus

The pages of this tome are written in Celestial, etched with holy writs, hymns, and prayers of the heavens. There is much information on the angelic hierarchy and the *Opus* contains names and information that would be useful for conjurations such as the various *planar ally* spells.

The *Empyrean Opus* is warded against the foes of good. A permanent *antipathy* effect targeting those of evil alignment protects the tome, and neutral creatures that handle the tome find themselves subjected to a *suggestion* effect (Will DC 28). The suggestion urges them to take the tome to the nearest temple or agent of a good deity.

### The Empyrean Opus (Level 17 Abjurer)

*This book's cover sports numerous colorful, feathered wings, overlapping in a roughly circular pattern. Peering from between the wings are several round, staring eyes made from colored crystal. The wings fold out—like the petals of a blooming flower—to reveal a stack of circular mithral plates, fastened together with loops of golden wire run through small holes in the top of each plate.*

**Protection** puzzle lock (DC 35), *antipathy* (vs. evil), *suggestion* (vs. neutral, DC 28)

**Value** 4,505 gp (5,150 gp with the preparation ritual)

### SPELLS

9th—*greater angelic seal*<sup>S\*</sup>

7th—*angelic seal*<sup>S\*</sup>, *guardian deva*<sup>\*</sup>, *summon lammasu/shedu*<sup>\*</sup>

6th—*planar ally*, *planar binding*

5th—*blazing chariot*<sup>\*</sup>, *crown of empyreal glory*<sup>OP\*</sup>, *lesser planar binding*

4th—*blessed halo*<sup>\*</sup>, *cherub's burning blade*<sup>OP\*</sup>, *deva's wings*<sup>\*</sup>, *lesser planar ally*

3rd—*magic circle vs. evil*

1st—*protection vs. evil*

### PREPARATION RITUAL

**Celestial Grace (Su)** Once a day after using this book for spell preparation, you may choose to reroll any one die roll and take the better of the two rolls.

### Angel and Demon Spells

The following angel and demon spells can be found in Chapter 2: New Spells.



## Midgard and Its Magic

Although this book's contents are designed to fit seamlessly into any campaign world, much of the described magic originates in the *Midgard Campaign Setting*—a place whose inhabitants wield mighty magical power and where eldritch energy runs through the land's veins. In Midgard, magic mysterious and ancient thrums everywhere, from the hallowed halls of Zobeck's Arcane Collegium to the crackling deserts of Nuria Natal to the cursed ley lines of the Western Wastes. Magic in Midgard is reliable but unpredictable, and the arcane traditions its people have honed over the centuries range from commonplace to mildly strange to wildly bizarre. For more information about this world of myth and magic, consult the *Midgard Campaign Setting*.

However, just because the magic found within these pages was originally created for one realm does not mean it cannot and should not be used in any game setting. For example, clockwork mages are a common enough fantasy trope that they could appear anywhere, not just in Zobeck. Ley lines might empower particular mythic wellsprings or entire worlds that have nothing in common with Midgard's dark, European influences. All of this magic could easily exist in any world—and, indeed, it should. Accordingly, feel free to use this book's material however you see fit; and may its magic send your campaign to new heights!

### Alchemist Angel and Demon Spell

6th Level—*quintessence*

### Antipaladin Angel and Demon Spells

2nd Level—*vomit tentacles*

4th Level—*visage of madness*

### Cleric/Oracle Angel and Demon Spells

3rd Level—*vomit tentacles*

4th Level—*blessed halo*, *cherub's burning blade*, *deva's wings*

5th Level—*blazing chariot*, *crown of empyreal glory*, *visage of madness*

7th Level—*angelic seal, crawling corruption, guardian deva, summon lammasu/shedu*  
9th Level—*greater angelic seal*

### Inquisitor Angel and Demon Spells

3rd Level—*blessed halo, cherub's burning blade*  
4th Level—*crown of empyreal glory, deva's wings*  
6th Level—*angelic seal*

### Paladin Angel and Demon Spells

3rd Level—*blessed halo, cherub's burning blade*  
4th Level—*angelic seal, crown of empyreal glory, deva's wings*

### Sorcerer/Wizard Angel and Demon Spells

3rd Level—*vomit tentacles*  
4th Level—*angelic seal, crawling corruption, summon lammasu/shedu*  
5th Level—*visage of madness*  
7th Level—*angelic seal, crawling corruption, summon lammasu/shedu*  
9th Level—*greater angelic seal*

### Summoner Angel and Demon Spells

5th Level—*blazing chariot*  
7th Level—*guardian deva, summon lammasu/shedu*

### Witch Angel and Demon Spells

3rd Level—*vomit tentacles*  
5th Level—*visage of madness*  
7th Level—*crawling corruption*

## Battle Magic

Oftentimes, a war or great battle requires the services of a variety of spellcasters. Alchemists with their bombs and mutagens provide battlefield suppression; druids and rangers bring their animal companions into combat; summoners bring fearsome eidolons into the fray; magi and paladins bolster themselves or their allies; bards boost their allies' morale and competence; clerics pray to their gods to improve their sides' chances; and sorcerers and wizards level great swaths of opponents with their powerful spells.

In short, battle magic can sway the course of major battles. Canny spellcasters can choose their moment to great effect whether the battle they face is large or small.

### Battle Magic Spells

The following battle magic spells can be found in Chapter 2: New Spells.

### Antipaladin Battle Magic Spells

1st Level—*hobble mount*  
4th Level—*mass hobble mount*

### Bard Battle Magic Spells

3rd Level—*outflanking boon*  
5th Level—*inspiring speech*

### Cleric/Oracle Battle Magic Spells

1st Level—*hobble mount*  
2nd Level—*curse of incompetence*  
3rd Level—*force phalanx*  
5th Level—*battle plan, inspiring speech*  
6th Level—*mass hobble mount*  
8th Level—*costly victory*

### Druid/Shaman Battle Magic Spells

3rd Level—*wresting wind*  
6th Level—*fault line*  
8th Level—*contagion of rust*

### Magus Battle Magic Spells

3rd Level—*outflanking boon*  
5th Level—*swirl of axes*

### Paladin Battle Magic Spell

4th Level—*inspiring speech*

### Sorcerer/Wizard Battle Magic Spells

1st Level—*hobble mount*  
2nd Level—*curse of incompetence*  
3rd Level—*force phalanx, outflanking boon, wresting wind*  
4th Level—*instant siege weapon, knockdown wave*  
5th Level—*swirl of axes*  
6th Level—*field of axes, mass hobble mount*  
7th Level—*axe storm*  
8th Level—*walking wall*

### Witch Battle Magic Spell

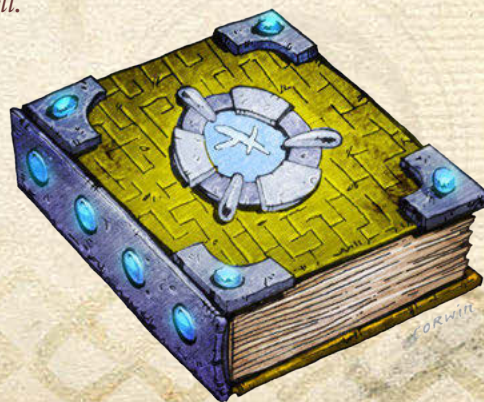
2nd Level—*curse of incompetence*

## Anotov's Battle Book

Centuries ago, a powerful battle mage named Anotov the Bold become infamous for his ability to turn the tide of enormous battles with his well-practiced magic. Ever the thrill-seeker, Anotov was haphazard with recording his magic for posterity. Luckily, though, one of the mage's many apprentices collected Anotov's most useful spells into a single tome.

### Anotov's Battle Book (Level 17 Evoker)

*This steel book weighs 30 lbs. and bears a pair of crossed axes on its cover. Each of the book's 20 pages is fashioned from a thin sheet of steel, which holds finely tooled runes imparting tactical or strategic advice in addition to describing the page's spell.*



**Protection** The pair of axes animates and attacks (each one is a +5 *wounding battleaxe*, attack +3I, damage 1d8+5/x3 plus 1 bleed). The axes return to the book's cover when no unauthorized creature remains within 10 ft. of the book.

**Opposition Schools** Enchantment, necromancy

**Value** 10,225 gp (13,425 gp with the preparation ritual)

### SPELLS

- 9th—*meteor swarm*<sup>S</sup>  
 8th—*costly victory*<sup>S\*</sup>, *walking wall*<sup>\*</sup>  
 7th—*axe storm*<sup>\*</sup>, *mass invisibility*, *prismatic spray*<sup>S</sup>  
 6th—*chain lightning*<sup>S</sup>, *field of axes*<sup>\*</sup>, *knockdown wave*<sup>S\*</sup>,  
*greater energy siege shot*<sup>UC</sup>, *tar pool*  
 5th—*battle plan*<sup>\*</sup>, *energy siege shot*<sup>UC</sup>, *swirl of axes*<sup>\*</sup>, *symbol of striking*<sup>UC</sup>  
 4th—*communal phantom steed*<sup>UC</sup>, *greater magic siege engine*<sup>UC</sup>, *hallucinatory terrain*, *ice storm*<sup>S</sup>, *instant siege weapon*<sup>\*</sup>, *telekinetic charge*<sup>S</sup>  
 3rd—*communal protection from arrows*, *communal returning weapon*, *fireball*<sup>S</sup>, *force phalanx*<sup>\*</sup>, *outflanking boon*<sup>\*</sup>, *pellet blast*<sup>UC</sup>, *wresting wind*<sup>S\*</sup>  
 2nd—*arrow eruption*<sup>APG</sup>, *flaming sphere*<sup>S</sup>, *magic siege engine*<sup>UC</sup>, *scorching ray*<sup>S</sup>, *spontaneous immolation*<sup>SUC</sup>, *tactical acumen*<sup>OPUC</sup>  
 1st—*abundant ammunition*<sup>UC</sup>, *burning hands*<sup>S</sup>, *longshot*<sup>UC</sup>, *magic missile*<sup>S</sup>, *magic weapon*, *true strike*

### PREPARATION RITUAL

**Reactive Axes (Su)** Activate this boon's effect as an immediate action when you take damage from an opponent's melee or ranged attack. An axe materializes and attacks the opponent in return, regardless of the range to the opponent. This axe has an attack bonus of 20 + your caster level + your Intelligence modifier, deals 1d8+1/x3 damage, and gains any special properties belonging to the weapon or ammunition that struck you. You may use this boon twice before you expend it.

## Blood Magic

Among the most heinous magic known is the arcana of Taergash the Bloodpurger, a wizard whose unhealthy obsession with the power of blood is legendary. Taergash believed that by mastering the power in his own blood he could achieve unlimited power; his dream, however, suffered frequent setbacks as he failed in ever more vigorous ways. Eventually, a simple cut from a broken alembic—the result of an arcane experiment gone awry—caused him to bleed to death.

Nevertheless, Taergash's spells are still sought by necromancers, sorcerers, and other bloodthirsty casters, and they can be commonly found in blood-drenched grimoires and bile-dripping tomes. Some

wizards are so steeped in the study of this gruesome magic that they become known as blood mages. For the blood mage archetype, see page 332.

## Spellbook: Taergash's Exsanguinating Tome

Before Taergash's bloody demise, the obsessed mage recorded several of his blood-magic spells into a vile book he called his *Exsanguinating Tome*. The spellbook mysteriously disappeared from Taergash's lair shortly after his death, but it's rumored that one of the wizard's less stable apprentices used its magic to hatch a nefarious plot against a goodly state—a plot that, by all accounts, still threatens to plunge that nation's fate into the blood mages' gory hands.

### TAERGASH'S EXSANGUINATING TOME (LEVEL 9 NECROMANCER)

*This foreboding tome is wrapped in a sludgy cover that seems to perpetually weep warm, wet, sticky droplets of blood. Although gory slurry runs over the book's pages when opened, the unnerving leakage never seems to obscure the spells' details to those who wish to read them.*

**Protection** Good lock (DC 30)

**Opposition Schools** Clockwork, illusion

**Value** 2,515 gp (4,115 gp with the preparation ritual)

### SPELLS

- 5th—*crur of visions*<sup>\*</sup>, *exsanguinating cloud*<sup>S\*</sup>, *mass pain strike*<sup>APG</sup>, *suffocation*<sup>SAPG</sup>  
 4th—*blood and steel*<sup>\*</sup>, *enervation*<sup>S</sup>, *fear*<sup>S</sup>, *phantasmal killer*<sup>OP</sup>  
 3rd—*blood biography*<sup>APG</sup>, *keen edge*, *pain strike*<sup>APG</sup>, *ray of exhaustion*<sup>S</sup>, *vampiric touch*  
 2nd—*blood armor*<sup>\*</sup>, *blood lure*<sup>\*</sup>, *bloodshot*<sup>\*</sup>, *greater blood tide*<sup>S\*</sup>, *caustic blood*<sup>\*</sup>, *false life*<sup>S</sup>, *ghoul touch*<sup>S</sup>, *hideous laughter*, *vital mark*<sup>\*</sup>  
 1st—*cause fear*<sup>S</sup>, *stanch*<sup>\*</sup>, *obscuring mist*, *true strike*, *weapon of blood*<sup>\*</sup>

### PREPARATION RITUAL

**Drain Them Dry (Su)** Whenever you cast a spell that deals bleed damage, as an immediate action you can inflict 1d6 hp damage to yourself as you cause blood to seep from your scalp and all your orifices. This also inflicts the same amount of damage plus an amount equal to your Intelligence modifier to the original spell's target as it similarly bleeds. This additional damage to you and the target lasts only one round.

### Blood Magic Spells

The following is a list of blood magic spells found in Chapter 2: New Spells.

#### Alchemist Blood Magic Formulae

- 1st Level—*weapon of blood*  
 2nd Level—*vital mark*

- 4th Level—*blood and steel, eldritch blood*  
**Antipaladin Blood Magic Formula**  
1st Level—*stanch*  
2nd Level—*sanguine horror I, vital mark*  
3rd Level—*caustic blood, sanguine horror II*  
4th Level—*sanguine horror III*

#### **Cleric/Oracle Blood Magic Spells**

- 1st Level—*stanch*  
2nd Level—*blood lure, vital mark*  
5th Level—*crur of visions*  
6th Level—*exsanguinating cloud*

#### **Druid/Shaman Blood Magic Formula**

- 2nd Level—*caustic blood*

#### **Inquisitor Blood Magic Spells**

- 1st Level—*stanch*  
2nd Level—*blood armor*  
3rd Level—*caustic blood*

#### **Magus Blood Magic Spells**

- 2nd Level—*vital mark*  
4th Level—*eldritch blood*

#### **Paladin Blood Magic Spells**

- 1st Level—*stanch*  
2nd Level—*vital mark*

#### **Ranger Blood Magic Spells**

- 1st Level—*stanch*  
3rd Level—*caustic blood*

#### **Sorcerer/Wizard Blood Magic Spells**

- Cantrip—*blood tide*  
1st Level—*weapon of blood, stanch*  
2nd Level—*blood armor, blood lure, bloodshot, greater blood tide, caustic blood, vital mark*  
4th Level—*blood and steel*  
5th Level—*crur of visions, exsanguinating cloud*  
8th Level—*quell the tide*

#### **Summoner Blood Magic Spells**

- 2nd Level—*sanguine horror I*  
3rd Level—*caustic blood, sanguine horror II*  
4th Level—*sanguine horror III*  
5th Level—*sanguine horror IV*  
6th Level—*sanguine horror V*

#### **Witch Blood Magic Spells**

- 1st Level—*stanch*  
2nd Level—*blood armor, bloodshot, sanguine horror I, vital mark*  
3rd Level—*caustic blood, sanguine horror II*  
4th Level—*sanguine horror III*  
5th Level—*crur of visions, eldritch blood, sanguine horror IV*  
6th Level—*sanguine horror V*  
7th Level—*sanguine horror VI*  
8th Level—*sanguine horror VII*  
9th Level—*sanguine horror VIII*

# Chaos and Wonder Magic

So tightly intertwined that they are nearly inextricable, chaos and wonder magic feed off the raw power that underpins all of existence. Some scholars say that, without the currents of chaos and wonder magic that flow through creation, there could be no natural order, no streams of fate, and no arcane energy to power even the most mundane spells. All would be still and lifeless.

Although little about chaos and wonder magic is understood, a few hardy mages have devoted themselves to harnessing these wild powers. Through painstaking research and trial-and-error experiments, these spellcasters have extrapolated arcane schools, created wondrous item effects, and written spells based on the world's founts of chaos and wonder magic. No matter how you use it, chaos and wonder magic can add fresh, delightfully manic, and twisted elements to anyone's game.

## Chaos Magic

There exists a raw, arcane power with no rules or structure—only an unthinking addiction to changing the reality with which it comes into contact. This force is known as chaos magic. Those who learn to channel this energy eventually expand and aid this magic in its chaos; to master it, though, chaos demands an emotional price of extreme highs and lows. An eccentric lifestyle or even full on madness is common among chaos magic specialists, who are collectively known as chaos mages.

## Chaos School

Chaos mages use the swirling energies of chaos that other wizards do not have the will or mental strength to control.

*Shifting Resistance (Sp):* Each morning, you gain a resistance 5 to a type of energy, determined by a roll on Table 1-1: Random Damage Type. This resistance increases by 1 every three wizard levels until you have resistance 14 at 18th level. Upon reaching 20th level, you gain immunity to that damage type. Your resistance or immunity of the day often affects your personal appearance; for example, if you are immune to acid, your skin might randomly burble with bubbling boils. If you are immune to cold, bizarre, heatless flames might swirl around your skin, and so on.

*Shifting Forces (Sp):* As a standard action, you can unleash a bolt of magical energy targeting any foe within 30 ft. as a ranged touch attack. The bolt deals damage equal to 1d6+half your wizard level. The

damage type is random, as determined by Table 1-1. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Table 1-1: Random Damage Type

D8	DAMAGE TYPE
1	Acid
2	Cold
3	Electricity
4	Force
5	Fire
6	Negative
7	Positive
8	Sonic

*Fluke Misdirection (Su)*: At 8th level, as a swift action, you can redirect a ranged touch spell that hits you to a random adjacent square. Use the rules for splash weapons to determine in which direction the spell's effects are redirected. This ability can be used 1/day and then 2/day at 16th level.

### Chaos Spells

The following chaos spells can be found in Chapter 2: New Spells.

#### Bard Chaos Spell

4th Level—*fluctuating alignment*

#### Cleric/Oracle Chaos Spells

2nd Level—*chaotic vitality*

5th Level—*fluctuating alignment*

6th Level—*mass chaotic vitality*

#### Druid/Shaman Chaos Spells

2nd Level—*chaotic vitality*

6th Level—*mass chaotic vitality*

#### Magus Chaos Spells

3rd Level—*summon wondrous item*

6th Level—*summon greater wondrous item*

#### Sorcerer/Wizard Chaos Spells

2nd Level—*chaotic vitality*

3rd Level—*summon wondrous item*

5th Level—*fluctuating alignment*

6th Level—*mass chaotic vitality, summon greater wondrous item*

9th Level—*summon supreme wondrous item*

#### Summoner Chaos Spells

3rd Level—*summon wondrous item*

6th Level—*summon greater wondrous item*

#### Witch Chaos Spells

3rd Level—*summon wondrous item*

5th Level—*fluctuating alignment*

6th Level—*mass chaotic vitality, summon greater wondrous item*

9th Level—*summon supreme wondrous item*



BRYAN SYME

**Table 1-2: Wonder School Weapon Effects**

DIO	THEME	WONDROUS FORCE
1	Bells	Weapon counts as silver and cold iron.
2	Bats & Butterflies	Weapon counts as chaotic and fire.
3	Harp	Weapon deals 1d6 hp extra sonic damage.
4	Stag	Weapon deals 1d6 hp extra force damage.
5	Lust	Weapon stuns target with a critical hit.
6	Tentacles	Weapon casts <i>entangle</i> with a critical hit.
7	Eyes	Wielder cannot be flanked.
8	Crows	Wielder is under the effects of <i>feather fall</i> .
9	Lilies	Wielder has DR 2/cold iron.
10	Mushrooms	Weapons cast <i>cure light wounds</i> on wielder with a critical hit.

**Table 1-3: Feyborn Rod of Wonder**

D%	WONDROUS EFFECT
01-05	<i>Haste</i> on wielder for 6 rounds.
06-10	All fire within 5 miles burns green for a year.
11-15	Target's appearance becomes androgynous until the next full moon (glamer effect).
16-20	Target ages (1-50 on a d%) or becomes younger (51-100) by 1d20 years (Will save 18 half) for one week.
21-25	Target's face takes on the appearance of the wielder's for one week (Fortitude DC 18, negates).
26-30	A mistletoe crown grows on wielder's brow, granting +5 on their next ranged attack.
31-33	All within 60 ft. gain a +10 bonus to Acrobatic and Perform (dance) checks for the next 10 rounds.
34-36	Rod functions as and resembles a longsword (01-25 on d%), longbow (26-50), or hand mirror (51-100). Effect lasts until the rod is used again.
37-46	A giant, 4 ft. tall toadstool ring appears around target and wielder. This is difficult terrain but not entangling.
47-49	Helmets, hats, and circlets within 60 ft. permanently leak blood, blinding those wearing them for 2 rounds after being equipped.
50-53	Target's weapon turns to gold, increasing its weight by 75%, for 1d10 rounds.
54-58	<i>Entangle</i> is cast on the wielder (1-25 on d%) or on the target (26-100).
59-62	Any trees within 100 ft. grow faces and insult the target for 20 min. The faces remain afterward but do not talk.
63-65	All non-magical writing on the target's person, including held items and equipment, becomes written in Sylvan.
66-69	The next projectile weapon that would hit the wielder turns into a bird and lands on his shoulder instead.
70-79	<i>Explosive runes</i> appear on target's forehead (Will DC18 negates).
80-84	Wielder and target <i>teleport</i> simultaneously, trading places.
85-87	Target vomits 2d10 mithral coins of fey court mintage along with buzzing fireflies, becoming sickened for 1d4 rounds (Fortitude 12 negates sickened effect).
88-90	Summons 1d20 mites whose noses are made of electrum (2 gp each).
91-95	Pollen and glitter fill the air, and everyone within 60 ft. of target is blinded for 1d6 rounds (Fortitude DC 15 negates)
96-97	Wielder (50% chance) or target (50% chance) grows permanent small wings on their ankles (no save).
98-100	Summons 2d4 eagles or two giant eagles.

Table 1-4: Muddled Rod of Wonder

D%	WONDROUS EFFECT
01-05	Casts <i>commune</i> to a random god of chaos, and both target and the wielder can ask one yes or no question that must be asked immediately.
06-10	Summons target's mother, dead or alive.
11-15	Target believes its hands are turned into tentacles for 1 round, and it drops held objects (Will DC 14 negates).
16-20	Temperature within 30 ft. of target rises by 25 degrees.
21-25	The ground becomes sludge made of manure and ash and counts as difficult terrain for 60 ft. radius around you.
26-30	Maddening voices jibber all around, everyone within 60 ft. of target counts as being flanked for 2 rounds.
31-33	Target cannot speak for 2 min. (Will DC 15 negates).
34-36	The target and wielder are slowed for 1 round.
37-46	Wielder learns all the target's languages for 1 day.
47-49	Target's weapon gains the broken condition and leaks lava, which when held deals 1d6 hp fire damage every 5 min. (Fortitude DC 15+1 per previous check negates).
50-53	<i>Contagion</i> on all creatures of the animal subtype within 200 ft. of wielder (Fortitude DC 15 negates).
54-58	<i>Flare</i> on every creature within 30 ft. of target (Fortitude DC 15 negates).
59-62	All unintelligent plant life dies within 200 ft. of target.
63-65	Wielder and target both forget all their memories from the last hour (Will DC 15 negates).
66-69	Summon 1d2 quasit, which are holding loaded bone gaming dice or adult playing cards.
70-79	<i>Fireball</i> explodes in the wielder's square, damaging the wielder and everyone in a 20-ft radius for 6d6 hp damage (Reflex DC 15 half).
80-84	Gaseous form on wielder.
85-87	Skin, hair, eyes, armor, weapons, and gear of either wielder (50% chance) or target (50% chance) turns bright red.
88-90	Target and wielder are both teleported 2 rounds into the future.
91-95	Wielder <i>teleports</i> 70 ft. in a random direction (use splash rules, no vertical movement).
96-97	Target gains an additional subtype as per the <i>bane</i> magic weapon special ability table ( <i>Pathfinder RPG Core Rulebook</i> ).
98-100	Target's alignment moves one step toward chaotic (Will DC 18 negates).

## Using Wonder Magic in Your Game

Wondrous effects may come across as somewhat juvenile to some players; however, this is largely a matter of presentation. By its very nature, wonder magic is whimsical, but the situations and effects of wonder magic need not be lighthearted or childish.

As the GM, you can portray wonder magic as seriously as any other magic schools in your setting by performing two simple tasks. First, focus on detailing the wondrous events of game play—add a dark, sinister air to wonder magic

by focusing on descriptions and on the players' lack of defenses against them. Second, attach wonder magic to themes related to your setting, storylines, and characters. Chaos magic, fey creatures and the fey realm, curses and bad luck, or a deity of trickery such as Loki might use wonder magic to impressive effect in your game. Building lore around wonder magic helps players associate its random effects with in-story causes, making the magic come across as more realistic, affecting, and fun.



## The Chaos Mage

A few brave mages—reckless souls, most say—devote their time and delicate intellects to mastering chaos magic. These wizards are called chaos mages. Details of the chaos mage archetype can be found on page 332.

## Wonder Magic

While chaos magic represents the random buckling and rearranging of creation, wonder magic is capriciously based on the thoughts, desires, and fears of things near the magic's fount of power—whether that's a spellcaster, a native beast, or something else. To those who are not familiar with it, though, wonder magic may seem full of nonsensical rules and inexplicable whims. The notoriously capricious feyborn delight in using and manipulating wonder magic.

### Wonder School

The wondermancers of the realms reshape dark glamers into reality.

*Wondrous Strike (Su)*: As a swift action, you can add a wondrous force to your melee weapon or one piece of ammunition by rolling on Table 1-2: Wonder School Weapon Effects. Each wondrous force also has a theme that affects the weapon's physical appearance and arcane flourish. The wondrous force lasts for 1 min. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. At 20th level, this ability lasts for 24 hrs.

*Random Thoughts (Sp)*: You can hear the surface thoughts of a random person within 30 ft. These thoughts are often accompanied by vivid hallucinations with a deeper meaning (at the GM's discretion). This ability lasts 3 rounds. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Swirling Forces (Sp)*: On reaching 8th level, the first three times you cast a spell that is augmented by a metamagic feat each day, a rod of wonder effect also affects the spell's target. The type of rod use must be declared before the roll is made (see below).

### Alternate Rod of Wonder Effects

Several variations of the *rod of wonder* found in the *Pathfinder RPG Core Rulebook* exist, and all are imbued with the primal magic of chaos and wonder. On page 22 and 23 are two optional tables to use when wielding a *rod of wonder*.

A *rod of wonder* has an aura of moderate enchantment, CL 10th, is slotless, is priced at 10,000

gp, and weighs 5 lbs. Crafting requirements are Craft Rod, confusion, and the creator must be chaotic.

## Clockwork Magic

Most clockwork mages claim the magic of clockwork is derived from a divine gift. These mages say the weaver goddess who became Rava of the Gears granted knowledge of these devices and automatons to one of her earliest followers. Other explanations of this strange school claim that the arcane power of clockwork magic was discovered by an artificer who harnessed steam and gearing to build the first device. This artificer, the stories say, animated this device with primitive enchantments—and a school of magic was born.

Regardless of the murky origins of their power, clockwork mages—or gear mages—are clearly masters of time manipulation, constructs, and mechanical devices of various kinds. Their school thrives in areas rich in automatons, golems, and other constructs. Their relatively few spells display a wide range of styles.

The clockwork mages themselves possess an eye for mechanisms, springs, gearing, and balanced forces. Many have difficulty distinguishing these mages from gear grinders and clockworkers, though they usually wear better clothes, and their tools include wands as well as hammers and loupes. Clockwork mages can build clockwork familiars using the Improved Familiar feat. For more information about clockwork familiars, see page 355.

### The School of Clockwork and Its Spells

The clockwork mage focuses on the study of combining magic with machines. A clockwork mage possesses the following abilities.

*Clockworker's Charm (Su)*: Whenever you cast an *animate construct* spell (see Chapter 2), increase the duration by a number of rounds equal to half your wizard level (minimum 1). At 20th level, you can change the duration of all *animate construct* spells to permanent. You can have no more than one *animate construct* spell made permanent in this way at one time. If you designate another *animate construct* spell as permanent, the previous spell immediately ends.

*Repairing Touch (Sp)*: As a standard action, you can touch a metal object or construct, sealing up rends and bending steel back into place, repairing it for 1d6 hp damage + half your wizard level. You may repair up to 1 lb. of metal per wizard level. You can do this a number of times per day equal to 3 + your Intelligence modifier.

*Clockwork Body (Sp)*: At 8th level, you can change your body for a number of rounds per day equal to your wizard level into a construct body. This grants you +2 natural armor, 1d4+1 temporary hp per wizard level, darkvision 60 ft., and construct traits for the duration of the effect. The metal body adds 60 lbs.

to your existing weight, reducing movement as per full plate (30-ft. movement rate becomes 20 ft.; 20-ft. movement rate becomes 15 ft.) and adds a -6 armor check penalty to Dexterity- and Strength-based skills. The metal does not, however, affect arcane casting.

At 12th level, the AC bonus increases to +3 and the temporary hp increase to 1d6+1 per wizard level.

In addition, the following spells belong to the clockwork school.

### Cantrips

*analyze device*<sup>\*</sup>, *mending*, *open/close*, *tick stop*<sup>\*</sup>

### 1st Level

*adjuring step*<sup>UC</sup>, *animate construct I*<sup>\*</sup>, *armored shell*<sup>\*</sup>, *corrosive touch*, *crafters' fortune*<sup>APG</sup>, *detect secret doors*, *grease*, *hold portal*, *jury-rig*<sup>UC</sup>, *mage armor*, *not so fast*<sup>\*</sup>, *pendulum*<sup>\*</sup>, *reinforce armaments*<sup>UC</sup>, *tireless*<sup>\*</sup>, *vocal alteration (only mechanical qualities)*<sup>UM</sup>, *wind down*<sup>\*</sup>

### 2nd Level

*greater analyze device*<sup>\*</sup>, *animate construct II*<sup>\*</sup>, *arcane lock*, *clockwork timer*<sup>\*</sup>, *chrono location*<sup>\*</sup>, *defensive shock*<sup>UM</sup>, *gear barrage*<sup>\*</sup>, *knock*, *locate object*, *lock armor*<sup>\*</sup>, *make whole*, *magic siege engine*<sup>UC</sup>, *masterwork transformation*<sup>UM</sup>, *minor creation*, *pains of the past*<sup>\*</sup>, *phantom trap*, *repair metal*<sup>\*</sup>, *reverse industry*<sup>\*</sup>, *sculpt simulacrum (only mechanical qualities)*<sup>UM</sup>, *telekinetic assembly*<sup>UC</sup>

### 3rd Level

*animate construct III*<sup>\*</sup>, *devolution*<sup>APG</sup>, *distracting cacophony*<sup>UM</sup>, *haste*, *hostile levitation*<sup>UC</sup>, *keen edge*, *pellet blast*<sup>UC</sup>, *possess object*<sup>UM</sup>, *sands of time*<sup>UM</sup>, *shrink item*, *slow*, *thousand darts*<sup>\*</sup>, *tiny hut*, *winding key*<sup>\*</sup>

### 4th Level

*absolute command*<sup>\*</sup>, *animate construct IV*<sup>\*</sup>, *calcific touch*<sup>UM</sup>, *dimension door*, *dimensional anchor*, *illusory wall*, *lesser age resistance*, *malfunction*<sup>UM</sup>, *greater repair metal*<sup>\*</sup>, *secure shelter*, *greater shatter*<sup>\*</sup>, *steam blast*<sup>\*</sup>

### 5th Level

*animate construct V*<sup>\*</sup>, *bind guardian*<sup>\*</sup>, *construct body*, *corrosive consumption*<sup>UM</sup>, *fabricate*, *major creation*, *mechanical union*<sup>\*</sup>, *possess object*<sup>UM</sup>, *rapid repair*<sup>UM</sup>, *secret chest*, *soothe construct*<sup>UM</sup>, *unbreakable construct*<sup>UM</sup>, *wall of force*

### 6th Level

*age resistance*, *animate construct IV*<sup>\*</sup>, *catapult*<sup>\*</sup>, *circle of death*, *disintegrate*, *flesh to stone*, *guards and wards*, *stone to flesh*

### 7th Level

*animate construct VII*<sup>\*</sup>, *arcane cannon*<sup>UC</sup>, *control construct*, *delayed blast fireball*, *greater age resistance*, *instant summons*, *mage's magnificent mansion*, *reverse gravity*, *spell turning*, *temporary resurrection*<sup>UM</sup>, *timeless engine*<sup>\*</sup>

### 8th Level

*animate construct VIII*<sup>\*</sup>, *binding*, *call construct*, *dimensional lock*, *discern location*, *iron body*, *machine sacrifice*<sup>\*</sup>, *temporal stasis*, *time jump*<sup>\*</sup>

## The Clockworker

Wizards obsessed with the inner workings of clockwork are called clockworkers. Although often quite strange and eccentric, clockworkers have access to powers that are strange and intriguing. For details of the clockworker archetype, see page 333.

### 9th Level

*animate construct IX*<sup>\*</sup>, *dominate clockwork*<sup>\*</sup>, *foresight*, *time stop*, *wooden phalanx*<sup>UM</sup>

## Dooms of the Antipaladins

The spells most associated with the scions of the dark gods and the purveyors of destruction and slaughter are the dooms, a form of magic that devours some portion of a caster's strength (and occasionally kills them) but that destroys their enemies even faster. It is a magic of spite and raw hatred, and it is rarely used by good-aligned creatures or by traditional spellcasters, who have better ways of achieving these ends.

Some dooms seem related to antipaladins' touch of corruption ability, but they require spellcasting and they tend to affect an area rather than an individual. As a result, antipaladins sometimes combine these effects, so as to offer one attack via a doom and another via a touch of corruption.

## Spellbook: The Book of Nine Dooms

*The Book of Nine Dooms* is used by demons or devils who instruct newly anointed antipaladins in the darkest secrets of their brotherhood. And indeed, the majority of antipaladins are men, though a few women have fallen into the blood-soaked horrors of this murderous order.

The spells themselves are diagrammed, expounded, and taught through clear pages understandable by those whose hatred is great enough. Their power comes from the caster's willingness to damn themselves to hellfire and eternal servitude to demonic princes, rather than from a caster's skill in mastering arcane forces.



Therefore, the spells themselves are often shouted and accompanied by a great deal of drawing blood and decapitating small animals. Those few wizards and priests of gods of knowledge who have dared to review the *Book of Nine Dooms* claim that the shouting and the throwing of blood into the air are theatrical flourishes more than spellcasting requirements. The antipaladins, of course, delight in exactly these elements.

### BOOK OF NINE DOOMS (LEVEL 10 ANTIPALADIN)

*This ominous, leather-bound tome has a curiously inky front cover.*

*Through its juts a bone embellishment that resembles a screaming, tortured skull.*

**Value** 1,025 gp (1,575 gp with preparation ritual)

### SPELLS

4th—*doom of the earthen maw\**, *doom of serpent coils\**, *poison*, *slay living*

3rd—*bestow curse*, *doom of blue crystal\**, *doom of dancing blades\**

2nd—*blindness deafness*, *doom of consuming fire\**, *doom of the slippery rogue\**, *scare*

1st—*bane*, *disguise self*, *doom of blood\**, *doom of cowards\**, *doom of the cracked shield\**, *doom of disenchantment\**

### PREPARATION RITUAL

**Champion of Hell (Su)** *The Book of Nine Dooms* allows a preparation ritual that grants a boon that enhances the evil fire in your eyes, weakening your enemies' resolve. Once per day as a swift action, you may cause all enemies in a 50-ft. radius to take a –2 penalty to attack rolls and a –2 penalty to saves against fear effects. These penalties stack with other penalties to attack rolls and saves against fear.

### Doom Spells

The following dooms can be found in Chapter 2: New Spells.

#### Alchemist Doom Spell

3rd Level—*doom of consuming fire*

#### Antipaladin Doom Spells

1st Level—*doom of blood*, *doom of cowards*, *doom of the cracked shield*

2nd Level—*doom of consuming fire*, *doom of the slippery rogue*, *doom of sundering*

3rd Level—*doom of blue crystal*, *doom of dancing blades*, *doom of disenchantment*

4th Level—*doom of earthen maw*, *doom of serpent coils*



#### Bard Doom Spells

2nd Level—*doom of blood*, *doom of cowards*, *doom of the slippery rogue*

3rd Level—*doom of dancing blades*

#### Cleric/Oracle Doom Spells

4th Level—*doom of serpent coils*

5th Level—*doom of the earthen maw*

#### Druid/Shaman Doom Spells

1st Level—*doom of the cracked shield*

2nd Level—*doom of sundering*

3rd Level—*doom of serpent coils*

5th Level—*doom of the earthen maw*

#### Inquisitor Doom Spells

2nd Level—*doom of blood*, *doom of cowards*

#### Magus Doom Spells

3rd Level—*doom of consuming fire*, *doom of dancing blades*

#### Sorcerer/Wizard Doom Spells

2nd Level—*doom of the slippery rogue*

3rd Level—*doom of consuming fire*, *doom of dancing blades*, *doom of sundering*

4th Level—*doom of blue crystal*, *doom of disenchantment*

### Summoner Doom Spell

2nd Level—*doom of consuming fire*

### Witch Doom Spells

1st Level—*doom of blood, doom of cowards*

4th Level—*doom of serpent coils*

## Dragon, Drake, and Dragonkin Magic

Dragon and drake magic are schools of their own study, each founded in the draconic language and in an elemental understanding of arcane forces. Similarly, dragonkin magic follows this lead. Dragons' vision reveals ley lines while they cast spells—and this makes it easier for dragons to twist their arcana to enhance or constrict the flow of elemental energy. As a result, many of their spells draw directly on wind and flame, and on earth and ocean. Wizards who follow this road are often transmuters, and many of them specialize in the dragon arcane school listed below.

Similarly, spellcasters developed drake magic and dragonkin developed their own magic to enhance their companions' abilities and to draw on some of their inherent powers. These are minor variants on dragon magic, though drakes and dragonkin emphasize the differences.

Dragon, drake, and dragonkin magic can be taught to others. Some of the most famous such spells are detailed in this book, in the spells listed in this section. For more information, see the *Player's Guide to the Dragon Empire* and *The Book of Drakes*.

### Focused Arcane School: Dragon

**Associated School:** Transmutation.

**Replacement Powers:** The following school powers replace the telekinetic fist and change shape powers, respectively, of the transmutation school.

**Frightening Ray (Su):** As a standard action, you can make a ranged touch attack that causes a creature within 30 ft. to become shaken for 1 round plus 1 round every 5 wizard levels. If a creature is already shaken, it becomes frightened for 1 round if it has fewer Hit Dice than your wizard level.

You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This is a mind-affecting fear effect.

**Draconic Enhancement (Su):** At 8th level, you gain a +1 enhancement bonus to your natural armor and resist 5 against one energy type (acid, cold, electricity or fire). The energy type cannot be changed once selected. At 12th level, the enhancement bonus to natural armor becomes +2. At 16th level, the enhancement bonus to natural armor becomes +4 and the energy resistance becomes 10.

## Dragon Spells

The following spells can be found in Chapter 2: New Spells.

### Alchemist Dragon Formulae

3rd Level—*fire claws*

4th Level—*drake form I*

5th Level—*drake form II*

6th Level—*drake form III*

7th Level—*drake form IV*

### Bard Dragon Spells

Cantrips—*kobold's fury, puff of smoke*

1st Level—*deceitful presence*

2nd Level—*converse with drake, intoxicating scent*

3rd Level—*blinding scales, tame drake, thunderbolt*

### Cleric/Oracle Dragon Spells

Orison—*kobold's fury*

1st Level—*aspect of the four winds, protection from lesser dragons*

2nd Level—*fortified hoard*

3rd Level—*blinding scales, find treasure*

4th Level—*elemental vengeance, mighty gale, sacrificial waves*

5th Level—*liquefaction*

7th Level—*riding the thunder*

9th Level—*gaze of Veles, reverse scry*

### Druid/Shaman Dragon Spells

Orison—*puff of smoke*

1st Level—*aspect of the four winds, natural horror, veil companion, wingspan*

2nd Level—*converse with drake, greater veil companion, vicious spikes*

3rd Level—*blinding scales, fire claws, heavy chains, phantom dragon, sea of fire, tame drake, thunderbolt*

4th Level—*elemental boost, find treasure, gecko's grip, mighty gale, sacrificial waves, shed the elements, summon venomous swarm*

5th Level—*burrowing boost, coin swarm, dragonskin, elemental conversion, fiery blood, geyser of the dragon turtle, liquefaction, steal breath weapon*

6th Level—*jeweled bolt, red dragonfly swarm*

7th Level—*fiery sandstorm*

9th Level—*ocean's army*

### Inquisitor Dragon Spells

1st Level—*kobold's fury*

2nd Level—*intoxicating scent*

3rd Level—*find treasure*

5th Level—*terrifying gaze*

### Magus Dragon Spells

1st Level—*aspect of the four winds*

4th Level—*earth shield, elemental vengeance, treasure disk*

### Paladin Dragon Spells

1st Level—*protection from lesser dragons*

### Ranger Dragon Spells

1st Level—*natural horror, puff of smoke, veil companion, wingspan*

## Spellbook: Essence of the Void

*Essence of the Void* is a large, heavy tome. Scales of differing sizes and dark shades comprise its cover, and intertwining talons keep the book locked. The pages appear made of simple but durable parchment.

The spellbook is attributed to Salratsah the Heretical, a dragonkin mage who disappeared over a century ago in the Mharoti Empire in Midgard. Salratsah drew the ire of both the dragon churches of Baal, Seggotan, and Azuran as a result of her unorthodox beliefs and her persistent advocacy against the caste system. Some rumors state that she was captured by inquisitors of the dragon gods and executed, while others believe that she transformed herself into a full dragon and is secretly plotting the empire's demise.

Her spellbook was taken by her kobold apprentice prior to her disappearance, and partial copies have been reported in Zobeck and the Great Library of Friula. Possession of the book is

forbidden in the Mharoti Empire, as it also contains Salratsah's heretical treatises on the natures of Veles and the Dragon Gods.

The book contains the following spells: *aspect of the four winds, blinding scales, claws of the earth dragon, elemental line attunement, elemental vengeance, find treasure, hoard ward, kobold's fury, liquefaction, phantom dragon, sacrificial waves, and steal breath weapon.*



2nd Level—*converse with drake, fortified hoard, greater veil companion*

3rd Level—*heavy chains, tame drake*

### Shaman Dragon Spell

2nd Level—*converse with drake*

### Sorcerer/Wizard Dragon Spells

Cantrips—*kobold's fury, puff of smoke*

1st Level—*aspect of the four winds, kobold's fury, deceitful presence, natural horror, protection from lesser dragons, veil companion, wingspan*

2nd Level—*converse with drake, fortified hoard, intoxicating scent, lizardbane, tame drake, greater veil companion, vicious spikes*

3rd Level—*blinding scales, fire claws, heavy chains, phantom dragon, sea of fire, thunderbolt*

4th Level—*burrowing boost, coin swarm, drake form I, earth shield, elemental boost, elemental line attunement, elemental vengeance, fiery blood, find treasure, gecko's grip, mighty gale, sacrificial waves, treasure disk*

5th Level—*claws of the earth dragon, dragonskin, drake form II, elemental conversion, geyser of the dragon turtle, liquefaction, shed the elements, steal breath weapon, summon venomous swarm, terrifying gaze*

6th Level—*drake form III, fiery sandstorm, jeweled bolt*

7th Level—*drake form IV, greater to lesser, red dragonfly swarm, riding the thunder*

8th Level—*reverse scry, wyvern's sting*

9th Level—*breath of Veles, ocean's army, wyrmfold*

### Summoner Dragon Spells

1st Level—*natural horror, veil companion, wingspan*

2nd Level—*greater veil companion*

3rd Level—*coin swarm*

4th Level—*summon venomous swarm*

5th Level—*red dragonfly swarm*

6th Level—*ocean's army*

### Witch Dragon Spells

Cantrip—*kobold's fury*

1st Level—*converse with drake, deceitful presence, veil companion*

2nd Level—*converse with drake, greater veil companion*

3rd Level—*fire claws, thunderbolt*

4th Level—*gecko's grip, sacrificial waves, summon venomous swarm*

5th Level—*burrowing boost, coin swarm, steal breath weapon, terrifying gaze*

6th Level—*intoxicating scent, red dragonfly swarm*

7th Level—*fiery sandstorm, greater to lesser*

8th Level—*wyvern's sting*

## Fool's Summonings

This little-known but horribly dangerous subschool of conjuration and transmutation magic draws upon a group of creatures called the Listeners. These creatures infest ordinary summoned creatures with a template that makes them more powerful. In essence, these Listeners pervert summoned creatures' biology. Sometimes, affected summoned creatures go insane.

The Listeners do not simply infest summoned creatures. They can taint and enhance any spell from the conjuration and transmutation schools. This section lists the better known and lesser—though

still mercifully little-used—spells of the subschool. In addition to these spells, rumors about other, incredibly powerful fool’s summonings abound.

While little is known about Listeners, it seems that chaos beasts are their nearest kin. Certainly, the Listeners’ progeny share similar qualities of amorphousness. However, those few who have delved deeper into this subschool have suggested that comparing the Listeners to chaos beasts is rather like comparing rust monsters to aboleths; while they are related, they’re completely different creatures.

## The Pact with the Listeners

To cast spells of the fool’s summoning subschool, the caster must enter a pact with the Listeners to open herself up to their attention. Exact rituals vary from place to place and from arcana to grimoire, but they all follow a similar method. The caster spends a week isolated from all outside contact while reciting an endless, seemingly random list of words. So great is the strain of this ritual that anyone who undertakes it automatically loses 1 point of Wisdom permanently. This loss cannot be restored in any usual way.

Details of the pact are secret, and the only ones who learn it are those caster who enter a cult or cabal of fool’s summoners or who find the details of the pact in a treasure trove or through research. Only those who have entered into a pact with the Listeners can tap into their magical influence. Once a caster enters into a pact, it cannot be undone (short of a *wish* or divine intervention).

The pact also has an unsettling quality upon the caster. The Listeners slowly invade his dreams, at first rarely and then every night. While to many this is simply a manifestation of disturbing, difficult-to-understand nightmares, for some it leads to madness—which usually takes the form of a continuous *confusion* effect.

A specialist wizard of the conjuration or transmutation school gains the benefits of her specialization when casting fool’s summoning spells.

## Spells

Once the caster enters into this pact, the spells detailed below are imbued with the Listeners’ taint and always operate as described; the choice of imbuing the effect is not voluntary on behalf of the caster.

Furthermore, every time a caster who has made a pact with Listeners casts a fool’s summoning spell, there is a 5% chance that the creatures summoned are confused. If they are, the condition remains for the duration of the summoning spell.

The spells cast in the fool’s summonings subschool cut across all spell variants, so a *phantom steed* cast by a wizard is identical to that of a bard who has entered a pact. Only those spells listed below are affected by the Listeners, as some conjuration spells and

transmutation spells seem to draw their attention and others do not. The variants of these spells have additional effects as noted.

## Summon Monster (all variants)

All summoned monsters inherit the template below.

### Touched Ones

(Simple Template) (CR +1)

Creatures affected by the perverting attention of the Listeners, or who have been summoned by a spellcaster who has entered a pact into the beings, receive this template. They are warped versions of their standard kin; their limbs are too long, too disjointed, and too flaccid. Except as detailed below, they otherwise conform to the standard summoned monster.

**Rebuild Rules:** Make the following changes to creatures with the touched temple. **AC** increase natural armor by +2; **Defensive Abilities** amorphous; **DR** 5/magic; **Type** the creature gains the chaotic subtype; **Special Abilities** transmutation effects, such as polymorphing or petrification, force a listener into a new shape, but at the start of its next turn it immediately returns to its normal form as a free action; this is an extraordinary ability.

## Sorcerer/Wizard Fool’s Summoning Spells

### 1st Level

**Enlarge Person**—The enlarged person becomes a grotesque version of its former self. Its limbs stretch flaccidly, increasing its reach by an additional 5 ft.

**Mount**—The mount summoned is not quite right; its body is subtly changed and its eyes are dead. The mount in question has an ungainly biology and all Ride checks made on it receive a –2 penalty. However, the creature’s strangely lengthened limbs serve to give it greater speed, increasing its base speed by 10 ft.

**Obscuring Mist**—The mist summoned is of a wholly unpleasant hue and appears sickly. The mist is filled with subtle voices that speak an unknown language, which proves impossible to copy. The spell is extended as per the Extend Spell metamagic feat.

**Reduce Person**—The person reduced resembles a repulsive, oddly changed miniature of the spell’s target. The target’s skin hardens to such a point that for the duration of the spell she receives an additional +2 natural armor bonus.

**Unseen Servant**—The servant summoned can be heard sobbing, and although it is shapeless, those within 10 ft. of it can feel its presence. An altogether unsettling stench accompanies the servant, which is noticed by anyone within 10 ft. The spell is extended.

## 2nd Level

**Alter Self**—The alteration is always unpleasant to view.

**Bear's Endurance**—The recipient gains stamina, but she also gains a ravenous hunger. Her breath comes in short, rasping gasps that smell of sugary bile. The character takes a -4 penalty to all checks that require positive verbal interaction (Bluff, Diplomacy and appropriate Perform checks) for the duration of the spell. The spell is extended.

**Bull's Strength**—The muscles of the recipient grow, but when they are examined closely they are odd to view. Furthermore, the recipient's flesh seems to take on an oddly musky smell that is akin to sweaty meat. This has an identical additional effect to that of *bear's endurance*. The spell is extended.

**Cat's Grace**—The recipient's body subtly alters, her limbs becoming more graceful but taking on an oddly alien quality, as though stretched. Again the spell affects verbal skills as listed under *bear's endurance*. The spell is extended.

**Eagle's Splendor**—Although the target's tongue is honeyed, a smell of waxy blood is carried in that honey. The target's words are harsh and her eyes dart like a fey creature's. This oddly alien quality unsettles listeners in the same way as *bear's endurance*. The spell is extended.

**Fog Cloud**—The fog cloud summoned by the spell is a haven for the whispered dreams of the Listeners. Occasionally, distended limbs manifest themselves, or bent faces scream wordlessly from the murk. Characters who remain within the cloud are subject to *minor confusion* as per the spell.

**Fox's Cunning**—The recipient develops an odd expression that at times is quizzical and at others is threatening. As detailed above under *bear's endurance*, this has an unsettling effect upon certain verbal interaction skills. The spell is extended.

**Make Whole**—Although it is perfectly functional, the



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item restored does not look quite right; a sword sheds an odd glint in sunlight, a lantern casts odd shadows, and so on. Similarly, constructs healed by the spell gain an odd look that is dependent upon the amount of damage restored; an iron golem that has had 6 hp restored this way might take on a strangely ochre canker to the area healed, while a flesh golem restored of almost all its hp might appear as a piteous, broken thing that does not walk, talk, or react in a humanoid way.

**Owl's Wisdom**—While it remains physically normal, the target develops an expression that reflects disturbing wisdom. This expression unsettles those with whom the target converses in the same way as *bear's endurance*. The spell is extended.

**Rope Trick**—Using a *rope trick* while under the attention of the Listeners is risky because sometimes the space created is not empty.

Characters that cast *rope trick* have a 10% chance of opening a space into somewhere unpleasant; if

this happens, the space created is occupied by a creature of the same CR as the caster but with the touched template, and it attacks anyone that enters the space. Stories are whispered about such casters entering *rope trick* spells and never coming back.

**Summon Swarm**—The swarm created is unpleasantly alien in its features. The swarm inherits the touched template.

**Web**—The web is alive and not merely physical. Those trapped within the web find its strands grasping and stinging, like countless stinging nettles. The DC to escape the web is increased by 2 and it delivers a mild poisonous effect (Contact; DC 12; Frequency 1/round for duration of spell; Effect 1 Dex; Cure 1 save).

**Whispering Wind**—More than the caster's message is whispered on the wind. The message also contains a piece of information about the object, person, caster, or action in question; this message is often insignificant or random, but occasionally and at the GM's discretion something useful or alarming may be added to the original message.

### 3rd Level

**Beast Shape I**—In addition to the abilities granted by the shape assumed, the caster gains the amorphous quality for the duration of the spell. The shape assumed is by no means standard, and any of member of the assumed form quickly perceives the alien nature assumed.

**Blink**—As the caster blinks into and out of form, he is accompanied by or followed by the twisted form of a Listener, who is little more than an horrific suggestion of a form that otherwise has no effect. The spell is extended. In addition, each round the spell is in effect there is a 10% chance the caster doesn't return from the Ethereal Plane and is instead stuck there. A *gate* or *plane shift*, as well as any spell that would provide a two-way trip to the Ethereal Plane (such as *etherealness* or *ethereal jaunt*) is required to return to the Material Plane. Like *rope trick*, stories are occasionally heard where wizards cast blink and then never return, or are seen only as shadows.

**Gaseous Form**—The form assumed occasionally assumes that of an elongated, disturbing humanoid thing. The spell is extended.

**Phantom Steed**—The steed created is a disgusting thing whose very presence unsettles other animals. All skill checks made with animals when within 100 ft. of the phantom steed (such as Ride checks) receive a -4 penalty. The spell is extended.

**Shrink Item**—Objects shrunk by mages never quite come back as the original, and while this has no additional effect, the form is subtly unnerving. Characters wearing a previously shrunken suit of armor find it has an unusual and unpleasant smell. A shrunken carriage is accompanied by a distant, disturbing echo when driven. A shrunken weapon is clammy to the touch.

**Sleet Storm**—Distressing alien voices are heard upon the driving sleet created by this spell.

**Stinking Cloud**—The stench created by the spell is indescribable. It is a vile mix of burning sugar, offal, and rotting vegetation. The save DC increases by 2.

### Bard Fool's Summoning Spells

A handful of bards have delved deeply into the tales of the Listeners and made pacts with them. They do so in the same way as wizards, and all the conjuration and transmutation spells listed above that are available to their class are affected as listed above.

These bards tend to come from those who obsessively wish to learn secrets and hidden knowledge. The effects upon their class abilities are not great, but their quests for truth and knowledge often draw them down dark paths.

**Glibness**—The words carry a subliminal menace to

them, and the bard can use the spell to either Bluff (as standard) or Intimidate.

**Sculpt Sound**—The sounds sculpted may become an unsettling jar of alien noises. The caster can choose to use this effect as a *create fear* or *lesser confusion* spell in addition to the qualities of the standard spell. The choice of additional effect is made when the spell is cast and cannot be changed.

### Cleric Fool's Summoning Spells

Several gods of madness lead their followers down the path to the Listeners, and all gods with the Madness domain can grant their followers access to the Listeners' spells provided the caster enters a pact with them. The pact follows the same ritual as that of wizards.

Often, the ability to summon creatures is granted as a domain spell option. Only those clerics of madness or those obsessively against such mad cultists use the Listeners as weapons. Others typically have more sense or fear suffering horrible consequences.

### Druid/Shaman Fool's Summoning Spells

No sane druid or shaman would enter a pact with such aberrant creatures as the Listeners. However, some specific groups of alienist druids are said to practice ceremonies and acts that allow them not only to summon touched creatures but to actually breed with these creatures to create children of repugnant, joint parentage. This cult does not have a name, and many have suggested it is simply a ruse created by druid-hating fanatics who wish to taint the name of the class as a whole.

### Inquisitor Fool's Summoning Spells

A particular group of inquisitors, known as the Brothers of the Utterance, use the powers of the Listeners to their own ends. Each of these brothers makes a pact with the Listeners upon reaching his 18th birthday. Through a hidden ritual, these Brothers gain the ability to cast *summon monster* spells as though they were sorcerers of their inquisitor level. The Brothers of the Utterance believe in the use of dark and unknown fear to ensure order and extract those who seek to destroy.

Spells listed are from the *Pathfinder Advanced Player's Guide*.

**Bloodhound**—The scent ability is accompanied by a revolting—though subtle—odor that is not of the mortal world. This lowers Perception checks related to scent by 1 but extends the spell.

**Brand**—The brand created is always an angry-looking ochre scar.



*Ghostbane Dirge*—The form assumed is always crooked and alien.

*Hidden Speech*—Odd words (if they are words) occasionally punctuate the messages, increasing DCs to understand by 2 but extending the spell.

*Honeyed Tongue*—Subliminal words within the caster's speech enable her to use the spell to make two Diplomacy or Intimidate checks. The choice must be made before the spell is cast.

*Perceive Cues*—The preternatural keenness is manifested in an oddly unnatural expression and behavior; the caster takes a -2 penalty to all Charisma-based checks for the duration of the spell, but she is aided by an unreal sense of perception, increasing the bonus to Perception and Sense Motive checks to +6.

*Tireless Pursuit*—The caster is accompanied by a strange smell of moldy meat as he sweats on his pursuit. The spell is extended.

*Weapon of Awe*—The weapon transformed has an oddly clammy feel.

## Fool's Summonings in Play

There are two obvious facets to using fool's summoning variants in play; through PCs and through NPCs.

PCs may discover the variant subschool through association—perhaps with dubious colleagues or tutors, or maybe as a tool to use against cultists who dabble freely with such madness. These PCs may be expected to use such dark weapons against their enemies, and they may spend some of their time engaged in fighting mad cabalists who plot to turn reality inside out, or who are led by a mad prophet who hears the words and commands of the Listeners themselves.

The second option is by opposing NPCs who worship or follow the Listeners as gods. These NPCs care nothing about the dangers of using such creatures; indeed, they may be bent upon calling the Listeners themselves to the world. Such a plot could make an interesting adventure path, with seemingly unconnected early events leading to a terrible final battle where the PCs are drawn into the twisted unreality of the Listeners and face creatures able to conjoin with others of their kind to form hive things of impossible power and desire.

# Gambling Magic

Most clerics concern themselves with prayers, offerings, and proper behavior—that is, they guide lay worshippers and each other through lives of adherence to a specific and rigid creed. There are, however, some clerics who are exceptions to the usual religious world of rules and lives shaped by them.

Notable among the ranks of these more random, free, or lawless (depending on one's point of view) clergy are those who worship deities who are tricksters or associated with gambling—those bound or dedicated to mortal existences of daring chance, deceit, and rule-breaking. These clerics and paladins have created an entire style of magic known as gambling magic.

The following subdomain is available to clerics whose deities have the luck domain in his or her portfolio.

## Gambling Subdomain

**Associated Domain:** Luck.

**Replacement Power:** The following replaces the bit of luck power from the Luck domain.

**Go for It All (Su):** As you roll a d20, call out a number between two and 12, then roll 2d6. If you roll the number you called out on the d6s, you add that amount as a bonus to the d20 roll. If any other number comes up, you subtract one-half that number (minimum 1) from the d20 roll. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Replacement Domain Spells:** 2nd—*fortune's frown*, 3rd—*lucky break*, 6th—*lucky totem*

## Gambling Spells

The following spells reflect several faiths' efforts to harness gambling magic. These spells can be found in Chapter 2: New Spells.

All spells below are available only to clerics and paladins. Spells above fourth level are not available to paladins, and neither is *face of deception*, *fool's gold*, or *wild errantry*.

1st Level—*face of deception*, *fool's gold*

2nd Level—*blessed chance*, *mantle of trust*

3rd Level—*wild errantry*

4th Level—*exalted chance*, *bright errantry* (paladin)

5th Level—*bright errantry* (cleric)

6th Level—*holy chance*

7th Level—*bold errantry*

# Illumination Magic

The school of illumination includes the study of star and shadow magic. This strange magic is rare outside the knowledge of a few elven wizards, who regard it as more a curiosity than anything else.

Indeed, it is considered a quirk to call it a separate school at all. More properly called the school of illumination, it is closely related to illusion and tangentially related to creation, conjuration, and necromancy, but it stands apart from all of them. The shadow fey are said to be its inventors, though this may be an idle boast—certainly shadow is the dark spring from which this magic flows.

## The Nature of Illumination

Star and shadow magic uses the power of the Shadow Realm to generate spell effects, in the same manner that elementalists use the various elemental planes to generate their magic. Its spells power force effects, light and shadow spells, and limited forms of divination and magical compulsion.

But all this misses the point. The school of illumination is a mystery much like summoning, divination, and abjuration. Its practitioners believe that its wellsprings of power come from an understanding of the stars, their alignments, and the power they give an arcanist over every living creature. Light and space are theirs to bend and shape.

## Day and Night Casting

Star and shadow magic is popular among explorers because of its power in the dark. Illumination matters to the caster of star and shadow magic. Whenever a spell from this school is cast at night or in darkness, the DC for its saving throw is affected as shown below.

The illumination at the caster's location, not that of his target, determines the effect. (See *Pathfinder Roleplaying Core Rulebook* for illumination sources.)

Table 1-5: Day and Night Casting

ILLUMINATION SPELL	DC CHANGE
Total darkness	+2
Dim, moonlight, or shadowy light	+1
Normal light, daytime forest, torchlight	0
Bright light, daylight spell, sunlight	-1

## Special Cosmic Events

Stars surround nearly every known world that floats in the dark expanse of the void, and star and shadow casters are particularly attuned to the universe's cosmic events.



The chart on the following page can be used to determine random special cosmic events. Each month there is a 5% chance that a special cosmic event occurs. When it does, roll on the following chart. Special cosmic events marked with an asterisk are spontaneous, and they cannot be predicted without magical knowledge. Other cosmic events can be predicted with a DC 20 Knowledge (arcane) check. Such checks can be aided by accurate star charts and texts on astrological occurrences. Such tools can grants between a +2 to a +4 equipment bonus on the checks, depending on their quality (as determined by the GM).

This school of magic is a very old set of themes and mechanics that I can date back to prior editions of the world's oldest RPG and to *Kobold Quarterly* #3. It is very much a product of the Midgard Campaign Setting, and it is most associated with the shadow fey of that setting as well as the wizards of the Free City of Zobeck. *The Courts of the Shadow Fey* is an adventure that leans heavily on the shadow side, but illumination is a school that I think arises from

themes of the earliest days of RPGs.

My goal in designing this magic was to take the elements of star magic and illusions that I love most and make them more about light and dark than about illusion and trickery. I've always had a thing for light and shadow as tools for games and flavor elements. Illumination magic is the product of that obsession.

– Wolfgang Baur

**Table 1-6: Special Cosmic Events**

%	EVENT
10-40	Lunar Eclipse
41-50	Solar Eclipse
51-60	Planetary Conjunction
61-65	Comet
56-80	Meteor Shower
81-90	Meteor Strike*
91-99	Alien Incursion*
00	Nova*

The effect and the duration of those effects for casters with the Star and Shadow Casting feat are listed below.

**Alien Incursion:** When creatures from the dark recesses of space invade a world, the world itself fights back. Such aliens suffer a –2 penalty against spells you cast. This effect lasts as long as the aliens have a foothold on your world.

**Comet:** Comets are harbingers of instability. Each time you cast a spell, roll a d4. On a roll of 1 your spell is cast at –1 caster level. On a roll of a 4 you cast your spell at +1 caster level. On a roll of 2 or 3, the spell is unaffected. A comet's effects last 2d4 days.

**Lunar Eclipse:** These eclipses weaken the power of lycanthropes and undead. These creatures suffer a –2 penalty to saving throws against spells you cast. A lunar eclipse's effects last for 24 hrs.

**Meteor Shower:** Meteor showers interfere with called or summoned creatures. When casting such spells, you are considered one caster level lower when determining the duration. A meteor shower's effects last for 1d4 days.

**Meteor Strike:** A meteor strike can cause great damage, but increases the potency of damaging evocation spells. Evocation spells cast within the 24-hr. period after a meteor strike deal damage as if you were one level higher.

**Nova:** A nova is of great importance to diviners. Divination spells are cast as two caster levels higher, and augury and divination spells never grant false results. A nova's effect last for 24 hrs.

**Planetary Conjunction:** Planetary conjunctions affect the minds and behaviors of creatures. When casting mind-affecting spells, you are considered two caster levels higher when determining those spells' durations.

**Solar Eclipse:** These eclipses plunge the world into darkness for a short time. While a solar eclipse is in effect, you cast spells with the darkness or evil

## STAR AND SHADOW CASTING (FEAT)

By keeping careful track of the stars and the spheres, you can use their alignments and movements to enrich your spells.

**Prerequisites:** Caster level 1, Knowledge (arcane) 4 ranks.

**Benefit:** If you can spend at least 10 min. under a clear night sky, for the next 24 hrs. you can use the knowledge of the celestial movements to enrich your spells. Three times during that 24-hr. period, as a free action you can enrich a spell you are casting in one of the following ways:

- You can increase the DC of the spell by 1 for that casting.

- You can treat your caster level as two levels higher to determine the spell's duration.
- You can treat your caster level as two levels higher to determine that spell's range.
- You can treat your caster levels as one level higher to determine the damage that spell deals.

Furthermore, you gain any benefits or suffer the hindrances of any special cosmic events (see sidebar) that are currently in effect. You gain these benefits and suffer these hindrances whether or not you were able to study the night sky.

**Special:** You can take this feat more than once, up to three times. Each time you do, you gain three extra uses per 24 hrs.

descriptor at 2 caster levels higher. When you cast spells with the light or good descriptor, they are cast at 2 caster levels lower. Eclipses last only an hour or two.

## The School of Illumination and its Spells

The illuminator focuses on the study of combining star and shadow magic. An illuminator possesses the following abilities.

*Insight of the Stars (Su)*: The stars provide you glimpses of fate, granting you a +1 insight bonus to initiative.

This bonus increases by 1 for every five wizard levels you possess to a maximum of +5 at 20th level.

*Orb of Light (Sp)*: As a standard action, you can unleash an orb of light targeting any foe within 30 ft. as a ranged touch attack. The orb of light deals 1d6 hp positive energy damage + half your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

*Bend Light (Sp)*: At 8th level, as a swift action, you can bend the light around your body, causing your opponents to suffer a 50% miss chance as if you had total concealment, for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions as a *displacement* spell.

In addition, the following spells belong to the illumination school; they are considered part of star and shadow magic.

### Cantrips

*dancing lights*, *douse*<sup>\*</sup>, *flare*, *guidance*, *haunted fey aspect*<sup>UC</sup>, *light*, *penumbra*<sup>UC</sup>, *shadow bite*<sup>\*</sup>, *shadow blindness*<sup>\*</sup>, *silhouette*<sup>\*</sup>

### 1st Level

*anticipate peril*, *bungle*<sup>UM</sup>, *compelling question*<sup>\*</sup>, *dancing lantern*, *darkvision*, *dazzling blade*, *flare burst*<sup>APG</sup>, *forced quiet*<sup>UM</sup>, *lighten object*, *lesser orb of light*<sup>\*</sup>, *pyrotechnics*, *shadow hands*<sup>\*</sup>, *shadow weapon*<sup>UM</sup>, *see alignment*<sup>UC</sup>, *silent image* (shadow illusions only), *stumble gap*<sup>APG</sup>, *snapdragon fireworks*<sup>UM</sup>, *unprepared combatant*<sup>UM</sup>, *vanish*<sup>APG</sup>

### 2nd Level

*continual flame*, *darkness*, *dust of twilight*<sup>APG</sup>, *light warding*<sup>\*</sup>, *mirror image*, *protective penumbra*<sup>UM</sup>, *scorching ray*, *shadow jump*<sup>\*</sup>, *see invisibility*, *slither*<sup>\*</sup>, *starbolt*<sup>\*</sup>, *staggering fall*, *symbol of mirroring*<sup>UM</sup>, *warding weapon*<sup>UC</sup>

### 3rd Level

*twilight knife*<sup>APG</sup>, *compelling fate*<sup>\*</sup>, *daylight*, *devouring shadow*<sup>\*</sup>, *ioun storm*<sup>\*</sup>, *mass dazzling blade*, *terror*<sup>\*</sup>, *twilight knife*<sup>APG</sup>, *unravel destiny*<sup>APG</sup>

### 4th Level

*black hand*<sup>\*</sup>, *elemental body I* (shadowfire elemental only), *flickering fate*<sup>\*</sup>, *greater darkvision*<sup>UM</sup>, *intensifying force*<sup>\*</sup>, *net of comets*<sup>\*</sup>, *orb of light*<sup>\*</sup>, *phantasmal*

## The Emerald Spire

The details of the shadowfire elemental can be found in the *Pathfinder Module: Emerald Spire*, which is the largest official *Pathfinder RPG* dungeon ever published.

*killer*, *rainbow pattern*, *shadow conjuration*, *shadow projection*<sup>APG</sup>, *shadow step*<sup>UM</sup>, *shadow walk*, *wandering star motes*<sup>APG</sup>

### 5th Level

*heavy burden*<sup>\*</sup>, *mass lighten object*, *nightmare*, *planar adaptation*<sup>APG</sup>, *shadow evocation*, *star burn*<sup>\*</sup>, *suffocation*<sup>APG</sup>, *walk through space*<sup>UC</sup>, *wall of force*

### 6th Level

*antimagic field*, *black well*<sup>\*</sup>, *disintegrate*, *elemental body II* (shadowfire elemental only), *hardening*, *mislead*, *prismatic fist*<sup>\*</sup>, *repulsion*, *solid darkness*<sup>\*</sup>, *starfall*<sup>\*</sup>, *symbol of sealing*<sup>UM</sup>, *transformation*, *true seeing*, *veil*

### 7th Level

*elemental body III* (shadowfire elemental only), *ethereal jaunt*, *forcecage*, *instant summons*, *phase door*, *limited wish*, *prismatic spray*, *project image*, *greater shadow conjuration*, *simulacrum*, *starry vision*<sup>\*</sup>

### 8th Level

*elemental body IV* (shadowfire elemental only), *maze*, *orb of the void*<sup>UM</sup>, *prediction of failure*<sup>UM</sup>, *prismatic wall*, *rift of ruin*, *scintillating pattern*, *greater shadow evocation*, *summon star*<sup>\*</sup>, *sunburst*

### 9th Level

*astral projection*, *etherealness*, *interplanetary teleport*<sup>UM</sup>, *prismatic sphere*, *shapechange*, *shades*, *star's heart*<sup>\*</sup>, *weird*, *wish*

## Ioun Stone Magic

No bigger than most casters' palms, *ioun stones* are strange, wondrous items that provide myriad benefits while orbiting their owners' heads. These crystalline stones are favored by countless brave adventurers for the many and varied protections they afford. Seduced by the faintly shimmering, eldritch lights lurking deep within, few spare any thought to how or where these precious items of otherworldly power are created. Even fewer contemplate the distant, remote, shining fields from which *ioun stones* hail, or care for the strange practices of the eccentric spellcasters who harvest and study them.

Despite their rarity, spellcasters obsessed with *ioun stones* exist, and they have built upon generations of their predecessors' work to create spells and spellbooks based on the stones' astounding magic. This section contains an overview of this magic as well as a host of newly discovered *ioun stones*, which these

scholars eagerly study in hopes of discovering even more strange magic.

## Spellbook: Nullity Tome

Written centuries ago by the obsessive stargazer Enlil of Unath, the pages of the Nullity Tome are beautifully illuminated with depictions of the night. Enlil was obsessed with something or someone he referred to as “The Wanderer,” and his writing speaks of its supposed malign, insidious influence upon the world. Enlil himself died when a star rock plummeted onto his mountain tower a half-century ago, but his life’s work—the *Nullity Tome*—survived. It’s rumored that several powerful archmages have studied it and copied it in the years following his fall.

### NULLITY TOME (LEVEL 9 EVOKER)

*This heavy tome is encased in thick, black leather covers and is impregnated with gemstone dust. The book bears no title, but in the light its covers glitter and scintillate invitingly in a riot of translucent color.*

**Protection** Average lock augmented with an *arcane lock* (DC 35)

**Opposition Schools** Illusion, necromancy

**Value** 1,405 gp (2,530 gp with the preparation ritual)

### SPELLS

5th—*splinter stone*<sup>\*</sup>, *suffocating void*<sup>\*</sup>  
4th—*beguiling stars*<sup>\*</sup>, *breathlessness*<sup>\*</sup>, *spell stone*<sup>s\*</sup>  
3rd—*ioun storm*<sup>\*</sup>, *scintillating lights*<sup>OP\*</sup>, *star fall*<sup>\*</sup>, *prismatic meteor*<sup>s\*</sup>  
2nd—*black dust*<sup>\*</sup>  
1st—*ioun strike*<sup>s\*</sup>

### PREPARATION RITUAL

**Void Chill (Su)** By chanting ancient, esoteric words of power you infuse your spells with the eternal chill of the void. Spend this boon as a free action when you cast a spell with an energy descriptor to modify the spell to deal cold damage.



## Ioun Stone Spells

The following spells can be found in Chapter 2: New Spells.

### Cleric/Oracle Ioun Spell

4th Level—*breathlessness*

### Druid/Shaman Ioun Spell

4th Level—*breathlessness*

### Magus Ioun Spells

1st Level—*ioun strike*

3rd Level—*scintillating lights*, *star fall*, *prismatic meteor*

5th Level—*splinter stone*

6th Level—*star swarm*

### Sorcerer/Wizard Ioun Spells

1st Level—*efficacious perception*, *ioun strike*

2nd Level—*black dust*

3rd Level—*ioun storm*, *scintillating lights*, *star fall*, *prismatic meteor*

4th Level—*beguiling stars*, *breathlessness*, *spell stone*

5th Level—*splinter stone*, *suffocating void*

6th Level—*star swarm*

8th Level—*insanity void*

9th Level—*wall of nothingness*

### Witch Ioun Spells

1st Level—*ioun strike*

3rd Level—*lodestone*, *star field*

5th Level—*suffocating void*

6th Level—*star swarm*

8th Level—*insanity void*

## 15 New Ioun Stones

Some centuries ago, an inventive human wizard named Darven Regance found inspiration in *ioun stones*. He took it upon himself to inject new life into this field, which he considered an over-priced and outmoded area of magical artifice. Wealthy from a long career in designing and building magic items for soldiers and aristocrats, he invested a great deal of time and money into the collection and creation of an array of all-new *ioun stones*.

Recently, explorers have uncovered rare and unusual *ioun stones* created by Regance. The discoveries have piqued the curiosity of researchers, magic item artificers, and adventurers. While Regance may simply have reverse-engineered the work of others and some *ioun stones* attributed to him may have been created by other people entirely, or harvested from the star-fields, his work brought them to wider attention. Some even claim that Regance still travels the world today in search of arcane knowledge, thanks to his greatest invention—an *ioun stone* that grants its user immortality.

**Description:** Like the 16 commonly known varieties of *ioun stones*, these tiny crystals orbit around the owner’s head and provide a plethora of magical benefits. Ioun stones come in a variety of colors and shapes, with each variety corresponding reliably to a different effect. Unless otherwise specified, *ioun stones* have AC 24, 10 hp, and hardness 5.

**Activation:** When a character first acquires a stone, she must hold it and then release it whereupon it takes up a circling orbit that is 1d3 ft. from her

head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time.

**Effect:** Each kind (color and shape) of *ioun stone* has a unique effect.

### Silver Ellipsoid *Ioun Stone*

This stone feels warm to the touch and brims with powerful and sacred life energy. It grants a +5 divine bonus to saving throws versus spells or spell-like effects of the necromancy school.

### Marble Sphere *Ioun Stone*

Rather than protect the person using it, this stone protects all *ioun stones* orbiting the character, including the marble sphere *ioun stone* itself. All affected *ioun stones* have double the normal hp and hardness, increasing to 20 hp and hardness 10, and are immune to shatter.

In addition, the stones are affected as if by *displacement*, giving all attempts to strike or grasp them a 50% miss chance. An illusory glamour also switches the color of each stone to a different one, preventing knowledgeable opponents from identifying them.

These defenses do not hinder the owner of the stones, who can snatch and identify each stone normally.

### Pale Yellow Prism *Ioun Stone*

This simple stone glows brightly, shedding light equal to a sunrod (30 ft. of bright illumination, 60 ft. of shadowy illumination). It ceases glowing when not in orbit around a character's head.

The magical light from this *ioun stone* counters or dispels any darkness spell of second level or lower.

### Brown Sphere *Ioun Stone*

The use of this stone prevents a party from becoming lost. Orbiting its owner, it flashes with a faint light whenever it points north relative to the owner. This flash of light imposes a -1 penalty to the owner's Stealth checks unless the stone is stowed.

### Golden Sphere *Ioun Stone*

This stone glitters and dazzles when set into motion. Anyone trying to look at the owner of this stone suffers a -6 penalty to Perception checks to recognize them (such as when disguised), read their lips, or see through an illusion centered on the character (but not to notice that they are there or to oppose a Stealth check).

### Tan Ellipsoid *Ioun Stone*

Primarily of use to spellcasters who engage in mage duels (see the *duel* spell on page 161), this stone affords a +4 enhancement bonus to Spellcraft checks made to identify a spell being cast, identify a spell effect in place, or determine an aura's school when using *detect magic*.

## The Iounmancer

Some wizards have learned to harness and control the wild powers held within *ioun stones*, and such mages use this otherworldly power to fuel their spectacular abilities.

For more details on the iounmancer wizard archetype, see Chapter 6: Archetypes.

### Black Spindle *Ioun Stone*

This stone appears as pure, dull black at all times, even in the presence of bright light. The user is granted darkvision to a distance of 60 ft. as well as low-light vision. They can see through non-magical fog, mist, and smoke without penalty to a distance of 60 ft. The user is also immune to being dazzled, such as by light sensitivity or the spell *flare*.

### Glowing Rose Prism *Ioun Stone*

An upgraded variant of the dusty rose prism *ioun stone*, this powerful item fills its owner's mind with the knowledge of thousands of battles past, giving him incredible foresight into every possible attack an opponent could make and how to avoid it. A glowing rose prism grants a +5 insight bonus to AC.

### Sky Blue Sphere *Ioun Stone*

A valuable protective item and a masterpiece of magical engineering, this item protects its wearer from elemental magic by absorbing it until the owner can take measures to protect herself.

When the user of this stone takes any amount of magical acid, cold, electricity, fire, or sonic damage, the stone absorbs up to 50 hp of that damage. The character takes this damage 1d4+1 rounds later, giving her time to take defensive measures: for example, she might cast *resist elements* or drink a

## The history of Ioun Stones

The concept of *ioun stones* predates the very earliest editions of the world's most popular roleplaying game. First appearing in the 1973 short story "Morreion" by Jack Vance, *ioun stones* are just one of the many influences Vance has had upon the game; they've appeared in every edition to one degree or another.

Beyond the 17 best-known and most often-encountered stone, scores of variants and lesser known stones have appeared in print over the years. Of course, with such a long and storied publishing history, the backstory and origin of the stones has subtly changed over the years; most versions, though, stay true to the burnt-out star-hulks of Vance's imagining.

potion of *cure serious wounds*. If this item is removed from orbit around the user's head while it still contains stored damage, the full amount of damage stored is immediately dealt to the *ioun stone* itself. If this damage destroys the stone, the excess damage discharges harmlessly.

Only damage from a magical source such as a spell or spell-like effect is prevented by this *ioun stone*. For example, it would protect against an *acid arrow* spell or the extra fire damage from a *flaming* weapon, but not damage from falling into lava or nonmagical acid.

#### Lime Green Prism *Ioun Stone*

The user of this stone feels comfortably warm at all times. First, she is permanently protected as by an

*endure elements* spell, protecting her from severe heat or cold environments. Secondly, the character gains fire resistance 5, and any equipment she carries and the clothes she wears are immune to catching on fire. Finally, the character gains cold resistance 5 and suffers no penalty to movement or skill checks for walking on ice.

#### Pale Turquoise Prism *Ioun Stone*

The user of this stone feels a great burden lifted from her shoulders. The weight she carries is halved for the purposes of encumbrance.

#### Flawed Clear Spindle *Ioun Stone*

Although this stone appears at first glance to be a clear spindle *ioun stone*, a DC 20 Perception or

Table 1-7: New *Ioun Stones*

COLOR	SHAPE	EFFECT	PRICE (GP)	CL	AURA	COST (GP)	REQUIREMENTS
Pale yellow	Prism	Glows like a sunrod	250	12th	Strong evocation	125	<i>continual flame</i>
Flawed clear	Spindle	Cursed spindle	1,260	12th	Strong transmutation	730	<i>create food and water</i>
Brown	Sphere	Discerns the direction of north	2,000	12th	Strong divination	1,000	<i>know direction</i>
Tan	Ellipsoid	Identifies spells and magic	2,240	12th	Strong divination	1,120	<i>identify</i>
Pale turquoise	Prism	Doubles carrying capacity	5,000	12th	Strong transmutation	2,500	<i>bull's strength</i>
Marble	Sphere	Protects <i>ioun stones</i>	6,500	12th	Strong illusion	3,250	<i>minor illusion, displacement</i>
Golden	Sphere	Distracts viewers from your disguise	7,200	12th	Strong enchantment	3,600	<i>enthrall</i>
Silver	Ellipsoid	+5 to saves vs necromancy	10,000	12th	Strong enchantment, strong good	5,000	<i>death ward</i>
Ochre	Spindle	Grants all-around vision	17,200	15th	Strong divination	8,600	<i>greater scrying</i>
Slate blue	Prism	Grants bonus smite attempt, turn attempt or 2nd level spell	20,600	15th	Strong transmutation	10,300	<i>polymorph, holy smite</i>
Sky blue	Sphere	Delay elemental damage	27,000	12th	Strong abjuration	13,500	<i>resist elements</i>
Black	Spindle	Darkvision and see through mist	29,000	12th	Strong transmutation	14,500	<i>darkvision</i>
Lime green	Prism	Ignores the effects of heat and ice	30,000	12th	Strong abjuration	15,000	<i>endure elements</i>
Golden	Ellipsoid	Intelligent stone, provides extra attacks	32,000	12th	Strong transmutation	16,000	<i>haste</i>
Glowing rose	Prism	+5 insight bonus to AC	125,000	17th	Strong transmutation	62,500	<i>foresight</i>

Appraise check reveals that it contains tiny air bubbles. Not only does this stone fail to sustain its user without food or water as a normal clear spindle *ioun stone* would, but it also prevents its user from being nourished by any food or drink consumed.

The item is not cursed and can be removed normally. However, the stone has an unexpected magical corollary that gives the user a +3 resistance bonus to saves versus disease and ingested poison. Although users cannot be nourished by normal food and drink, they can still use spells or items that nourish them, such as a clear spindle *ioun stone*. Negating the stone's starvation and thirst in this way comes at a cost, though, as doing creates a magical resonance that has a 10% chance per day of destroying the flawed clear spindle *ioun stone*.

#### Slate Blue Prism *Ioun Stone*

Divine wisdom infuses this stone, which is finely inlaid in gold. The user of this stone has access to a daily reservoir of divine energy, which she can use to empower her existing class abilities. Once per day, the energy in this stone can be used to make an extra smite attempt (such as smite evil) or an extra turn undead attempt. Alternatively, it may be used to prepare an extra divine spell of 2nd level or lower.

#### Golden Rhomboid *Ioun Stone*

A rare example of an intelligent *ioun stone*, these *ioun stones* were originally embedded in the hilts of enchanted swords and many are still found in this form. Each stone has the following ability scores: Int 10, Wis 12, Cha 12. They are of neutral alignment, can see and hear to a range of 30 ft., and can communicate empathically with their owner. The stone has 10 ranks in Sense Motive (+11 modifier in all), which it uses to size up any creatures within 30 ft., communicating what it notices to its owner. While the stone cannot communicate specific details, it communicates a sense of "danger" if it gets a hunch that something is wrong or that an ally's behavior is affected by an enchantment. It also communicates a sense of pride when a hard-fought battle is won and a sense of joy if another gold ellipsoid *ioun stone* comes within 30 ft.

Having experienced decades of combat, the stones can mentally advise their owner to make a sudden attack when an opponent presents an opening.

Whenever the stone's user makes a full attack, she may make one extra attack at her highest base attack bonus. She may make up to five such attacks per day. This extra attack is not cumulative with the extra attack provided by haste or a speed weapon; the extra speed confuses the stone's instinctive perception of the flow of battle. The *ioun stone* is always steadfastly loyal to whomever owns it at the time.

#### Ochre Spindle *Ioun Stone*

This *ioun stone* spins swiftly when it orbits a character's head. Its user is granted all-around vision. He cannot

be flanked and enjoys a +4 competence bonus to Perception checks.

**Aura/Caster Level:** Varies (see Table 1-7).

**CONSTRUCTION:** VARIES (SEE CHART).

In addition, creating any *ioun stone* requires the Craft Wondrous Item feat and the creator must be at least 12th level.

**Variants:** As with the flawed clear spindle *ioun stone*, many of these 15 new stones or the original 16 *ioun stones* might be low-quality copies, decreasing the price dramatically and giving an opposite effect.

**Weight:** Negligible.

**Price:** Varies (see chart).

## Kobold Magic

As crafty as they are small and fierce, kobolds are renowned for a particularly scrappy brand of magic. Kobold spellcasters have access to an array of tricky and audacious spells that are largely unknown by other spellcasters. They might have a rather inauspicious reputation, but woe to any who underestimate these fierce magic users.

### Kobold Spellbooks

Copies of the following spellbooks have been retrieved from kobold warrens, blasted battlefields, and, oddly, the occasional dragon's horde. The scorch marks marring their pages and the uneven, manic writing in their margins identify them as clearly the creations of kobold spellcasters.

#### THE EMBERTOME OF ILLEMAK (LEVEL 7 ILLUSIONIST)

*This book is covered in a fine, brown-scaled hide, and has the face of the unfortunate skinned kobold across the front. The edging and lock are brass, and the dead kobold's face seems to smile.*

**Protection** *Fire trap* spell; if it is triggered, the book explodes into a 20-ft.-radius spread of ashes and burnt pages. The *fire trap* deals damage to all those within 5 ft., although the book is not harmed.

**Opposition Schools** Conjunction, necromancy

**Value** 875 gp





## SPELLS

- 1st—*magic aura*<sup>S</sup>, *silent image*<sup>S</sup>, *stenchcoin*<sup>\*</sup>, *color spray*<sup>S</sup>, *summon monster*<sup>10P</sup>  
2nd—*trapshadow*<sup>S</sup>, *minor image*<sup>S</sup>, *I am a rock*<sup>S\*</sup>, *daze monster*, *Illemak's bloody vengeance*<sup>\*</sup>  
3rd—*major image*<sup>S</sup>, *fangbox*<sup>\*</sup>, *snakeball*<sup>OP\*</sup>, *Illemak's smarting slivers*<sup>\*</sup>, *Illemak's slingshot*<sup>\*</sup>  
4th—*Illemak's switchskin*<sup>S\*</sup>

## THE SCRAP-CODEX OF CLOCKWORK ALCHEMY (LEVEL 10 ALCHEMIST)

*This rusted pile of gears, springs, and rods gives no hint that it is an arcane tomb, let alone a functional object. This is just as its kobold creators intended.*

**Protection** A DC 20 Craft (clockwork) is required to simply understand that this is an information source. A DC 30 Craft (clockwork) check allows for access to this book's spells in the form of twisting rings of letters on a set of brass rods.

If the check is failed, a random monster is summoned to attack. Calculate the average party level of those in the close vicinity of the book. Use this number to determine the *summon monster* spell that is activated and roll randomly on that spell's table to determine which creature is summoned.

**Value** 1,505 gp

## SPELLS

- 1st—*animate construct I*<sup>\*</sup>, *armored shell*<sup>\*</sup>, *mending*, *grease*, *jury-rig*<sup>UC</sup>, *pendulum*<sup>\*</sup>, *repair metal*<sup>\*</sup>  
2nd—*animate construct II*<sup>\*</sup>, *defensive shock*<sup>UM</sup>, *glitterdust*, *lock armor*<sup>\*</sup>, *make whole*, *shatter*  
3rd—*animate construct III*<sup>\*</sup>, *improve trap*<sup>ARG</sup>, *keen edge*, *lightning bolt*, *versatile weapon*<sup>APG</sup>, *winding key*<sup>\*</sup>  
4th—*animate construct IV*<sup>\*</sup>, *malfunction*<sup>UM</sup>, *greater repair metal*<sup>\*</sup>, *steam blast*<sup>\*</sup>

## Kobold Magic Spells

The following kobold magic spells can be found in Chapter 2: New Spells.

### Alchemist Kobold Magic Formula

2nd Level—*Illemak's bloody vengeance*

### Sorcerer/Wizard Kobold Magic Spells

- 1st Level—*elemental scale*, *stenchcoin*  
2nd Level—*enticing gleam*, *I am a rock*, *Illemak's bloody vengeance*, *skittering vermin*, *treasure jump*, *tripping stick*, *twistmap*, *trapshadow*  
3rd Level—*ogrekobold*, *Illemak's slingshot*, *snakeball*, *fangbox*, *blindflies*, *Illemak's smarting slivers*  
4th Level—*giant to kobold*, *Illemak's switchskin*  
5th Level—*we are a rock*

### Witch Kobold Magic Spells

- 1st Level—*stenchcoin*  
2nd Level—*Illemak's bloody vengeance*, *skittering vermin*, *treasure jump*, *tripping stick*, *twistmap*

3rd Level—*ogrekobold*, *snakeball*, *fangbox*, *blindflies*

4th Level—*giant to kobold*, *Illemak's switchskin*

# Ley Line Magic

Ley lines represent an optional magic system that can greatly enhance your game—in some settings, they are the bones of the world, the blood that keeps the land alive, and the fuel that keeps its magic strong. No matter where they're located, ley lines are always invisible rivers of magical power.

As power sources, ley lines fuel magic both arcane and divine. They are invisible to normal sight; to some experienced spellcasters, though, they are visible as glowing strings or bands of light. Despite their power, ley lines are not universal, and some regions have no ley lines to speak of. In other regions, they can be difficult to find. Ley lines are notoriously rare, for example, underground.

The following section contains information about how to use ley lines in your game, feats for increasing the effectiveness of ley-line magic, and a list of ley line spells for those who wish to harness their power.

## Using Ley Lines

Ley lines are commonly used to enhance spells with a variety of effects. Ley lines usually provide random powers to those tapping into them, but very powerful practitioners can lock ley lines into providing specific benefits when accessed. A spellcaster with access to a locked ley line can be a terrible foe indeed!

To use a ley line, you must make a caster level check as a free action just prior to casting your spell. The DC of the check is 10 plus twice the level of the spell being cast. So, for example, a 4th-level spell would require a DC 18 caster level check. Multiple casters tapping into a ley line can entangle the aura; raise the DC by 1 for each other spell caster who has successfully used the ley line during this combat.

If the check is a success, the caster can roll on the table for that ley line (or use the automatic effect of a locked line). On a critical success (natural 20), the caster chooses any effect on the table for that type of ley line. This includes choosing to roll on a more powerful table, but if that choice is made, roll normally on the next table (the caster cannot choose twice).

A failure other than a natural 1 means the spell functions normally, but gains no boost from a ley line. A natural roll of 1 is a spectacular failure and leads to immediate ley line burnout and backlash (see below). The spell is lost and has no effect. The ley line vanishes for at least 24 hrs. and sometimes longer (GM's choice).

For more information about ley lines, see the *Midgard Campaign Setting*.

## Locked and Unlocked Ley Lines

Most ley lines always provide the same effect. These are called “locked” ley lines, and they are the most common kind. For instance, a weak ley line might always provide an Enlarge Spell effect, and a strong one might always provide an Echoing effect (see *Ultimate Magic*). Some such locked ley lines may sometimes have multiple effects or a smaller list to choose from, especially strong and titanic ley lines. For instance, a strong ley line might be locked to Umbral Spell and Shadow Grasp (see *Inner Sea Magic* for both) in a dark god’s tomb.

A locked ley line means that it is always found in the condition the GM decides it is found in, and this generally means it suits the preference of groups or individuals living near it, who understand its power. Newcomers must experiment to discover how it functions.

Newly discovered or abandoned ley lines may sometimes be found unlocked and capable of any power on the table for its strength. Use of the Ley Line

Typically, the feat Ley Line Magic enables other feats and skills that utilize ley lines. All spellcasters who wish to cast ley line spells must take this feat to do so.

### LEY LINE MAGIC

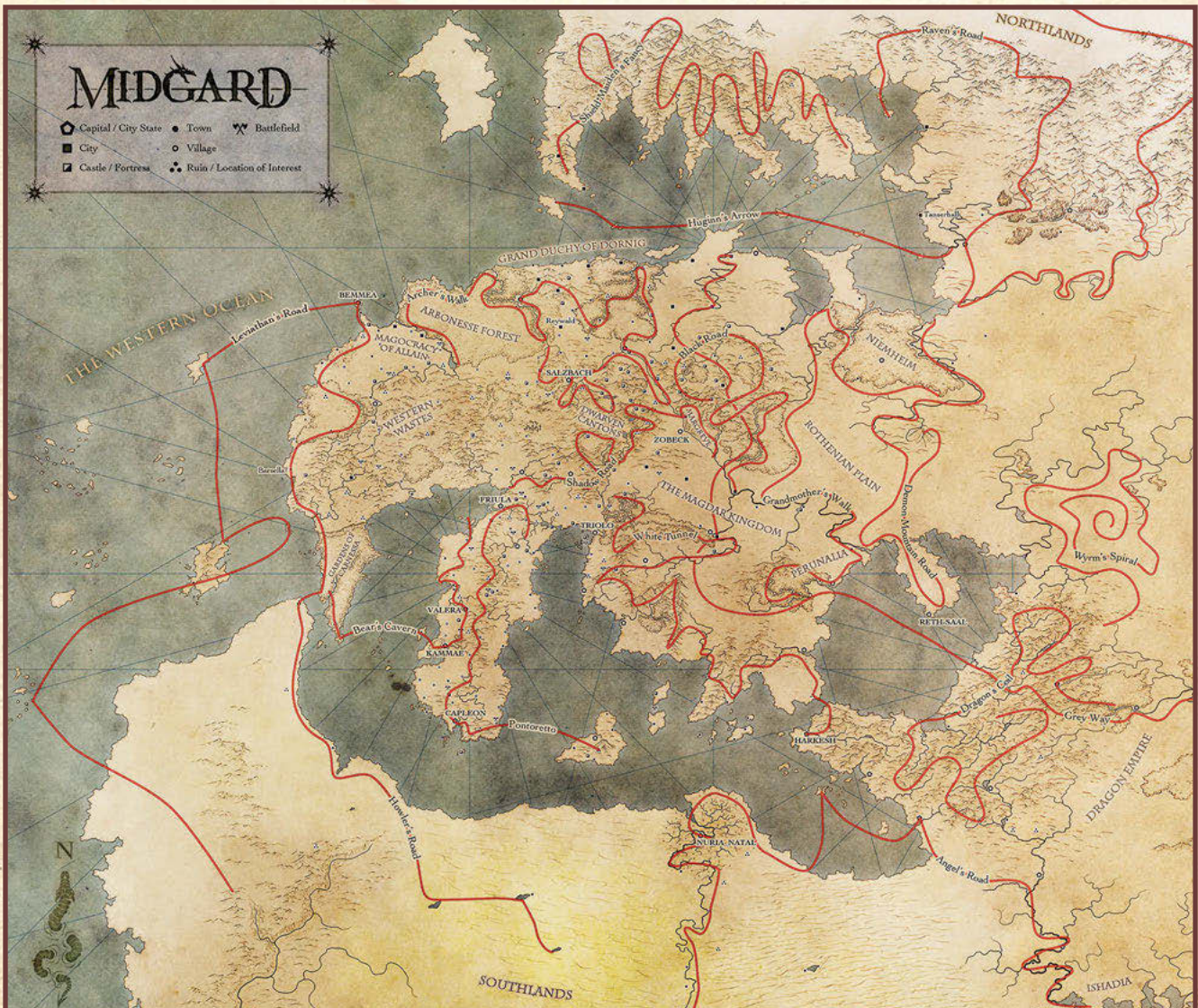
You can see ley lines and draw on their power.

**Prerequisite:** Spellcraft 3 ranks, Int 13+.

**Benefit:** You can sense the presence of any ley line within one mile of your current location. You can tap ley lines for their inherent powers. Once per day, by making a successful caster level check within one mile of a ley line, you regain one spell or spell slot of your choice.

Locking feat (see *Midgard Campaign Setting*, page 20) can set an effect for such a wild, unlocked ley line.

For the effects of weak, strong, and titanic ley lines, see tables 1-8, -1-9, and 1-10 below.



## Ley Line Burnout

Ley lines burn out if overtaxed. When this happens, any spell being cast by a spellcaster drawing on the ley line fails and that spell slot is expended without effect. The ley line vanishes for at least 24 hrs. (at minimum; this is often longer for titanic ley lines). The caster suffers a backlash effect, chosen by rolling d% on the Ley Line Backlash table on page 46.

For a weak ley line, subtract 10 from the d% roll. For a titanic ley line, add 10.

## Ley Line Feats

The following feats can be used to augment your ley-line magic.

### BLINDING SPELL (METAMAGIC)

Your can unleash the power of ley lines to blind enemies.

**Prerequisite:** Ley Line Magic, 5 ranks Spellcraft.

**Benefit:** Whenever you use a ley line to strengthen a spell in any way, you may also make one creature within your line of sight blind for 1 round.

**Level Increase:** +2 (a blinding spell uses up a spell slot two levels higher than the spell's actual level).

Table 1-8: Weak Ley Line Effects

D30	FEAT	EFFECT	SOURCE
1	Bouncing Spell	You can direct a failed spell against a different target.	APG
2	Clockwork Summoning	Summon clockwork versions of the normal summons	CAF
3	Concentration Spell	Extend the duration of your spell through concentration	CAF
4	Delay Spell	Delay the effect of a spell	CAF
5	Discriminating Spell	Alter a spell to affect or not affect a chosen race or creature type	CAF
6	Disruptive Spell	Your magic clings to enemies, interfering with their spellcasting	APG
7	Dormant Spell	Cast helpful spell that remains dormant until activated	CAF
8	Ectoplasmic Spell	You spell breaches the planes, sending ghostly matter into the ether	APG
9	Elemental Spell	You can manipulate the elemental nature of your spell	APG
10	Enlarge Spell	Double spell range	CRB
11	Extend Spell	Double spell duration	CRB
12	Flaring Spell	Spell with fire, light, or electricity descriptor dazzles creatures it affects	UM
13	Focused Spell	When you cast a spell affecting multiple creatures, one foe finds it more difficult to resist	APG
14	Hardened Spell	+5 bonus to spell DCs against dispelling and identification	CAF
15	Heighten Spell	Treat spell as one level higher	CRB
16	Intensified Spell	Increase maximum damage dice by 5 levels	APG
17	Lingering Spell	Instantaneous area-of-effect spell lasts for 1 round	APG
18	Merciful Spell	Spell inflicts nonlethal damage instead of lethal	APG
19	Piercing Spell	Affected spell treats creatures' SR as 5 lower	UM
20	Penetrating Spell	Your spell overcomes energy resistance	CAF
21	Reach Spell	Increase spell range to 1 higher range category	APG
22	Rime Spell	Spell with the cold descriptor entangles creatures if damaged	UM
23	Selective Spell	Exclude targets from an area-of-effect spell	APG
24	Silent Spell	Cast spell without verbal components	CRB
25	Still Spell	Cast spell without somatic components	CRB
26	Shadow Grasp	Entangle creatures with spell you cast that has the darkness descriptor	ISM
27	Spirit Art Spell	Create spectral equipment when you summon or animate the dead	CAF
28	Toppling Spell	Spell with the force descriptor knocks targets prone	UM
29	Transfer Spell	Change the range of a spell from personal to touch	CAF
30		Either roll for two effects on this table, or roll one effect on Table 1-9: Strong Ley Line Effects.	

### DELAY SPELL (METAMAGIC)

You may delay the effect of a spell you cast when using ley lines.

**Benefit:** When you cast a delayed spell, you may specify 1–5 rounds. When that number of rounds has passed, the spell takes effect at the beginning of your turn. You may cause the spell to take effect earlier than initially selected by taking a standard action that provokes an attack of opportunity. Only area, personal, and touch spells can be delayed.

Any decisions you would make about the delayed spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the delay period ends.

A delayed spell can be dispelled normally during the delay and can be detected normally with spells or abilities that can detect spell effects.

### Midgard and its Ley Lines

In Midgard, ley lines are essential forces that can influence and direct magic of all stripes nearly anywhere. For more information about Midgard's ley lines and how they work, see the *Midgard Campaign Setting*.

Level Increase: +2 (A delayed spell takes up a spell slot 2 levels higher than the spell's actual level).

### HOWLING SPELL (METAMAGIC)

You can apply great augmentations to your spells when using ley lines.

**Prerequisite:** Ley Line Magic.

**Benefit:** The caster can maximize any spell, empower it, and also turn it into a deafening spell, which deafens

Table 1-9: Strong Ley Line Effects

DI2	FEAT	EFFECT	SOURCE
1	Duplicate Spell	Your spell effect happens twice	MCS
2	Empower Spell	Increase spell variable by 50%	CRB
3	Fast Spell	Reduce full-round spell to a standard action	CRB
4	Persistent Spell	Creatures that saved against a spell must save again	APG
5	Reach Spell	Increase spell range to 2 higher range categories	APG
6	Sickening Spell	Sicken creature with spell damage	APG
7	Strengthen Caster	Caster regains hp from spellcasting	MCS
8	Thanatopic Spell	Death effects, energy drain, and negative levels affect undead	UM
9	Threnodic Spell	Change a mind-affecting spell so it affects undead, but not living creatures	UM
10	Thundering Spell	Deafen creature with spell damage	APG
11	Umbral Spell	Spell gains the darkness descriptor and target radiates darkness in 10-ft. radius	ISM
12		Either roll for two effects on this table, or roll one effect on Table 1-10: Titanic Ley Line Effects	UM

Table 1-10: Titanic Ley Line Effects

DIO	FEAT	EFFECT	SOURCE
1	Dazing Spell	You can daze creatures with the power of your spell	APG
2	Echoing Spell	Cast a spell a second time	APG
3	Ley Line Channeling	Spell becomes permanent	MCS
4	Mass Effect Spell	Single-target spells affect multiple targets	CAF
5	Maximize Spell	Maximize spell variables	CRB
6	Nurian Shield	Gain divine armor and bonuses	MCS
7	Quicken Spell	Cast spell as a swift action	CRB
8	Reach Spell	Increase spell range to 3 higher range categories	APG
9	Widen Spell	Double spell area	CRB
10		Choose any one effect listed above	APG

## The Geomancer Wizard

Wizards who are particularly attuned to ley lines—and can manipulate them almost as easily as a potter with clay—are called geomancers. Details of the geomancer archetype can be found on page 336.

any creature within 20 ft. of the caster as if it were the target of a *blindness/deafness* spell cast by the feat's user.

However, this benefit comes only as a feature of titanic ley lines and only fools use it without caution. Each spell cast this way requires a caster level check of 15 plus the level of the spell cast. If the check fails, the caster is immediately struck as by a *feeblemind* spell and possessed by the nearest ghost, demon, or harmful elemental spirit.

**Level Increase:** +4 (a howling spell uses up a spell slot four levels higher than the spell's actual level).

### LEY LINE WALKER (METAMAGIC)

You can walk swiftly, even when not walking a ley line directly.

**Prerequisite:** Ley Line Magic, Spellcraft 5 ranks, Int 13+.

**Benefit:** When you are within one mile of a ley line, you can open a ley portal with a DC 20 caster level check. If it fails, you suffer immediate ley line backlash. If it succeeds, you and all creatures touching you when you open it may move at a speed of 50 mph for a number of hours equal to your level.

### SENSING THE OLD TRACK (TRAIT)

You have an intuitive sense for ley lines and a feel for using them to track the passage of others.

**Benefit:** You gain either a +1 competence bonus on your Survival checks to track others or a +1 competence bonus on Knowledge (nature) checks to identify creatures. Survival and Knowledge (nature) are always class skills for you.

### FEELING THE PULSE OF THE LAND (FEAT)

You instinctively feel the flow of ley line energy, and can use it to augment your survival skills.

**Prerequisites:** 1 rank in Knowledge (arcana)

**Benefit:** You gain a +2 competence bonus when you make a Survival check to track a creature overland or find food and water. This feat stacks with the Sensing the Old Track trait.

You may encounter creatures of the Shadow Realm during this travel.

### SWIFT FLYING SPELL (METAMAGIC)

You can send your spells winging a much greater distance than usual.

**Prerequisite:** Ley Line Magic, Reach Spell, Int 13+.

**Benefit:** You can send a spell a number of yards equal to the range in feet near a weak ley line, a number of miles equal to the range in feet for a strong ley line, and tens of miles equal to the range for a

## Ley Line Design for Any Adventure

Although ley lines are fairly common in the *Midgard Campaign Setting*, there's no reason they cannot be used in many other settings. The basic concept is an old one in the myths and legends of magical practice, related to geomancy and terrain features thought to empower spells. That's an easy way to apply them as terrain modifiers: Declare that a particular location has magical power and resonances, and let PCs and NPCs try to figure out how to use that in combat, item creation, divinations, etc.

Ley lines can improve adventures by giving certain locations strategic value (everyone wants to tap certain wells of power) and by making it obvious that if villains gain control of those power sources the consequences will be horrific. Harvesting raw magical energies is a little more compelling than harvesting grain or some other mundane crop.

In addition, ley lines can throw a chaos factor into certain locations, since they allow NPCs with

just a little arcane knowledge access to more power than usual. Imagine a goblin or orc shaman who has inherited some ley line feats and wisdom. Suddenly, that orc is tougher than expected—unless the PCs figure out how and why he has such remarkable power.

In general, ley lines can amplify both PCs and NPCs, and they can either level a playing field or tilt it to make a battle completely one-sided. This can turn horribly against any GM if the players decide to treat a ley line as a sort of magical oil well. However, there's an easy solution to this, in that ley lines are unpredictable in their courses, and their "riverbed" shifts from time to time. This seems to be especially common if a particular line is constantly or frequently tapped for power: The more you use one, the higher the odds that it will shift to flow somewhere else. The ideal time for the well to run dry is, of course, the moment that PCs depend on it to fuel some grand power play against the forces of darkness.

titanic ley line. This requires an immediate caster level check of DC 10 for weak ley line, DC 15 for a strong one, and DC 25 for titanic one. If the check fails, using this feat removes all remaining spells the caster has available except for cantrips and orisons until the caster has a chance to rest. Ravenfolk gain a +4 racial bonus to this check.

**Level Increase:** +2 (a swiftly flying spell uses up a spell slot two levels higher than the spell's actual level).

### WARDING SPELL

You can delay a spell any length of time when using ley lines.

**Prerequisite:** Ley Line Magic, Delay Spell, Int 15+.

**Benefit:** Similar to Delay Spell, but the spell affected may be delayed by any length of time.

**Level Increase:** +3 (a warding spell uses up a spell slot three levels higher than the spell's actual level).

### Ley Lines and Travel

Stretching across the world, ley lines provide an unpredictable network of magical energy. Clever practitioners found these ley lines strengthened certain kinds of travel magic; they further learned that a clever spellcaster could travel along them from place to place with remarkable speed. These practitioners utilized ley lines' mystic power to fuel great incantations.

Ley lines don't only serve spellcasters, however. Woodsmen and hunters—as well as those who spend a great deal of time amidst the world's wild places—often “feel” ley lines' energy. They also sometimes learn to recognize the natural signs of a creature's passage across and along these lines.

Casters of truly mythic capabilities know how to channel the great magic inherent in ley lines. By wrenching entire hills or small mountains into the air, they create floating islands. These motes are coveted by kings, archmagi, and high priests alike for not only the tactical and strategic value of such artificial high ground, but for the sheer statement of the raw, intimidating power they command.

### Ley Line Spells

The following ley line spells can be found in Chapter 2: New Spells.

#### Sorcerer/Wizard Ley Line Spells

3rd Level—*ley energy bolt*

4th Level—*ray of life suppression*

5th Level—*amplify ley field, energy absorption, ley leech, lesser ley pulse*

7th Level—*greater ley pulse, ley whip, volley shield*

8th Level—*disruptive aura*

9th Level—*ley storm, ley surge*

### The Demon Binder

Called demon binders, some summoners risk a connection with the Abyss so deep that they are able to call forth foul, demonic servants using the creatures' true names. The details of the demon binder archetype can be found on page 334.

## Magic of the Abyss

Working with the demons and strange primordial powers of the Abyss is so utterly dangerous that only the blindly ambitious, the truly desperate, or the hopelessly insane attempt it—still, it is done, and with alarming frequency. While most magic that deals with the Abyss is banned in goodly societies, this magic's secrets change hands in depraved safe houses and robed cabals.

This section contains just a smattering of those dark and deadly secrets, which offer great power but often require the price of one's very soul.

### Spells of the Abyss

The following spells of the Abyss can be found in Chapter 2: New Spells.

#### Cleric/Oracle Spells of the Abyss

3rd-Level—*aspect of the demon*

5th-Level—*furious summoning*

6th-Level—*gnashing floor*

7th-Level—*cannibal compulsion*

#### Sorcerer/Wizard Spells of the Abyss

3rd-Level—*aspect of the demon*

4th-Level—*abyssal globule*

5th-Level—*furious summoning*

6th-Level—*gnashing floor*

7th-Level—*cannibal compulsion*

#### Summoner Spells of the Abyss

4th-Level—*abyssal globule*

5th-Level—*furious summoning*

6th-Level—*gnashing floor*

7th-Level—*cannibal compulsion*

#### Witch Spells of the Abyss

3rd-Level—*aspect of the demon*

4th-Level—*abyssal globule*

6th-Level—*gnashing floor*

7th-Level—*cannibal compulsion*



# Living Spellbooks

Stripped all of pretense, living spellbooks are intelligent magic items and therefore also NPCs. Introducing a living spellbook into a campaign shouldn't be a random decision; rather, it should be the product of some careful consideration and preparation on the part of the GM. This section

**Table 1-11: Ley Line Backlash**

D%	RESULT
01-05	You get lucky and avoid any backlash.
06-10	You are sickened for 1 round.
11-20	You are dazed for 2 rounds.
21-25	You fall unconscious for 1 round.
26-30	You fall unconscious for 1 hour.
31-40	You suffer a -2 penalty to all saving throws for 1 day.
41-50	Your next spells fails and is lost.
51-60	Your base movement drops to 5 ft. for 1 hr.
61-70	You are blinded for 1 hr.
71-75	All your spells are weakened. Opponents gain a +4 bonus to all saving throws for 1 hr.
76-80	All your spells are weakened. Opponents gain a +4 bonus to all saving throws for 1 week.
81-85	All your spells have an additional 30% chance of arcane spell failure for 1 hr.
86-90	You lose 1 point of Wisdom or Intelligence (player's choice).
91-95	You lose all but one of your prepared spells/spell slots (player's choice).
96	You lose half your current hp from backlash. All current magic items in your possession are inert for 1 hr.
97	You lose all but 1 hp, and you fall unconscious for 1 day. When you wake, you have no spells available and must recover them all.
98	You lose all 1st-level spells for the day. All potions, scrolls, and other expendable magic items in your possession become non-magical.
99	You lose all highest-level spells for the day. All charged magic items in your possession become non-magical.
00	You lose all spells for the day. Ley line disappears, dealing 6d6 hp force damage to all creatures within 60 ft. of you. All charged items in your possession are fully charged. You must make a DC 25 Will save or fall unconscious.

assumes you are a GM who wants to use living spellbooks in your game.

Like any NPC, incorporating a living spellbook into your campaign requires some basic ingredients besides its rules. For example, a living spellbook should have a history or a backstory, including, especially, who created it and to whom it recently belonged. Answering those questions will help you determine a living spellbook's motivations and goals. Finally, a living spellbook should have its own unique personality.

Once you have a firm idea of who and what the living spellbook is as an NPC, put some thought into what role it might play in the campaign. It might be a teacher or mentor to a PC apprentice, or it might be a mysterious book of secrets a PC finds at the beginning of his or her adventuring career. When a living spellbook takes on the role of teacher, you can utilize its NPC voice any time the PC consults with it, rather than just the downtime between adventures as with a traditional mentor.

A living spellbook can also embody the role of the quest-giver, or a source of information, puzzles, and clues to a large and grand quest. Such a book could be honest and direct, or it could be a manipulator, drawing the unwitting PCs into the web of some sinister scheme. Intelligent items are always excellent tools to dispense special clues and information that might not be easy to convey otherwise. Conveniently, living spellbooks can fall silent without cause whenever you require. Humanoid NPCs are laden with the trappings and expectations of society, but an intelligent book can be mysterious with no other explanation required.

Once you have determined the living spellbook's campaign role, the next step is deciding how to physically get it to the PCs. The time-honored method is via adventure treasure. The book might belong to a wizardly enemy, it might be a misunderstood object of worship to a group of kobolds, or it might be discovered in a dragon's hoard. Alternately, a living spellbook might fall into the hands of a PC right at the start of the campaign—it might convince the character to become an adventurer in the first place. One classic technique is for an intelligent item to seek a new owner that is more compatible with its alignment and long-term goals (or who is simply easier to manipulate), by forcing its current owner to hand it over.

The price of a living spellbook may seem exorbitant for lower level characters, but a living spellbook is much easier to manage than other magical items of a similar price. For example, PCs cannot memorize spells beyond what their class caster level allows. The living spellbook is the final authority of when and if its magical powers (see below) should be used. They acquiesce to the owner's wishes with use of their magical powers, but that is not absolute—and they always retain strict control of their special abilities (see "New Powers" below). This gives you a greater



a good, thematic complement to a living spellbook. These include; *arcane lock*, *fire trap*, *illusory script*, *secret page*, *sepia snake sigil*, and *symbol* spells. Since *explosive runes* damage the book as well as their target, this is not an optimal choice. *Glyph of warding* makes a fine choice for living books of sacred text and other divine oriented wondrous items. Spells with the curse descriptor and that reproduce spellblight effects are also good, thematic choices as these affect spellcasters specifically—an effective way to bring a willful owner into line.

### Determining Caster Level and Ego Modifiers

Spellbooks are almost always less expensive than traditional magical items, and consequently they would never develop an appropriate ego if their ego modifier were based only on their total cost. If a living spellbook has no magical properties prior to becoming sentient, use Table 1-12: Ego Modifier By Spell Level to determine its ego modifier. If the living spellbook is not a spellbook but a standard magic item, use the existing Ego Modifier By Base Value table in the *Pathfinder RPG Core Rulebook*. If the book is a wondrous item and a spellbook, like a *blessed book*, use both tables and add the ego modifiers.

The caster level of a living spellbook is equal to the minimum class level required to cast the highest spell level inscribed in the book. If the spellbook can cast a spell, it has a minimum caster level equal to what would be required to cast it—whichever is higher. For example, a living spellbook whose highest-level spells are 4th level is CL 7th. A living spellbook that contains only 1st- and 2nd-level spells but can cast a 4th-level

level of control over the spellbook as an NPC, and it can prevent a powerful living spellbook from unbalancing a low-level campaign. Treated as an NPC, there is a strong argument to be made for setting aside traditional wealth and reward levels when introducing a living book.

Lastly, once the living book is in the hands of a PC, you should observe and cultivate the relationship between them carefully. While a living book retains control over its special abilities, it still relies on its owner to carry it around so it can influence events and the surrounding environment.

A book often remains silent while it evaluates a new owner. Once a living spellbook does reveal its sentience and awareness, it may opt to dole out information about its powers and abilities slowly while it ascertains whether the new owner is a good match. *Magic aura* is a common spell for living spellbooks as it permits them to spoof casual inspection with *detect magic* and play at being a traditional spellbook.

Once the book is assured that its owner shares its outlook and goals, it reveals its abilities and complies with most requests.

### Living Spellbooks' Commonly Known Spells

Living spellbooks may cast spells like any other intelligent magic item, and there is no reason why there a living spellbook shouldn't be able to *fly* and cast *lightning bolt* three times a day. Nevertheless, certain spells make

## The Gnomes of Niemheim

For Midgard fans, the inspiration behind living spellbooks is clear: the treacherous of gnomes of Niemheim. Two hundred years ago, the gnomes broke a blood oath they swore to Baba Yaga and suffered greatly from her terrible wrath. So fearful did this once kindly people become that they fought fire with fire. In exchange for protection and hiding, the gnomes sold their collective souls to the Archdukes of Hell.

Today, the gnomes are still master craftsmen—skilled in the arts of weaving, pottery, and tanning. Yet, once a month, the gnomes must make certain blood sacrifices. Visitors and trespassers to the forests of Niemheim often vanish, and these disappearances are soon followed by shipments of tallow candles and suspiciously high-quality vellum. Living spellbooks are among their finest creations, and they are often of a decidedly suspicious character.



spell once a day is also CL 7th. An actual spellbook magic item, such as a *blessed book*, is always at minimum the magic item's CL. (For example, a living spellbook based on a *blessed book* is CL 7th at minimum; it is higher if it contains high level spells.) A magic item that is a book, but not a spellbook, keeps its own original CL as with any other intelligent magic item.

**Table 1-12: Ego Modifier By Spell Level**

HIGHEST SPELL LEVEL	EGO MODIFIER
1-2	—
3	+1
4	+2
5	+3
6	+4
7	+6
8	+8
9	+12

## New Powers

These special powers complement living books.

**Bookish:** The living spellbook can open and close itself and flip instantly to any page it desires, including the current scroll page if it also has the scroll page power (see below). If the book has a physical lock, it can lock and unlock itself as an immediate action. A Strength check with a DC equal to 10 + the spellbook's ego modifier is required to close it or pry it open against its will (or tear out a page).

**Item Type** book; **Price Modifier:** 1,000 gp; **Ego Modifier:** +1

**Metamagic:** A living spellbook can add a metamagic feat to the owner's spell when held. The specific feat and uses per day are figured exactly as per a metamagic rod of the same value. The price of the metamagic rod is used as the price modifier of the spellbook with an identical number of uses per day. Determine the ego modifier by adding +1 to the number of additional spell slots the applicable metamagic rod requires. This ability can be used in conjunction with scroll page ability, if the feat is applicable to the current scroll page. If the book can



cast a spell of its own, it may apply the metamagic feat (if applicable) if it so wishes.

**Item Type** book; **Price Modifier:** varies (as per rod); **Ego Modifier:** +1 plus metamagic rod base value

**Scroll Page:** The living spellbook always contains one spell, among all the spells transcribed within it, that the owner may cast directly from the book as if it were a scroll. Once the spell is cast, another spell randomly (other than the one just cast) becomes the next spell that can be cast directly from the book. The owner must spend a standard action to flip pages and find the new scroll-page spell. Once found, the scroll page can be marked for future reference. The owner does not need to provide a material component if it costs under 100 gp, and casting the spell does not remove it from the living book. This power does not grant the living book the ability to cast this spell itself. The price and ego modifier scale with the range of spell levels from which the scroll page can manifest.

**Item Type** book; **Price Modifier:** varies **Levels** 0-3 6,350 gp; **Levels** 0-6 12,700 gp; **Levels** 0-9 19,000 gp; **Ego Modifier:** varies **Levels** 0-3, +1; **Levels** 0-6,+2; **Levels** 0-9, +3

**Transcription:** Once per day, the living book may inscribe a single spell or formula onto one of its own pages. It may alternately use this ability to reorganize its contents, to either its own preferences or that of its owners—depending on their relationship. The book must be able to *read magic* and is intended for spellcasting classes that rely on spellbooks (including alchemists).

**Item Type** book; **Price Modifier:** 2,000 gp.; **Ego Modifier:** +1

## Example Living Books

The following living spellbooks are ready-made for use in your game.

### THE MALEFIC MANUAL

**Price** —; **Aura** strong transmutation; **CL** 9th; **Weight** 1 lb.

**Alignment** neutral evil; **Senses** 30 ft., *read magic* **Intelligence** 16; **Wisdom** 12; **Charisma** 14; **Ego** 19 **Language** speech (Common and three other languages)

**Protection** Average lock (DC 25) and magic aura (only *blessed book* qualities detectable without *identify*)

This cursed *blessed book* is bereft of title and innocent in appearance. It is sealed with a lock of cold iron and contains a thousand pages of pristine vellum. Nothing about its expertly stitched, supple, brown leather covers belies that the crisp, clean parchment within is fashioned from human skin instead of calfskin.

As the conglomeration of countless lost lives, the *malefic manual* has acquired a sinister intelligence and

unintended new powers. Its goal is to acquire a long-term owner with crafting abilities. The manual's aim is to persuade its owner to grant it the ability to capture enemies inside its pages (via *magic jar* or *trap the soul*), and then pervert the crafting process so that it steals the owner's physical body—in this way, the strongest soul within the books can be reborn. This scheme requires much trust and a powerful wizard, and if its owner has no interest in crafting, it will seek another. The *malefic manual* is prepared to groom an apprentice in a patient and long-term scheme if necessary.

The *malefic manual* has the powers of a *blessed book* (104 pages have been used including 22 cantrips), and has the following additional powers:

- It can suppress the negative level loss imparted to a user of the incorrect alignment at will. The manual has no special purpose other than its own ambition. It does not care about any incidental good deeds and acts its owner performs so long as its long-term goals are unimpeded.
- *Magic aura* at will.
- *Misdirection* 1/day.
- The manual has 5 ranks in Spellcraft and 10 ranks in Bluff.
- Transcription.

### Spells

5th—*break enchantment*, *mage's private sanctum*, *polymorph*, *visage of madness*\*

4th—*arcane eye*, *dimension door*, *fire trap*, *screaming*, *summon lammasu/shedu*\*

3rd—*blood biography*<sup>APG</sup>, *fly*, *haste*, *illusory script*, *lightning bolt*, *sepia snake sigil*

2nd—*alter self*, *arcane lock*, *create treasure map*<sup>APG</sup>, *locate object*, *make whole*, *steal voice*<sup>UM</sup>, *warding weapon*<sup>UC</sup>

1st—*color spray*, *comprehend languages*, *endure elements*, *mage armor*, *magic aura*, *magic missile*, *memory lapse*<sup>APG</sup>, *ray of enfeeblement*, *shield*, *silent image*

#### INTENDED MAGIC ITEM

*blessed book*

## VAMPIRE HUNTER'S CODEX

**Price** 37,150 gp; **Aura** strong abjuration; **CL** 17th; **Weight** 2 lb.

**Alignment** lawful good; **Senses** 30 ft.

**Intelligence** 12; **Wisdom** 16; **Charisma** 14; **Ego** 18

**Language** telepathy (Common and one other language)

This brown, leather holy book is starkly contrasted by the white holy symbol embossed on the cover and its bindings in silver. Invested with divine authority, this holy book has a special purpose to slay undead creatures, with a penchant for vampires. It has all the powers of a focused metamagic rod, with the following additional powers:

- The codex can serve as holy symbol and divine focus. If the owner casts *consecrate*, the codex counts as a permanent fixture for that spell while it remains in the spell's area.
- The codex has 5 ranks in Knowledge (religion) which it can use itself, or grant the owner when conducting research and monster identification checks.
- *Bless* 3/day.
- *Searing light* 1/day.
- *Death ward* 1/day.

**Construction Requirements** 18,575 gp

Craft Wondrous Item; *bless*, *death ward*, *searing light*; creator must have Focused Spell feat and channel energy class ability



## Minotaur Magic

Minotaur spells are much like minotaurs themselves, both brutal and efficient. Granted by savage gods or learned from ancient carvings, these spells enhance minotaurs' natural abilities or grant them new ways to maul their foes. In addition, a few of the spells listed below aid those who plan to enter a minotaur's deadly domain.

A few of these spells have a mythic component, as indicated by an asterisk. These spells can only be learned by a mythic spellcaster that possesses the Mythic Spell Lore feat or the mythic spellcasting universal path ability. Mythic spells do not need to be prepared or learned as mythic. Once a spellcaster knows a mythic version of a spell, they can cast that spell as normal or make it mythic by expending one use of mythic power at the time of casting.

All the below spells appear in the New Spells chapter.

### Bard Minotaur Spells

3rd Level—*labyrinth mastery*

4th Level—*dimensional shove*\*

### Cleric Minotaur Spells

2nd Level—*furious hooves*

3rd Level—*crushing trample*

4th Level—*confound senses*

5th Level—*animate living skeleton*

### Druid/Shaman Minotaur Spells

2nd Level—*furious hooves*

4th Level—*crushing trample*

### Magus Minotaur Spell

2nd Level—*elemental horns\**

### Ranger Minotaur Spells

2nd Level—*crushing trample*

3rd Level—*labyrinth mastery*

### Sorcerer/Wizard Minotaur Spells

2nd Level—*elemental horns\**, *furious hooves*

4th Level—*confound senses*, *dimensional shove\**, *labyrinth mastery*

5th Level—*lesser maze*

9th Level—*greater maze\**

### Witch Minotaur Spell

4th Level—*confound senses*

## New Domain

The savage and cunning god of minotaurs has few followers, but those that heed the call are granted brutal powers to smash and confound their foes. But not all minotaur magic is about physical strength. The Labyrinth domain grants a variety of powers linked to the mazes that minotaurs love, and to misleading foes.

### Labyrinth Domain

**Deities:** Savage minotaur gods.

**Granted Powers:** You are the master of the maze. It is your holy temple, and its winding corridors and deadly traps are the litany by which you pray.

**Befuddling Touch (Su):** As a standard action, you can make a melee touch attack that causes a creature to become confused for one round. This ability has no effect on minotaurs or any creatures with more Hit Dice than you. This is a mind-affecting effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Banish to the Maze (Su):** You can banish one target to an extra-dimensional labyrinth, as the *lesser maze* spell (see Chapter 2). You can only use this ability for a number of rounds per day equal to your caster level, but these rounds do not need to be consecutive. If you end the spell before the subject manages to escape, it returns to its previous location. You can choose to enter the maze with the subject, but doing so expends two rounds of your total duration for every round that you and the target are in the maze. You can leave the maze at any time as a standard action (or as a free action when your total duration expires).

**Granted Spells:** 1st—*dancing lantern*<sup>APG</sup>, 2nd—*find traps*, 3rd—*labyrinth mastery\**, 4th—*dimensional shove\**, 5th—*lesser maze\**, 6th—*mislead*; 7th—*phase door*, 8th—*maze*; 9th—*greater maze\**.

# Mountain Druid Magic

The druids who haunt the alpine meadows, stark peaks, and rocky passes of the mountains are the wardens of an often hostile and forbidding landscape. For the devout, though, nature will provide, and these mountain druids can call upon the strength and secrets of the local wildlife and plants as well as the vast power of the mountains themselves.

Dwarves often hear the call to become mountain druids, and they are as comfortable on the slopes and peaks of the mountains as they are in the caverns beneath. Even the elves say dwarves were the first mountain druids, that their souls were drawn to the strength and beauty of lands they discovered shortly after emerging from the depths below in ages past.

Much of the collected lore and wisdom of the mountain druids—including their magic—is carved into the bones of an ancient cave bear, enshrined in a deep cave among the highest peaks. They guard their knowledge jealously, and woe to those uninitiated who defile that secret place and awaken its guardian.

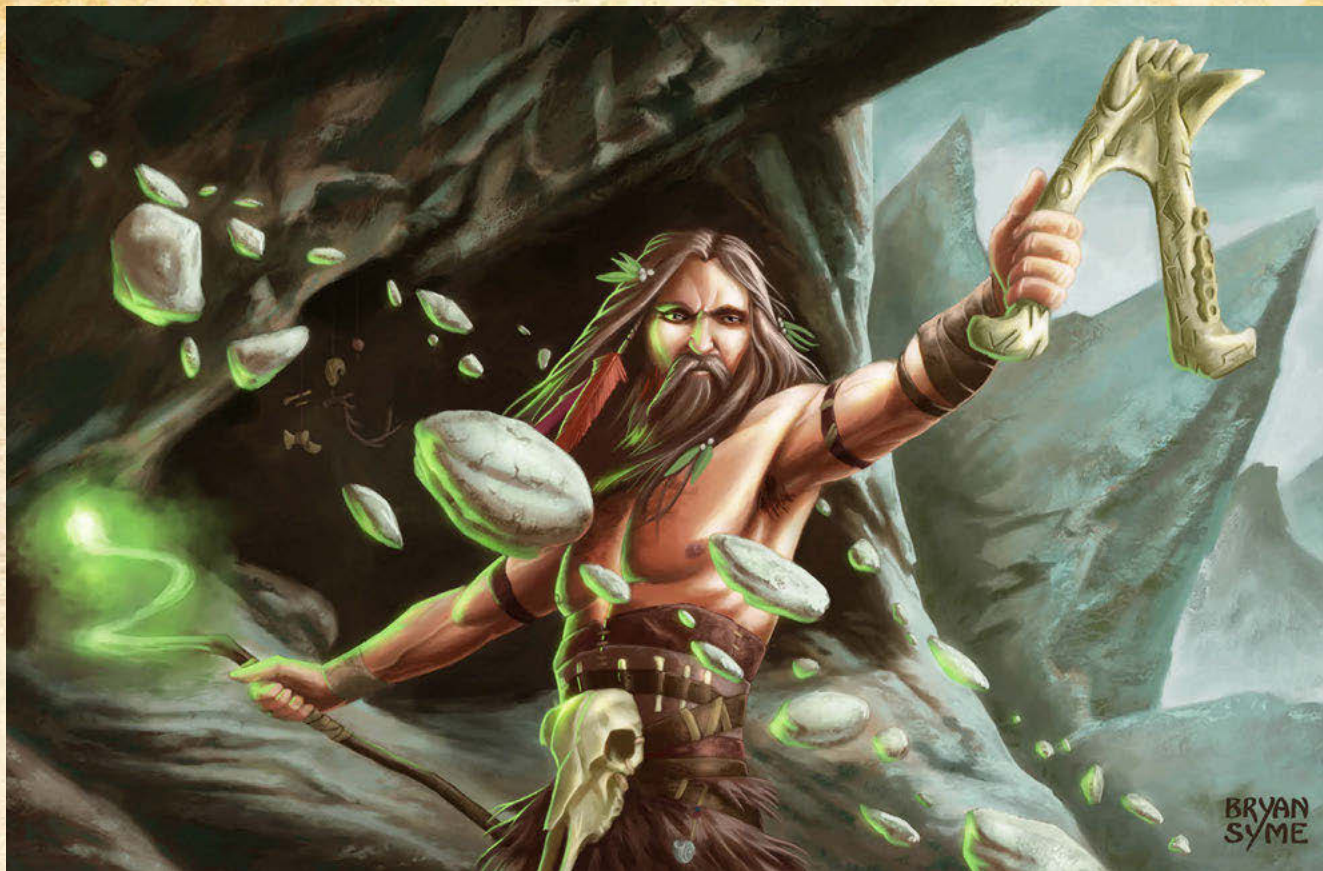
## The Deep Shrine

At the heart of a forbidding mountain range whose location remains hidden to the outside world, some mountain druids maintain a holy place deep in the caverns. Within a vaulted cavern dripping with stalactites rest the ancient, yellowed bones of a massive cave bear. The bones are intricately carved with druidic runes, which spell out the collected knowledge and arts of those living in accord with the harsh nature of the heights. Young mountain druid initiates come to this deep shrine to meditate and study.

However, should the bones ever be disturbed by outsiders or ill-trained initiates, or if anyone attempts to remove the bones from the shrine, the guardian is summoned to deal with the interlopers. The guardian is intelligent and can be reasoned with, but it is still an ill-tempered beast at its core. Foolish initiates have paid the price for incorrect practices before. To most mountain druids, the shrine's guardian is simply a reminder that nature is harsh and unforgiving to those too weak or slow to adapt.

## The Guardian

When an intruder enters the holy cavern, sinew and flesh spontaneously form and knit themselves around the cave bear bones, and the bones connect to one another. A thick mantle of brown fur sprouts to cover the reddish mass, and it intakes a deep, snorting breath. It then opens angry eyes and shakes the cave with an angry roar.



If awakened, the Guardian deals swiftly and violently with anyone who disturbed its remains, pursuing them through the caves, though not outside. Anyone who speaks Druidic may reason with the bear, but the best that can be hoped is permission to leave unscathed. To recover the bones and the mountain druids' holy writ, the Guardian's dead body must be skinned and stripped of its flesh, and its bones must be boiled clean and replaced in their sacred space as part of a 24-hr.-long ritual.

### Guardian Cave Bear CR 11

XP 12,800

Advanced, awakened, giant dire bear

N Huge magical beast (augmented animal)

**Init** +6; **Senses** low-light vision, scent; **Perception** +15

#### DEFENSE

**AC** 24, touch 10, flat-footed 22 (+2 **Dex**, +14 natural, -2 size)

**hp** 243 (18d8+162)

**Fort** +19, **Ref** +12, **Will** +10

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +21 (1d8+11 plus grab), bite +21 (2d6+11)

**Space** 15 ft.; **Reach** 10 ft.

#### STATISTICS

**Str** 33, **Dex** 15, **Con** 29, **Int** 7, **Wis** 16, **Cha** 16

**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 37 (41 vs. trip)

**Feats** Diehard, Endurance, Improved Initiative, Improved Iron Will, Improved Natural Armor, Iron Will, Run, Skill Focus (Perception)

**Skills** Climb +20, Perception +15, Swim +20; **Racial Modifiers** +4 Swim

**Languages** Druidic (does not speak)

### Mountain Druid Spells

The following new spells can be found in Chapter 2: New Spells.

#### Druid/Shaman Spells

1st Level—*circle of wind, flurry, goat's hoof charm*

2nd Level—*boulder toss, call of earth and stone, mountain goat's grit, point the way, reverberate*

3rd Level—*armor of the mountains, glacial wind, greater freeze, mother stone, rimy nimbus, thunderbolt*

4th Level—*aspect of the ram, breathlessness, conjure giant eagle, freezing fog, pollen cloud*

5th Level—*earth wave, mountain stride*

6th Level—*storm form, storm form*

#### Ranger Spells

1st Level—*flurry, goat's hoof charm*

2nd Level—*mountain goat's grit, point the way*

3rd Level—*aspect of the ram*

4th Level—*conjure giant eagle, mountain stride, mountain stride*

#### Sorcerer/Wizard Spells

2nd Level—*armor of the mountains, reverberate*

# Mythic Magic

Although most magic users view spells and their effects as unchangeable, mythic heroes know that spells can be modified and infused with the epic power that courses through their bodies. These mythic spells make their non-mythic counterparts seem like the toys of children who are grasping at mysteries they will never fully comprehend.

Chapter 3 of *Mythic Adventures* presents a great number of mythic spells, but its offerings are only the tip of the iceberg. Nearly any spell can be infused with mythic power, and several of the spells listed in this book's New Spells chapter, which begins on page 78, also include mythic versions. These spells, as listed below, have effects as described in their entries when the caster expends one use of mythic power at the time of casting. This does not increase the level of the spell or its casting time.

In addition, some of these spells have an even greater effect that can be accessed only by casters of a high enough mythic tier who expend an additional amount of mythic power. Such spells in this book have an "augmented" entry below their mythic descriptions that includes an additional cost in uses of mythic power (on top of the one use spent to use the mythic version of the spell in the first place).

For more information about how mythic spells work, see Chapter 3 of *Mythic Adventures*.

The following spells in this volume have mythic versions.

## Alchemist Mythic Formulae

3rd Level—*St. Blusen's reaver spirit, St. Whiteskull's steal power*

4th Level—*blood and steel, eldritch blood, starfall*

5th Level—*construct body*

## Antipaladin Mythic Spells

1st-Level—*doom of the cracked shield*

2nd-Level—*doom of sundering*

3rd Level—*St. Blusen's reaver spirit, St. Whiteskull's steal power, strength of the underworld*

4th Level—*shroud of death*

## Bard Mythic Spells

1st Level—*fortune's frown, lucky break, silent sound, wind down*

2nd Level—*freeze, pains of the past, St. Blusen's reaver spirit*

3rd Level—*horrors of the deep, liquid form, St. Ravovik's hive mind, thunderbolt*

4th Level—*dimensional shove, greater freeze*

5th Level—*shrieking glyph*

## Cleric/Oracle Mythic Spells

1st Level—*flurry, lucky break, twist the skein, wind down*

2nd Level—*blood lure, fortune's frown, freeze, St. Blusen's reaver spirit*

3rd Level—*grave binding, revitalizing word, St. Brigantia's*

*rally, St. Ravovik's hive mind, St. Whiteskull's steal power, strength of the underworld*

4th Level—*improved animate dead, greater freeze*

5th Level—*animate living skeleton, arrow of the animal spirit, cruor of visions, furious summoning, greater Lada's sacred servant*

6th Level—*blade of my brother, exsanguinating cloud, shroud of death*

7th Level—*cannibal compulsion*

## Druid/Shaman Mythic Spells

1st Level—*aspect of the dolphin, fire under the tongue, goat's hoof charm*

2nd-Level—*doom of the cracked shield, doom of sundering*

3rd Level—*hunter's intuition, liquid form, St. Brigantia's rally, St. Ravovik's hive mind, thunderbolt*

4th Level—*Freya's instant ballista, Yarila's bounty*

5th Level—*fiery blood, fireburst, Freya's fallen timber rage*

6th Level—*red dragonfly swarm*

## Elven Archer Mythic Spells

3rd Level—*hunter's intuition*

4th Level—*fireburst*

## Inquisitor Mythic Spells

2nd Level—*St. Blusen's reaver spirit*

3rd Level—*revitalizing word, St. Whiteskull's steal power*

4th Level—*blade of my brother*

## Magus Mythic Spells

2nd Level—*elemental horns, pains of the past*

3rd Level—*St. Brigantia's rally*

4th Level—*eldritch blood*

6th Level—*fiery lightning, star swarm*

## Paladin Mythic Spell

3rd Level—*St. Brigantia's rally*

## Ranger Mythic Spells

1st Level—*fire under the tongue, goat's hoof charm*

2nd Level—*St. Blusen's reaver spirit*

3rd Level—*St. Brigantia's rally, Freya's instant ballista*

4th Level—*Yarila's bounty*

## Shadowsworn Mythic Spells

1st Level—*silent sound, shadow hands*

2nd Level—*slither*

4th Level—*black hand, starfall*

## Sorcerer/Wizard Mythic Spells

Cantrip—*awaken the deep magic*

1st Level—*aspect of the dolphin, goat's hoof charm, ink cloud, shadow hands, silent sound*

2nd Level—*blood lure, bloodshot, elemental horns, pains of the past, slither, starbolt*

3rd Level—*doom of sundering, freeze, liquid form, St. Ravovik's hive mind, strength of the underworld, thunderbolt*

4th Level—*abyssal globule, black hand, blood and steel, dimensional shove, fiery blood, horrors of the deep, steam blast*

5th Level—*animate living skeleton, exsanguinating cloud, construct body, cruor of visions, greater freeze, furious summoning, red dragonfly swarm, shrieking glyph*

6th Level—*black well, fiery lightning, prismatic fist, searing*

*rain, shroud of death, star swarm, starfall*  
 7th Level—*red dragonfly swarm, cannibal compulsion*  
 9th Level—*greater maze*

### Summoner Mythic Spells

4th Level—*abyssal globule*  
 5th Level—*furious summoning, red dragonfly swarm*

### Witch Mythic Spells

1st Level—*fire under the tongue, twist the skein*  
 2nd Level—*bloodshot, pains of the past*  
 3rd Level—*St. Blusen's reaver spirit, St. Ravovik's hive mind, thunderbolt*  
 4th Level—*abyssal globule, revitalizing word*  
 5th Level—*crur of visions, eldritch blood, fiery blood*  
 6th Level—*star swarm*  
 7th Level—*cannibal compulsion*  
 6th Level—*blade of my brother, red dragonfly swarm*

## Necrophagy

Spellcasters who specialize in the school of necrophagy are a twisted group, and they draw sustenance and knowledge from the slain corpses of both their friends and foes. Called the necrophagi (literally “death eaters”), these spellcasters utilize the remnant memories of the flesh to augment their powers, learn the secrets of their enemies, and they provide their ghoulish allies with the might to rule subterranean realms and beyond.

Those who study this school's origins and arcana claim that it is the source of all necromantic magic, and that its touchstone encompasses the obvious realm of devouring flesh, blood, and viscera. They also claim that the magic devours hope, courage, and strength. As a result, practitioners of necrophagic magic consider all curing spells and raising of the dead an abomination. They despise conjuration.

### Focused Arcane School: Necrophagy

**Associated School:** Necromancy.

A necrophagus receives the Power over Undead supernatural ability, like a necromancer specialist.

**Replacement Powers:** The following school powers replace powers of the necromancy school as noted.

**Undead Familiar (Su):** At 1st level, a necrophagus may choose a zombie version of an ordinary familiar. He calculates his wizard level as two lower for advancement purposes. If selected, this replaces the ordinary familiar ability and counts as the Improved Familiar feat, so it cannot be taken later. This ability alters the wizard's arcane bond class feature.

**Memory of Flesh (Su):** As a standard action, you may consume the flesh of a living or recently

slain creature. You gain a +1 profane bonus on all Knowledge checks, as well as 1 temporary hp per HD and a +2 bonus to your channel resistance. The bonus on Knowledge checks increases by +1 for every 5 wizard levels you possess. These bonuses last for a number of rounds equal to half your wizard level (minimum 1 round). The bonuses and temporary hp are immediately dispelled if you enter the area of a *consecrate* spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier, but you can only consume the flesh of a particular creature once. This replaces the grave touch school ability.

**Fruit of the Mind (Su):** At 8th level, you may consume the flesh of a living or recently slain creature and gain the effects of a *speak with dead* spell (CL equal to the necrophage's wizard level), even if the creature is still alive or is undead. The targeted creature makes a Will save against this effect at a -3 penalty. If successful, the creature may not be affected by this power again for 24 hrs. The creature may be bitten a number of times equal to the below chart. A restoration spell replenishes the number of bites that may be taken from a living creature. Nothing can replenish the number of bites that may be taken from a corpse.

This ability replaces the life sight school ability.



## Necrophagy Spells

The following spells can be found in Chapter 2: New Spells.

### Alchemist Necrophagy Formula

1st Level—*weapon of blood*

### Antipaladin Necrophagy Spells

1st Level—*memento mori*

2nd Level—*animate ghoul, living visage*

3rd Level—*caustic blood, strength of the underworld, summon undead*

4th Level—*shroud of death*

### Bard Necrophagy Spells

2nd Level—*ravenous urge*

5th Level—*call of the grave*

### Cleric/Oracle Necrophagy Spells

1st Level—*memento mori*

2nd Level—*animate ghoul, raise lesser undead, bonesmasher*

3rd Level—*grave binding, ivory flesh, ravenous urge, strength of the underworld, summon undead*

5th Level—*boneshatter, call of the grave, corpsewall, create dark creeper*

6th Level—*essence jar, shroud of death*

7th Level—*cannibal compulsion*

8th Level—*call of the dead*

9th Level—*evulsion*

### Druid/Shaman Necrophagy Spells

Cantrip—*maggots*

2nd Level—*caustic blood, razor maw*

### Inquisitor Necrophagy Spells

2nd Level—*blood armor*

3rd Level—*caustic blood*

4th Level—*feverish confession*

### Ranger Necrophagy Spells

1st Level—*razor maw*

3rd Level—*caustic blood*

### Sorcerer/Wizard Necrophagy Spells

Cantrip—*maggots*

1st Level—*corpse rebellion, memento mori, razor maw, weapon of blood*

2nd Level—*blood armor, greater blood tide, cannibalize, caustic blood, living visage, raise lesser undead*

3rd Level—*animate ghoul, ravenous urge, summon undead*

4th Level—*boneshatter, feverish confession, ivory flesh, strength of the underworld*

5th Level—*call of the grave, corpsewall*

6th Level—*create dark creeper, essence jar, shroud of death*

7th Level—*cannibal compulsion*

9th Level—*call of the dead, evulsion, vampiric fog*

### Witch Necrophagy Spells

1st Level—*corpse rebellion, razor maw*

2nd Level—*blood armor, bonesmasher, living visage*

3rd Level—*ravenous urge, summon undead*

6th Level—*essence jar*

7th Level—*cannibal compulsion*

9th Level—*evulsion*

## Ooze Magic

Deep within the earth, the twisted false-dwarves called derro worship dark, forbidden deities and traffic with abhorred and forgotten evils. These ancient powers offer dark lore to derro savants, including the strange spells and rituals of ooze-friendship. Supposedly, only the truly insane can master these magics and bind their essence with the alien, mindless slimes of the deep earth. Indeed, only unstable creatures—such as skum, worshippers of ancient slime gods, and derro—commonly use ooze magic. However, rumors whisper of ooze-worshipping cults spreading among deranged goblinoids and degenerate humans, for such magic can impart considerable power.

Ooze magic allows for enhanced spell components. Using the eye of an innocent human, elf, dwarf, or gnome grants a +1 to each damage die or +1 to the saving throw DC of an ooze magic spell. Using the bile of an innocent of the above races adds 25% to the duration of to an ooze magic spell with a duration greater than instant. Using or trading in such components is an evil act.

### Focused Arcane School: Ooze

**Associated School:** transmutation.

**Replacement Powers:** The following powers replace the physical enhancement, telekinetic fist, and change shape abilities of the transmutation school.

**Ooze Mind (Su):** You gain a +2 bonus to saving throws against mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. This bonus stacks with other such bonuses.

**Ooze Touch (Sp):** Your arm transforms into a slimy pseudopod (as a swift action), allowing you an immediate melee touch attack on any target within your standard reach +5ft. The attack does 1d4 hp acid damage +1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 plus your Intelligence modifier.

**Ooze Form (Sp):** At 8th level, you can change your shape for a number of rounds equal to your wizard level. These rounds need not be consecutive. This ability otherwise functions like *ooze shape I*. You can also move through and among all creatures with the ooze subtype without suffering any harm. At 12th level, ooze form functions like *ooze shape II*.

### New Feat: Ooze Familiar

**Prerequisites:** 5th level, ooze magic specialization.

Wizards specializing in the ooze school can take an ooze familiar. These Tiny oozes have many of the special features associated with larger oozes of their

type. Their combat abilities can be a sharp surprise to those who assault the ooze wizard in close combat.

For more information about ooze families, including several example stat blocks, see *Kobold Quarterly* No. 20.

### Ooze Spells

The following spells can be found in Chapter 2: New Spells.

#### Alchemist Ooze Formulae

4th Level—*ooze shape I*

6th Level—*ooze shape II*

#### Bard Ooze Spells

2nd Level—*oozy transparency*

3rd Level—*jellied resilience*

#### Druid/Shaman Ooze Spells

2nd Level—*slime form*

3rd Level—*jellied resilience, lesser ooze touch*

4th Level—*ooze shape I*

5th Level—*ooze touch*

6th Level—*ooze shape II*

#### Sorcerer/Wizard Ooze Spells

1st Level—*mucus spray, oozy transparency*

2nd Level—*slime form*

3rd Level—*jellied resilience, lesser ooze touch*

4th Level—*ooze shape I*

5th Level—*ooze touch*

6th Level—*flesh to ooze, ooze shape II*

#### Witch Ooze Spells

1st Level—*mucus spray*

2nd Level—*slime form*

## Rakshasa Arcanum

The antithesis of the societies they pollute, rakshasas regard themselves as divine beings; most of them scoff at the mundane religion of others—with some justification. Lone rakshasas are dangerous enough, and lovers who operate as a pair can enslave and dominate whole societies. When the creatures infiltrate a cult or corrupt a family's lineage, their influence can be much worse.

As creatures of complex and insatiable curiosity, rakshasas have delved into dark arcane secrets—secrets they pass among their own kind and no other. Sometimes, though, mortal sorcerers, witches, and wizards study and painstakingly unlock these secrets. The consequences are often dire. Those who brazenly wield rakshasa spells soon realize that the bestial beings never forget, and that they relish preying on thieves who have stolen their magic.

While rakshasas commonly employ well-known illusion and conjuration spells, they also have developed their own breed of magic called shadowflesh. Several of these spells can be found in this book, as noted below.

## Magic Subschool: Shadowflesh

Shadowflesh is a rakshasa-created subschool of magic that is usually found within the illusion and conjuration schools. Shadowflesh spells are imbued with a spark of the horrible life force that rakshasas command; these spells infuse flesh (either the target's or the caster's) with a shadowy essence that warps it to achieve twisted results.

When creatures warped or created by shadowflesh magic are destroyed, they leave ragged pieces of flesh and bone behind. These twitching scraps do not last long—they dematerialize as the magic that created them dissipates—but they puzzle the few mortal spellcasters who have encountered them. Indeed, these strange remnants have sparked more than a few stories about shadowflesh's prowess, nudging lore about rakshasas and their strange magic to even greater heights.





## The Book Of Skins (Level 14 Illusionist)

This repulsive tome is bound in what appears to be the whole, desiccated skin of a monkey, whose head is bound into the cover using crude stitches. Its pages are bordered with the jagged writing of a spellcaster whose theories and thoughts are not altogether sane.

**Protection** Superior lock (DC 40) and *bestial lure* (CL 14th)

**Opposition Schools** Divination, transmutation

**Value** 6,795 gp (7,545 gp with preparation ritual)

### SPELLS

7th—*greater shadow evocation*, *mass invisibility*, *phantasmal revenge*<sup>APG</sup>, *project image*, *simulacrum*

6th—*permanent image*, *shadow walk*, *veil*

5th—*dream*, *false vision*, *greater share skins*\*, *nightmare*, *seeming*, *shadow evocation*, *shadowself*\*

4th—*hallucinatory terrain*, *illusory wall*, *phantasmal killer*, *rainbow pattern*, *sacrificial monkey*\*

3rd—*anger of many faces*\*, *displacement*, *invisibility sphere*,

*share skins*\*, *burning monkey swarm*\*

2nd—*bestial lure*\*, *blur*, *hypnotic pattern*, *magic mouth*, *mirror image*

1st—*color spray*, *feral scent*\*, *scent*\*, *silent image*, *ventriloquism*

### PREPARATION RITUAL

**Blessing and Curses of the Monkey Host (Su)** The keeper of this tome can control the sickened spirit of the monkey slain during the book's creation ritual. The monkey serves the keeper of the tome as if it were his familiar for 24 hrs.; however, the familiar is treated as though its master was 3 levels higher than his actual level.

The monkey familiar cannot abide its master having any other familiar, and upon casting this preparation ritual the creature instantly attempts to slay the master's original familiar (if any).

If the monkey is itself destroyed before it slays the familiar, it is rejuvenated 1d12 days after its destruction and seeks again to slay the master's familiar. The monkey can only be permanently destroyed by destroying of the *Book of Skins*.

## More on Rakshasas

Rakshasas are evil spirits that cloak themselves in the guises of humanoids so they might walk unseen among their prey. While their true forms are indeed humanoids, uncloaked rakshasas have the head of an animal—usually a tiger, panther, or snake. For more information about rakshasas, see the *Pathfinder Bestiary* and *Pathfinder Bestiary* 3.

## Rakshasa Spells

The following rakshasa spells can be found Chapter Two: New Spells.

### Sorcerer/Wizard Rakshasa Spells

1st Level—*feral scent*

2nd Level—*bestial lure*, *lacerate*

3rd Level—*anger of many faces*, *burning monkey swarm*, *share skins*

4th Level—*sacrificial monkey*

5th Level—*shadowself*, *greater share skins*

## More about the Book of Skins

Most rakshasas revere copies of the spellbook called the *Book of Skins* because they contain their kind's arcana as passed down through several centuries. The rakshasa seer and prophet Parikh first recorded the *Book of Skins*, and rumors of its existence prompted a deranged treasure hunt rarely seen among these bestial creatures. Some believe the great prophet imbued the original book with his soul; others believe it contains the secrets of life itself.

There are now several copies of the *Book of Skins*, and rakshasas venerate and protect them as holy relics. Rakshasas made aware of other creatures owning a copy do not rest until the tome is returned to rakshasa ownership and the thief (for most non-rakshasa possessors of the *Book of Skins* are indeed thieves) is suitably punished.

Skinning the thief to provide a new book cover is considered the best punishment.

The *Book of Skins* contains many illusion spells, at which rakshasa excel, but its copies also contain secrets and entirely new spells. Each copy is hand-written; no two copies are alike, and each copy's author embellishes it with his or her own fascinating—and often dark—secrets.



### Witch Rakshasa Spells

1st Level—*feral scent*

2nd Level—*bestial lure*

3rd Level—*anger of many faces, burning monkey swarm, share skins*

4th Level—*sacrificial monkey*

5th Level—*shadowself, greater share skins*

## Ring Magic of the Reaver Dwarves

The cold winds of the north do little to quench the heat of battle among the reaver dwarves, so named for their penchant for raiding and violence. In particular, these hardy northern folk are feared for their strange ring magic. Reaver wizards and sorcerers use their knowledge to imbue non-magical rings with arcane might, allowing the wearer of the rings to draw on arcane power with a single command word. The spells held within reavers' rings might intensify their allies' prowess in battle, surprise their foes with unexpected abilities, or otherwise cause chaos during combat. Further, reaver-dwarf wizards who become ring wardens (see page 339) often join their companions in the thick of battle, using their signature ring-staves to defeat their enemies.

To gain access to ring magic, dwarves must have the Imbue Ring metamagic feat, as detailed on this page. Those sorcerers or wizards who make frequent use of ring magic typically carry ring-staves, detailed in Table 1-13: Ring Staff. Crafting a ring-magic ring takes up to 8 hrs., 10 gp or more in material components, and a DC 15 Craft (jewelry) or Profession (blacksmith) check.

Nearly all who practice ring magic have some connection to the infamous ring-warden forges—called Foundry of the Fathers—hidden deep under the mountains. Large and underground, this complex is home to reaver dwarves who use its molten fires to craft the rings that fuel their magic. Additionally, dwarven letters and runes cover the walls and columns surrounding these forges; they detail many spells associated with ring magic. Wizards can prepare spells directly from these walls, and groups of reaver ring wardens can often be found preparing or copying this magic while the sound of pounding hammers fills the air.

**Description:** A ring-staff typically resembles a metal quarterstaff. One end of the staff is shaped into a circle from which a number of rings dangle loosely, creating a distinctive sound when used. A ring-staff usually has six, nine, or 12 rings attached, either with leather strips, woven adamantine, or some other suitably durable material.

## Metamagic Feats

The following metamagic feats give access to or augment existing ring magic.

### IMBUE RING (METAMAGIC)

You have mastered the art of transferring and keeping your arcane spells into mundane rings, which others can use to activate your magic.

**Prerequisite:** Dwarf, 3rd-level sorcerer or wizard.

You can imbue a non-magical ring with your magic for easy use by an ally.

**Benefit:** A spell prepared with Imbue Ring is placed into a non-magical ring for use by the ring's wearer. The spellcaster must have the spell components available at the time of imbuing and provides any material or focus requirement. A spell used with Imbue Ring must have a target of a creature touched, object touched, or both (not personal). Once imbued, the spell can be cast by the ring's wearer. Casting the spell from the ring uses the same casting time as the original spell. All characteristics of the spell are treated as if the spellcaster cast the spell at its original unmodified level, including duration and DC.

The ring is activated using a command word; rings worn by your allies magically impart knowledge of the imbued spell and command word to its wearer. Your enemies can use rings you have imbued that fall into their hands, but this requires a *detect magic* spell and Spellcraft check (DC 15 + the spell's level).

The wearer does not suffer from an arcane spell failure chance when using the ring. An imbued ring detects as the same type of magic as the spell imbued. A ring can contain only a single imbued spell. An imbued ring uses a wearer's magic item ring slot. Once discharged, the ring becomes non-magical again and can be reused in the same manner.

A spell prepared to imbue a ring uses one spell slot one level higher than the spell imbued. Once the spell has been used to imbue a ring, the spellcaster loses that slot until the ring is discharged. If one week passes, the spellcaster may dismiss the spell and regain the spell slot. The spellcaster does not need to be near the ring to dismiss the spell. If a spell within a ring is not dismissed, it remains within the ring indefinitely.

### Ring Warden Wizard

Reavers dwarves who pursue wizardry often become ring wardens, who devote their lives to channeling their arcana through the rings on their ring-staves. For details on the ring warden archetype, see page 339.

Table I-13: Ring Staff

(EXOTIC WEAPON) TWO-HANDED MELEE WEAPON	COST	DMG (S)	DMG (M)	CRITICAL	RANGE	WEIGHT	TYPE	SPECIAL
Ring-Staff	50 gp	1d4/1d4	1d6/1d6	x2	—	5 lbs.	B or P	blocking, double

### IMPROVED IMBUE RING (METAMAGIC)

You can transfer spells meant only for you into your non-magical rings.

**Prerequisites:** Imbue Ring, 9th-level sorcerer or wizard.

**Benefit:** When you imbue a ring with one of your spells, you can also choose spells with a range of personal and a target of you. A spell placed within a ring with this feat uses a spell slot two levels higher than the spell imbued. Improved Imbue Ring can be used to prepare a spell to imbue a magical ring.

### GREATER IMBUE RING (METAMAGIC)

You can transfer any spell you know or have prepared into your non-magical rings.

**Prerequisites:** Improved Imbue Ring, 15th-level sorcerer or wizard.

**Benefit:** When you imbue a ring with one of your spells, you can imbue any spell known. A spell placed within a ring using this feat that does not have a range of creature touched, object touched (or both), or personal uses a spell slot three levels higher than the spell imbued.

## Ring Magic Spells

The following ring magic spells can be found in Chapter 2: New Spells.

#### Cleric Ring Spells

1st Level—*circle of wind*

5th Level—*curse ring*

6th Level—*call valkyrie*

#### Druid/Shaman Ring Spells

1st Level—*circle of wind*

2nd Level—*reverberate*

#### Sorcerer/Wizard Ring Spells

Cantrip—*hoarfrost*

1st Level—*circle of wind*

2nd Level—*bitter chains, reverberate*

3rd Level—*innocuous aspect*

4th Level—*spinning axes*

5th Level—*curse ring*

6th Level—*call valkyrie, enchant ring*

#### Witch Ring Spell

1st Level—*circle of wind*

## Saints' Magic

In many places throughout fantasy lore, emissaries of the gods walk among us. A few are angels or devils on mysterious missions from heaven or hell. Many more are mortals, challenged with divine tasks and invested with just enough power to bring them to fruition. The greatest of these mortals are considered living saints, and they often carry saintly spells to distant lands. Sometimes, should their deities allow, they even teach these spells to those they deem worthy.

Legends of the saints' valiant deeds, narrow escapes, and impossible triumphs have always inspired fledgling heroes, and the tales that most widen the eyes of children feature surprising new spells born of dire circumstance and the saints' indefatigable, creative spirits. A smattering of these spells is listed below. Some feature more powerful, mythic versions, which use the mythic magic rules detailed in Paizo's *Mythic Adventures*.

### Spellbook: Sacrament of the Martyr

Pious spellcasters tell of a spellbook whose very origins predate modern records: the *Sacrament of the Martyr*, a tome collaboratively written by many of the major saints themselves. Clergy claim the saints passed around the book in secret, avoiding their enemies' prying eyes and recording powerful magic for those they deemed worthy. The tome's saintly spells and seemingly holy abilities make it clear that its origins involved at least a spark of the divine.

#### SACRAMENT OF THE MARTYR (LEVEL 11 CONJURER)

*This simple, weathered tome has a beaten, brown-leather cover in which its title is branded in bold letters. Burns, scars, and drops of blood—long blackened with age—mar its pages. When a creature of good alignment holds it, though, the book glows warmly, its cover takes on a shimmering, golden hue, and its pages become pristine—and almost inviting.*

**Protection** When held by a neutral creature, *secret page* hides all spells of fourth level and above (the secret word is “elohim”); when held by an evil creature, a *fire trap* ignites (DC 17).

**Opposition Schools** Necromancy, illusion  
**Value** 2,075 gp (3,725 gp with preparation ritual)

**SPELLS**

- 6th—*celestial fanfare*\*
- 5th—*dancing wand*\*, *nova*\*, *St. Mirolch's water snakes*\*
- 4th—*heroic conjunction*\*, *St. Carnessa's wicker man*s\*, *starfire fury*\*
- 3rd—*portal jaunt*s\*, *St. Al-Passor's stone piston*s\*, *St. Ravovik's hive mind*\*, *St. Ruzgar's eldritch crucible*\*
- 2nd—*Adelian torchbearers*s\*, *starbolt*\*
- 1st—*compelling question*\*, *fate denied*\*, *fate revealed*\*

**PREPARATION RITUAL**

**Fury of the Fallen (Su)** You can activate this boon once per day as a standard action, and when you do, your eyes glow white and fierce as the saints grant you access to their patron deities' magical powers. While this boon is active, you gain the effects of *haste* for up to 5 rounds. These rounds do not need to be consecutive, and the boon's effect is only spent when all 5 rounds are used or the next time you prepare wizard spells.

**The Saints' Spells**

The following saint spells can be found in Chapter 2: New Spells.

**Alchemist Saints Formulae**

- 3rd Level—*St. Blusen's reaver spirit*, *St. Ruzgar's eldritch crucible*, *St. Whiteskull's steal power*
- 5th Level—*St. Sanchari and Innessa's body meld*

**Antipaladin Saints Spells**

- 2nd Level—*St. Blusen's reaver spirit*
- 3rd Level—*St. Whiteskull's steal power*
- 4th Level—*St. Parvalas' risen road*

**Bard Saints Spells**

- 2nd Level—*St. Blusen's reaver spirit*
- 3rd Level—*St. Al-Passor's stone piston*, *Mother Margase's impending doom*, *St. Ravovik's hive mind*

**Cleric/Oracle Saints Spells**

- 2nd Level—*St. Blusen's reaver spirit*
- 3rd Level—*St. Al-Passor's stone piston*, *St. Brigantia's rally*, *St. Ravovik's hive mind*, *St. Ruzgar's eldritch crucible*, *St. Whiteskull's steal power*
- 4th Level—*St. Carreult's swap*, *Mother Margase's impending doom*, *St. Mirolch's water snakes*
- 5th Level—*St. Sanchari and Innessa's body meld*

**Druid/Shaman Saints Spells**

- 3rd Level—*St. Al-Passor's stone piston*, *St. Brigantia's rally*, *St. Carnessa's wicker man*, *St. Ravovik's hive mind*
- 4th Level—*St. Mirolch's water snakes*, *Freya's instant ballista*
- 5th Level—*St. Carreult's swap*, *St. Parvalas' risen road*, *Freya's fallen timber rage*

**Inquisitor Saints Spells**

- 2nd Level—*St. Blusen's reaver spirit*

**Living Saints in Midgard**

From the spell-scorched dunes of the Wasted West to the frigid currents of the Reaver Coast, from the arcane bazaars of the Mharoti Dragon Empire to the dark hollows of the Old Margreve Forest, in Midgard the emissaries of the gods most certainly walk among men and beasts. All of these spells are designed with Midgard's saints and living saints in mind, and they are tied to specific divine events of that locale. For those playing in another campaign setting, feel free to appropriate this flavor for your own game or replace it with new lore as you see fit.

- 3rd Level—*Mother Margase's impending doom*, *St. Whiteskull's steal power*

**Magus Saints Spell**

- 3rd Level—*St. Brigantia's rally*

**Paladin Saints Spells**

- 3rd Level—*St. Brigantia's rally*
- 4th Level—*St. Parvalas' risen road*

**Ranger Saints Spells**

- 2nd Level—*St. Blusen's reaver spirit*
- 3rd Level—*St. Brigantia's rally*, *Freya's instant ballista*
- 4th Level—*St. Parvalas' risen road*

**Sorcerer/Wizard Saints Spells**

- 3rd Level—*St. Al-Passor's stone piston*, *St. Ravovik's hive mind*, *St. Ruzgar's eldritch crucible*
- 4th Level—*St. Carnessa's wicker man*
- 5th Level—*St. Mirolch's water snakes*

**Summoner Saints Spells**

- 3rd Level—*St. Al-Passor's stone piston*,
- 4th Level—*St. Carnessa's wicker man*

**Witch Saints Spells**

- 3rd Level—*Mother Margase's impending doom*, *St. Ravovik's hive mind*, *St. Ruzgar's eldritch crucible*
- 4th Level—*St. Mirolch's water snakes*
- 5th Level—*St. Sanchari and Innessa's body meld*

**Mythic Path: Living Saint**

A saint devotes herself, body and soul, to a deity or pantheon. Her service is exemplary. Her commitment never wavers. She exudes confidence in divine wisdom, and she never falls to temptation. When entrusted with a divine mission, she eagerly and selflessly carries it out in the name of her god, even if it requires her martyrdom.

So say the scribes and evangelists. The full truth is far less perfect, for the angelic mortal that evangelists describe is merely an excerpt from

the final chapter in the life of a saint. Earlier chapters are rife with missteps, inner conflict, and nigh-impossible tests of faith and commitment.

A divine spellcaster begins her mythic path not as a saint but as a “soul of promise.” Blessed with nascent powers and cursed with temptations and difficulties, a soul of promise is a mortal whom fate has destined for legendary deeds in the service of the gods. Though she may not realize her critical role at first, more powerful forces certainly recognize the spark of potential greatness. Angels watch over her. Devils lay pitfalls in her path. Serendipitous events and formative figures enter her life for a reason, and the fates watch her every step.

During the early tiers of her path to sainthood, the gods—both good and evil—regularly test her devotion. Even her selections of new path abilities are wrought with temptation, for some are clearly rewards of lesser holy power, while others feature greater powers of darker descent.

Starting at the third mythic tier, souls of promise undergo a multi-tier test of devotion during which their connection to their god ends. The GM decides the exact reason based on the campaign’s storyline, but it might be the intervention of other gods (e.g. the imprisonment of her god), exposure to an artifact (e.g. a known or unknown consequence of destroying the artifact), or even voluntary separation (e.g. to undertake transcendent missions for the pantheon itself).

During this “forsaken” period, other gods provide her with access to their domain spells and powers in subtle and blatant bids for her allegiance. It is a small price to pay for a renowned figure willing to perform great deeds for their causes and in their names. Of course, opposing deities likewise attempt to undermine those gifts with equally significant obstacles. Even good deities cross paths, with interventions designed to steer the soul of promise toward their particular domains.

The forsaken period ends at a mythic tier of the GM’s choosing (typically tier 6) when the soul of promise accepts a divine being and rejects the powers and temptations of all others. The deity she ultimately chooses need not be the one from which she was forsaken. She becomes a living saint of her deity, or—if she chooses a consortium of deities, a force of nature, or another, non-deific power—she becomes a saint of the pantheon, a saint of nature, or a saint of the appropriate power.

Once sainted, her mythic path only increases in difficulty. Mythic servants of rejected and opposing deities seek to foil and discredit her deeds, destroy her, or recruit her to their side. Temptations persist, and more than one saint has doomed to soul only to face the daunting prospect of trying to redeem it again.

**Table I-14: Living Saint**

TIER	PATH FEATURES	MYTHIC SPELLS
1st	Bonus hp, fate’s blessing, path ability	—
2nd	Path ability	1
3rd	Path ability, forsaken, temptations	1
4th	Path ability	2
5th	Path ability	2
6th	Path ability, sainthood (typically; see text)	3
7th	Path ability	3
8th	Path ability	4
9th	Path ability	4
10th	Divine vessel, path ability	5

### Living Saint Features

As you increase in tier, you gain the following abilities.

**Bonus Hit Points:** Whenever you gain a tier, you gain 4 bonus hp, which stack with themselves but do not affect your overall Hit Dice or other statistics.

**Mythic Spells:** At 2nd tier, you may select one mythic spell (see the *Mythic Adventures* chapter on mythic spells and the Mythic Spells section of this chapter) and expend your mythic power to cast that spell with enhanced results. You must be able to cast the normal, divine version of the spell or have it on your list of spells known. At 4th tier and every two tiers thereafter, you can select another mythic spell.

**Fate’s Blessing:** Select one of the following abilities at 1st tier. Once chosen, you can only change it when you become forsaken, achieve sainthood, or formally change deities.

*Aura of Divine Favor (Su):* You can expend one use of mythic power to create a 20-ft. radius aura of divine favor around your person for one hour per mythic tier. The aura affects all allies in range and grants them the benefits of the *divine favor* spell, cast at your caster level and with a maximum luck bonus of +6. Allies remain affected only while in range.

*Spontaneous Metamagic (Su):* You can expend one use of mythic power to spontaneously apply a metamagic feat of your choice to a spell you cast, whether you cast the mythic version or not. This spell must be one that you prepared for the day or be from your list of spells known (if you cast spells spontaneously). You need not possess the metamagic feat you wish to apply. For each use of mythic power expended, application of the feat increases the spell slot of the spell by one less than the metamagic feat normally would. If you do not expend enough mythic power to reduce the slot increase to zero, application of the metamagic feat fails. If the spell targets a single creature and

allows a saving throw, the target must roll twice and take the worse result.

**Generate Spell (Su):** Once per day, you can expend one use of mythic power to cast any one divine spell, regardless of whether you know it or have it prepared. This spell must be on one of your divine spell lists and must be no greater than one level higher than spells you can normally cast using that divine spellcasting class. When you cast a spell using this ability, treat your caster level as the minimal level required to cast the spell or two levels higher than your current level (whichever is greater). You cannot apply any metamagic feats to a generated spell.

**Forsaken (Ex):** At 3rd tier, your connection to your god ends. You lose all spells and class features as if you were an ex-cleric (or ex-druid, including your animal companion if applicable). However, you need not atone. Rather, the pantheon itself has plans for your potential and immediately reinstates everything except your domain spells, domain powers, and animal companion.

Until you are no longer forsaken, you become a child of the entire pantheon. Instead of just receiving power from multiple deities, however, the gods may also petition you, as well. For example, two gods may ask you to undertake two different, time-sensitive, and possibly conflicting missions. Which god will you disappoint?

Although you lose all access to domains of your original god, other gods steer you toward their causes with access to their domains. Each day you may choose any two domains (or one domain if you are a druid), and you gain the corresponding domain spells and powers for that day. You may not select your original domains even if they also belong to another deity. For each domain you choose each day, you must name and pray to a deity to which the domain belongs. This occurs during the normal period when you regain your daily allotment of spells. If you are a druid, you may forego your daily domain selection to summon a daily animal companion instead. The animal must be indigenous to your locale. It arrives immediately after you regain your daily spells.

Your relationship with a god determines whether that god grants you access to his domains. When you become forsaken, gods that share your alignment are initially friendly, gods of diametrically opposed alignment are unfriendly, and all others are indifferent. You may endeavor to change these initial attitudes as described in the “Changing Deity Attitudes” sidebar.

Only indifferent, friendly, and helpful gods grant you domain access. You add +1 to the DC of all saving throws granted to targets by domain spells and powers you receive from helpful deities. This stacks with the Spell Focus feat. You take a -1 penalty on all saving throws against domain spells and powers granted to an enemy spellcaster by a deity that is hostile toward you.

**Temptations (Ex):** You gain one temptation spell slot per spell level, even for spell levels you cannot yet cast. Each day any god (most often a hostile god) may prepare a spell in some, none, or all of those slots for you. The GM chooses these temptation spells and may apply metamagic feats to them without raising their slot level. The GM may make you aware of the temptation spell names immediately, as an ominous foreshadowing of what the day will bring, or the GM may tell you the names during some dire circumstance, just in time for you to cast one. The GM must also tell you the granting god’s name. If the spell has a verbal component, you must voice aloud the god’s name when casting the spell. Having *miracle* at your fingertips can be quite tempting, regardless of the grantor. Each time you cast a temptation



## Living Saints of Other Classes

Although the living saint mythic path is geared toward clerics and druids, it is possible for other divine spellcasters to embark on this journey. In the case of paladins, inquisitors, oracles, shamans, and other divine spellcasters who seek to become living saints, players should work with their GM to retool this path as necessary. In particular, while the divine spellcaster is forsaken, he or she should lose access to a key class skill that can be temporarily restored only by indifferent, friendly, or helpful deities.

Multiclassed PCs can access the living saint mythic path if they have class levels in a divine spellcasting class; characters with levels in cleric or druid will find this path more suited to them. Non-divine spellcasters and martial characters can't access this mythic path.

spell from a hostile or unfriendly god, you lose favor with all helpful and friendly gods.

For more information, see the "Changing Deity Attitudes" sidebar below.

**Sainthood (Ex):** Any deity to whom you have ever

prayed may champion or oppose your sainthood. At a tier of the GM's choosing, after completing a major trial and in accordance with your campaign's storyline, you achieve sainthood.

If you become a traditional saint by pledging yourself to the service of a single helpful god, you are no longer forsaken. You lose access to all other gods' domains in terms of domain powers or domain slot spells. If you are a cleric, you may choose any three domains of your chosen god and gain the corresponding domain spells and powers of each. Druids gain two domains or one domain plus an animal companion. All classes gain two domain spell slots for each spell level instead of one.

If you do not pledge yourself to one deity, the effects of forsaken continue under your new title as "Saint of the Pantheon," "Saint of Nature," or another appropriate title. Additionally, you gain two domain spell slots for each spell level instead of one, and you may select a bonus path ability for which you qualify (see below).

If you become an evil saint, you may wield incredible power, but in your deity's eyes, you are forever a tool, never a partner, and you are always dispensible.

**Path Ability:** At 1st tier and every tier thereafter, select one new path ability from the following list

## Changing Deity Attitudes

Unlike shifting an NPC's attitude with a charming smile, quick wit, and a Diplomacy check, it is far more difficult to improve a god's attitude toward you.

Actions that improve a god's attitude toward you by one step include:

- Changing your alignment at least one step closer to the god's alignment.
- Vowing to permanently revere and pray to the god solely.
- Destroying an artifact that the god opposes.
- Completing a mission that the god or his proxies assigned to you.
- Casting *miracle* or performing an equally grand task for the sole benefit of the god's followers.
- Inventing a spell or crafting a novel magic weapon or wondrous item related to the god's domains.

Actions that worsen a god's attitude toward you include:

- Changing your alignment at least one step further from the god's alignment. The god's attitude toward you worsens by one step for every step your alignment moves away from the god's alignment.

- Breaking any single vow to the god for any reason. This worsens the god's attitude toward you by one step.
- Murdering a known worshipper of the god. This act worsens the deity's attitude toward you by at least one step, at the GM's discretion.
- Refusing to undertake a divine mission that is particularly important to the deity. This act worsens the deity's attitude toward you by one step.
- Abandoning a divine mission you have already agreed to complete. This act worsens the deity's attitude toward you by two steps (you are essentially both refusing a quest and breaking a vow).
- Foiling a worshipper's divine mission. This act worsens the deity's attitude toward you by one step.
- If the god is friendly or helpful, casting a temptation spell granted by an unfriendly or hostile god. This act worsens the deity's attitude toward you by one step.

At the GM's discretion, your alignment may gravitate toward the alignment of the deities to which you consistently pray for domain spells and powers. This in turn can affect the attitudes that those deities and other deities have toward you.

or from the list of *Mythic Adventures* universal path abilities. Unless otherwise noted, you can select each ability only once and cannot thereafter change your selection. You must meet the stated minimum tier requirement to select the path ability.

### Minimum Tier 1

**Displaced Pain (Su):** You may expend one use of mythic power as a standard action to gain DR 3/epic or DR 5/epic for 1 hr. per tier. Electing the latter causes nearby plants to wither and blacken and the critically infirm to weaken and die as nature and non-combatants within a 10-ft. radius share the damage you ignore. This DR does not stack with any other form of DR.

**Divine Blessing (Su):** Whenever you cast a divine spell, you and your allies also receive the benefits of the *bless* spell, as if you cast that also.

**Faith's Reach (Su):** Whenever you cast a divine spell with a range of touch, you can instead cast the spell with a range of 15 ft. If the spell requires a melee touch attack, it instead requires a ranged touch attack. If you deliver a touch spell in this way, you receive a -2 penalty to your ranged touch attack.

**Mythic Companion (Su):** Your animal companion can call upon mythic power (as the base mythic ability) a number of times per day equal to your tier. This mythic power can be used only to add to a d20 roll, and uses the same type of die you use for your mythic power.

**Piercing Domain (Su):** You add +1 per tier to the DC of saving throws made against spells you cast from your domain spell slots. You also add +1 per tier to your caster level checks to overcome a target's spell resistance when you cast a spell from a domain spell slot. These bonuses stack with Spell Focus and Spell Penetration feats.

**Sacred Boons (Su):** Add your mythic tier to your class level to determine the effects of your current domain abilities. This does not grant you access to domain abilities earlier, it simply increases the effect of domain abilities that you have access to. Additionally, once per day you may expend one use of mythic power as a standard action to regain the use of all of your domain abilities as if you had rested for 8 hrs. If you are forsaken and have not achieved sainthood, you regain the use of the same domain abilities you originally selected for that day. If you selected an animal companion that day, you may summon a new (and possibly different) creature, provided that you first dismiss your current companion.

**Servant's Blessing (Su):** Whenever you take at least 8 hp damage/2 levels from an enemy's single attack or effect, you gain a 1st-level domain spell slot. You may either select a domain spell to place in that slot immediately or you may "bank" the gained slot.

## Lesser Trials

The GM decides upon the living saint's greater trials as a function of the overall campaign and storyline. Examples of lesser trials include:

- *Convert Heathen:* Convert a divine spellcaster of an opposing faith or belief system (and of equal or higher level) to join your faith or cause.
- *Disjoin Artifact:* Destroy an artifact in the name of a god.
- *Fell Heretic:* Reduce a well-known follower of an opposing faith or belief system from full hp to dying or dead with a single domain spell or domain ability.
- *Foil Nemesis:* Undermine the divine mission of another mythic character of an opposing faith or belief system.
- *Inspired Creation:* Invent a spell or craft a novel magic weapon or wondrous item related to one of your current domains.
- *Perform Miracle:* With or without magic, save a village or larger community from a natural disaster or other form of assured destruction.
- *Redeem Fallen:* Help restore an uninterested ex-cleric, ex-druid, or ex-paladin to her former standing, replete with full class features and powers.

Whenever you bank a slot, the next time you take at least 8 hp damage from an enemy's single attack or effect, you increase the banked slot by one level. Each time this occurs, you must choose immediately whether to select a domain spell for the slot or bank it. You may continue banking as long as you can cast a domain spell of the next higher level. The domain spell you select for the slot may be one augmented with a metamagic feat. Damage inflicted by your allies does not count toward this ability.

**Spontaneous Domain (Su):** You may spontaneously convert a non-domain spell into a domain spell of the same level (or lower) in the same way a cleric can spontaneously convert spells to cure or inflict spells.

**Sustained by Faith (Su):** If you spend at least 1 hr. of prayer or meditation, you require no food, water, or sleep for 24 hrs. This time can be the same time you use to prepare spells. You must still rest 8 hrs. to regain spells but you are not subject to fatigue or exhaustion due to a lack of sleep. Additionally, once per day you may expend one use of mythic power as a full-round action to refresh yourself as if you had rested for 8 hrs. for the purposes of regaining spells and healing heal hp and ability damage, including to your animal companion if you have one. If you are forsaken and have not achieved sainthood, you regain domain spell



slots for the same domains you originally selected for that day. Also, you may summon a new animal companion, but only if the first has perished.

### Minimum Tier 3

**Deliverance (Su):** Whenever you would die as the result of a failed save, you may expend one use of mythic power to automatically succeed on that save.

**Divine Weapon (Su):** You may sacrifice a spell to attack a long-range target with a force weapon. The weapon takes the shape of the favorite weapon of the deity whose domain spells you most recently selected. The attack requires a ranged touch attack and deals 4d6 hp damage, plus 1d6 hp damage per level of the sacrificed spell. The weapon determines whether the damage is slashing, bludgeoning, etc.

**Domain Deflection (Su):** You are immune to any harmful effects of spells granted by any of your current domains, even those of levels you are not yet able to cast. If you are targeted by any of these spells you may, as an immediate action, expend one use of mythic power to deflect the spell back to its caster as if with spell turning.

**Domain Siphon (Su):** If another spellcaster casts a spell from one of your current domains, you may, as a free action, expend one use of mythic power to immediately transfer that spell effect to yourself, as if you were the target of the spell, even if the spell had a range of personal. If you do, the spell does not affect the original targets. The spellcaster must be within medium range (100 ft. + 10 ft./level).

**Durable Companion (Ex):** Your animal companion (or any replacement) gains DR 5/epic. This ability can be taken a second time at 6th tier or higher and a third time at 9th tier or higher. Each additional time it is taken, the DR increases by 5, to a maximum of DR 15/epic.

**Power Current (Su):** Whenever you cast a cure or inflict spell or use a class feature that uses positive or negative energy (such as channel energy), treat any natural 1s on the dice you rolled as 2s. This applies only to dice rolled to heal or deal damage. This ability can be selected up to four times. Each additional time it is selected, the range of natural results increased to the next highest result goes up by one (for example, selecting this twice treats any natural 1s or 2s as if they were 3s).

**Spell Slot Accretion (Ex):** You may sacrifice two spell slots of the same level to gain one spell slot of the next level. You may repeat this process as often as desired. Thus you could sacrifice four 2nd-level spell slots to gain two 3rd-level slots and then sacrifice those two 3rd-level slots to gain a single 4th-level slot. Any gained slot must be of a spell level you can cast.

### Minimum Tier 6

**Blessed Sanctuary (Su):** An aura of protection surrounds you. You and all allies within a 10-ft. radius of you gain the effect of the *sanctuary* spell. Furthermore, as a free action, you can elect to take up to half of the hp damage that would otherwise be dealt to a creature in your aura, as if you had cast *shield other* on that creature. Any damage you receive as a result of shielding another creature is taken as nonlethal rather than lethal damage.

**Endless Power (Su):** You gain the ability to cast spells without expending your power. If you are capable of casting divine spells of 5th level or higher, whenever you cast a 1st-level divine spell, it is either not expended (if you prepare spells) or doesn't use up a spell slot (if you casts spells spontaneously). You can select this ability more than once. Each time you do, the level of divine spells you can cast without expending the spell or using up the spell slot increases by one, to a maximum of 3rd level.

**Greater Planar Ally (Su):** Once per day, you may call a *greater planar ally* (as the spell) or three *lesser planar allies* (as the spell). The allies refuse to perform any task exceeding 1 hr. per tier. The allies do not require a return favor, but may request one. You may only select this path ability if you have achieved sainthood.

**Sudden Death (Su):** Any time you confirm a critical hit on an enemy of your deity, that enemy must make a Fortitude save (DC 10 + half your divine class level + your mythic tier + your Wisdom modifier) or die instantly. This is a death effect.

**Divine Vessel (Ex):** At 10th tier, whenever you cast a spell that affects one or more non-mythic creatures or objects, those creatures or objects must roll any saving throws associated with the spell twice and take the worse result. In addition, whenever you are healed of hp damage by a spell or effect, you are healed for the maximum possible amount. You also gain DR 10/epic. Once per round when an enemy inflicts more than 20 hp damage on you (after your damage reduction has been applied), you regain one use of mythic power. Damage inflicted by your allies does not count toward this ability.

## Shieldmaiden Magic

Shieldmaidens are female dwarves and human women who defend those they hold dear by leading others in battle. Although battle tactics, endurance, weapon-mastery, and especially vigilance are their hallmarks, shieldmaidens have also developed and mastered martial magic.

Legend holds that shieldmaidens are tireless foes, stalwart defenders, and warriors to be feared. They are experts in the use of shields in combat and at protecting allies in battle, and they are notable as battlefield inspirations who rally the wounded and faltering. Tales of the shieldmaiden who saves the day are inspirations to many, though shieldmaidens' numbers have always been few.

Over many years and largely in secret, shieldmaidens have developed their own brand of magic. Most know the following spells (or know of them, if wielding such magic is personally beyond them). Spell names marked with asterisks are found in this book's New Spells chapter, which begins on page 78.

## Shieldmaiden Spells

The following are shieldmaiden spells.

### Cleric Shieldmaiden Spells

- 1st Level—*shieldlight\**, *unsleeping\**
- 2nd Level—*battlemight\**, *blessing of courage and life<sup>APG</sup>*, *might of the champion\**, *shield other*, *transform shield\**
- 3rd Level—*wrathful mantle<sup>APG</sup>*
- 4th Level—*battleward\**, *forceful strike<sup>ISM</sup>*, *snarling steel\**, *stalwart\**, *steadfast\**
- 5th Level—*vigilant fist\**
- 6th Level—*blaze of valor\**, *weaponthwart\**

### Paladin Shieldmaiden Spells

- 1st Level—*rally point<sup>APG</sup>*, *hero's defiance<sup>APG</sup>*, *shieldlight\**, *unsleeping\**
- 2nd Level—*battlemight\**, *blessing of courage and life<sup>APG</sup>*, *holy shield<sup>UM</sup>*, *might of the champion\**, *paladin's sacrifice*, *shield other*, *transform shield\**, *vestment of the champion<sup>UM</sup>*
- 3rd Level—*wrathful mantle<sup>APG</sup>*
- 4th Level—*battleward\**, *forceful strike<sup>ISM</sup>*, *snarling steel\**, *stalwart\**, *steadfast\**, *vigilant fist\**

## Sound Magic

It's said that all sound magic derives from the studies and discoveries of Alarra Synthelle, a peculiar wizard who devoted her life to unraveling and manipulating the power behind sonic force. The young Alarra devoted herself to studying sound magic after a fellow apprentice, in a fit of juvenile tomfoolery, accidentally struck her face with a *magic missile* and blinded her. Deprived of her sight, Alarra quickly became obsessed with the idea that her heightened sense of hearing might be manipulated into powerful magic.

Over a lifetime of scholarly investigation and increasingly dangerous experiments, Alarra compiled a spellbook of most of the known sonic spells, many of which are still used today. This spellbook, called the *Sonitus Compendium*, contains copies of all the following spells, including those available to other classes.

### Bard Sound Magic Spells

- Cantrip—*glorious music\**
- 1st Level—*dome of silence\**
- 2nd Level—*trilling field\**, *shatter*, *sound burst*
- 3rd Level—*thundering drums<sup>APG</sup>*
- 4th Level—*discordant blast<sup>APG</sup>*, *shout*
- 5th Level—*deafening song bolt<sup>APG</sup>*, *frozen note<sup>APG</sup>*, *song of discord*
- 6th Level—*deadly finale<sup>APG</sup>*, *tolling doom\**, *celestial fanfare\**, *pied piping<sup>APG</sup>*, *greater shout*, *sympathetic vibration*

### Magus Sound Magic Spell

- 1st Level—*dizzying bolt\**

### Cleric/Oracle Sound Magic Spells

- 2nd Level—*shatter*, *sound burst*
- 6th Level—*tolling doom\**
- 7th Level—*celestial fanfare\**

### Inquisitor Sound Magic Spell

- 6th Level—*tolling doom\**

### Sorcerer/Wizard Sound Magic Spells

- Cantrip—*glorious music\**
- 1st Level—*dizzying bolt\**
- 2nd Level—*dome of silence\**, *shatter*, *reverberate\**
- 3rd Level—*trilling field\**
- 4th Level—*distressing resonance\**, *shout*



## The Timekeeper Wizard

Wizards who prefer to use seconds and minutes not as ways to measure time but as the key to great—if mysterious—power are called timekeepers. Details of the timekeeper archetype can be found on page 340.

6th Level—*celestial fanfare*\*, *tolling doom*\*

8th Level—*greater shout*

9th Level—*unholy word*\*

### Witch Sound Magic Spells

3rd Level—*screech*

9th Level—*unholy word*\*

## Time Magic

The control and manipulation of time is an esoteric and mysterious branch of magic, even among the many specialized arcane schools. Spellcasters who seek to alter time have the potential to perform incredible deeds, but that potential is tempered by the great dangers associated with affecting time, which tends to resist such interference. Although temporal spells may be found in several schools of magic, time magic is most usually associated with two schools: divination and clockwork. Using divination, magic users can attempt to view future and past events, and the knowledge they gain can be exceptionally effective in helping them accomplish their goals.

In places where clockwork magic is practiced, however, a great deal of time magic can be found in

## Time Mages in Midgard

Time mages are rare in Midgard, although a great deal of evidence suggests that this observation has not always been true. Regions of warped time are scattered throughout the ruins of Thorn, the Old Ones of the Wasted West are frozen in time, and temporal rifts are found in the far Western ocean. All seem to indicate the existence of, at one time, powerful forces that had the ability to affect time.

Regardless, time manipulators a all but disappeared toward the end of the Great Mage War. Some believe they lost control of the powers they were wielding and erased their own existences. Others claim that they were forced to sacrifice themselves to keep the Old Ones frozen in time. Yet others whisper that they fled the war through the timestream, and that they could yet reappear once more.

that school. While many students of the clockwork school concentrate on the creation and support of clockwork objects and constructs, a small subset of its practitioners attempt to directly manipulate time itself towards a variety of ends.

### New Spell Descriptor

**Temporal:** Temporal spells deal with manipulating time, summoning creatures or objects from other times, viewing other times, or otherwise interacting with time.

### Arcane Focused School: Time

**Associated School:** Clockwork.

**Replacement Powers:** The following school powers replace the repairing touch and clockwork body powers of the clockwork school (see page 24).

**Divert Time (Sp):** You attempt to disrupt the flow of time around an enemy. As a standard action, you can make a ranged touch attack against a target creature within 30 ft. On a successful hit, the target is staggered for one round, plus one round for every five caster levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Dilate Time (Sp):** You increase the flow of time around yourself or an ally. At 8th level, as a standard action you can evoke the effects of *haste* on yourself or a creature you touch for a number of rounds equal to your wizard level. These rounds do not need to be consecutive. The rounds can be used concurrently between you and other creatures, but the total number of rounds available must be divided among all creatures affected.

### New Arcane Discovery: Temporal Steward

**Prerequisite:** You must be at least a 9th-level wizard to select this discovery.

**Benefit:** Whenever a creature attempts to cast a spell with the Temporal descriptor within 30 ft. of you, you may attempt to block the effect. Make an opposed caster level check (1d20 + caster level) as an immediate action. If the check succeeds, the spell or effect fails and is wasted; otherwise, it is unaffected.

You can use this ability once per day plus one additional time for every 5 wizard levels you possess beyond 10th. You may also spend a use of this ability to negate the effects of a time storm (*Midgard Campaign Setting*, page 161) or a temporal rift (*Journeys to the West*, page 21) for all creatures within 30 ft. of you without making a caster level check. This negation lasts as long as you are in the area of that particular event. The negation of other similar effects is possible, and left to the discretion of your GM.

## Temporal Spells

The following spells can be found in Chapter 2: New Spells.

### Bard Temporal Spell

Cantrip—*quicken*

### Cleric Temporal Spells

Orison—*quicken*

1st Level—*withered sight*

4th Level—*reset*

5th Level—*wall of time*

### Druid/Shaman Temporal Spell

1st Level—*withered sight*

### Inquisitor Temporal Spell

1st Level—*withered sight*

### Sorcerer/Wizard Temporal Spells

Cantrip—*quicken*

1st Level—*chronal lance, withered sight*

2nd Level—*decelerate*

4th Level—*reset, time vortex*

5th Level—*wall of time*

6th Level—*time loop*

7th Level—*anomalous object, time capsule*

8th Level—*time jump*

### Witch Temporal Spells

Cantrip—*quicken*

1st Level—*withered sight*

## Tomb Magic

Among the many spoils discovered in ancient pharaohs' tombs, few treasures have been as valuable to society as the *Papyri of the Stone Soul*. Found centuries ago in the tomb of a carefully preserved pharaoh whose name has been lost to time, these 12 sheets detail ancient techniques of burial preparation and tomb constructions. Each sheet of the *Papyri of the Stone Soul* has been painstakingly preserved with an alchemical lacquer to prevent flaking and cracking, and tiny, intricate figures of animals and people inked in blue and gold border each sheet.

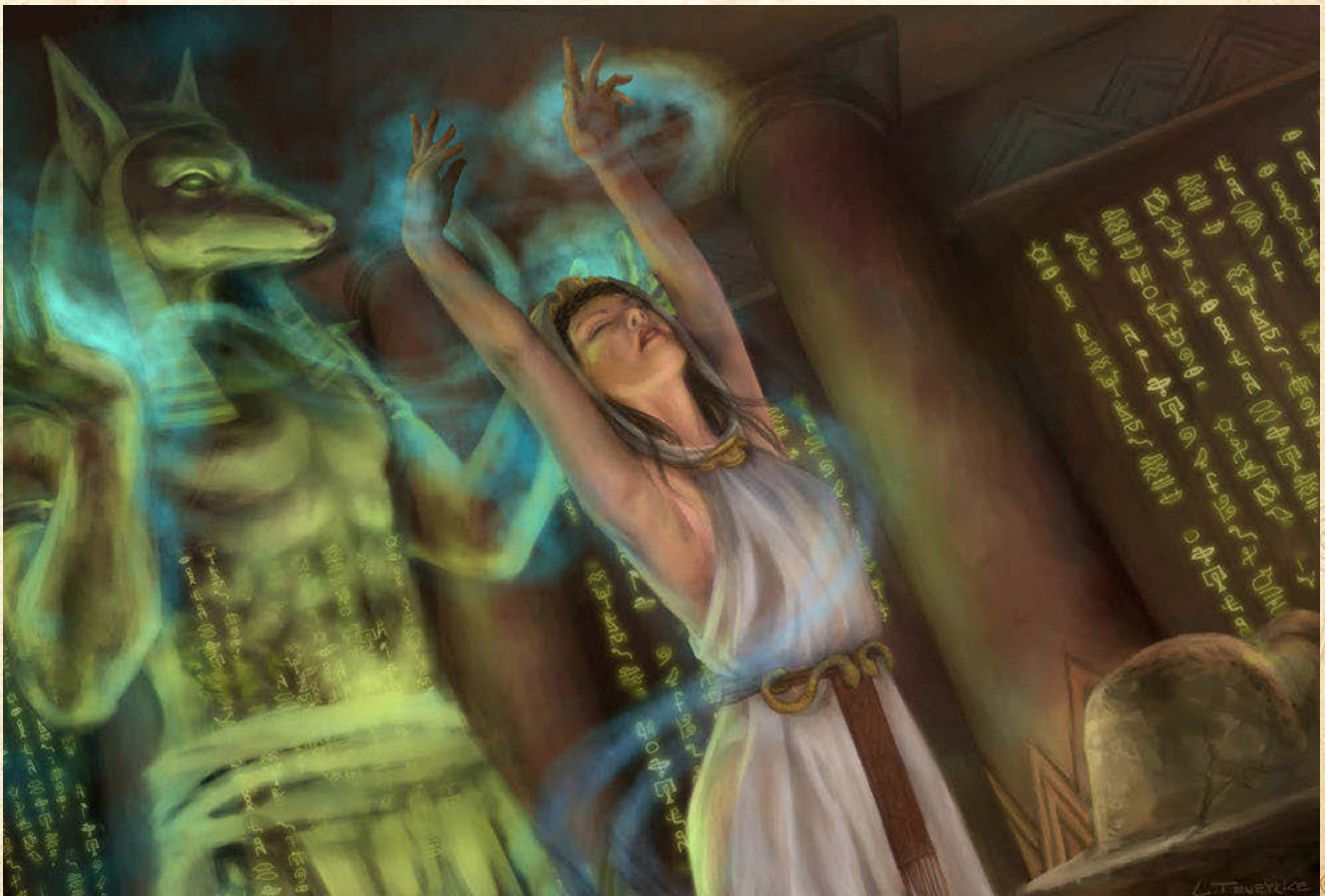
On the otherwise blank backs of the pages, darker, fresher writing stands out in neat, bold handwriting. These notes detail the nine spells inspired by the records on the reverse side. Legend tells that a researcher took the *Papyri of the Stone Soul* from its pharaoh's tomb and completed her spell research only days before succumbing to a mysterious, wasting disease.

## Tomb Magic Spells

The following spells are listed on the backs of the *Papyri of the Stone Soul*. These spells can be found in Chapter 2: New Spells.

### Alchemist Tomb Spell

5th Level—*painted form*



### Bard Tomb Spell

2nd Level—*sculpted servant*

### Cleric/Oracle Tomb Spells

2nd Level—*incense haze*

6th Level—*essence jar, wall of runes*

### Druid/Shaman Tomb Spells

2nd Level—*sculpted servant*

8th Level—*mask of the pharaoh*

### Magus Tomb Spell

5th Level—*stalls of the pharaoh*

### Sorcerer/Wizard Tomb Spells

2nd Level—*sculpted servant, torc of the pharaoh*

4th Level—*greater torc of the pharaoh*

5th Level—*stalls of the pharaoh*

6th Level—*essence jar, painted form, wall of runes*

8th Level—*mask of the pharaoh*

### Summoner Tomb Spells

2nd Level—*sculpted servant, torc of the pharaoh*

4th Level—*greater torc of the pharaoh*

5th Level—*wall of runes*

### Witch Tomb Spells

4th Level—*wall of runes*

5th Level—*stalls of the pharaoh*

6th Level—*essence jar*

8th Level—*mask of the pharaoh*

## True Curses

Among vengeful characters, curses are coveted ways to plague enemies. *Bestow curse* can, in combat, be an apt, efficient, and common way to bring woe to those who have done the caster wrong; however, it is also quite tactical, emotionless, and easily removed. What's a spellcaster to do, then, when an enemy truly worthy of his rage deserves a curse that festers—a blight that lingers long enough to make the victim rue the day it incurred the caster's wrath?

Derived from the magic of Baba Yaga, the ageless and inexplicable crone, true curses provide an alternative system for constructing curses that are lasting in nature, challenging to defeat, and capable of driving plots and adventures. True curses draw upon the quiet, old powers of nature that govern hospitality, honor, and fortune—while nameless, these powers exist in every culture in every world. They govern superstitions and quietly shape customs and behaviors.

In *Pathfinder RPG*, true curses are accessible to clerics, oracles, sorcerers, witches, and wizards of at least 7th level who have Craft Wondrous Item or a similar magic-item creation feat. Because a true curser must be in tune with nameless powers of nature, he or she must have at least five ranks in Knowledge (nature).

## The Making of a Good Curse

Behind every true curse there is a story. Those who seek to inflict true curses power them with passions including desire, envy, jealousy, hatred, or revenge, and victims should feel the full weight of these emotions when a true curse descends on them. Further, true curses should not be created lightly; simpler magic such as *bestow curse* is better in cases where the curser has not been truly and irrevocably wronged by the victim.

Most importantly, true curses should be mysterious and feared. It should take time to trace a curse back to its source, and to discover the process of how to break the curse. Even powerful wizards fear true curses, as *dispel magic* and *remove curse* have little effect on a true curse.

## Constructing a True Curse

Constructing a true curse is no simple task. All true curses require a price, a *binding*, and a trigger (see below for details on all three). First, the curser strikes a bargain with the old powers. Second, the curser creates a talisman to anchor the curse's power. Third, a trigger activates the curse. Building a true curse is akin to creating a unique spell and a magic item at the same time, and it is done with the greatest of care. True curses are broken down into minor, major, and epic categories for the purpose of determining their cost and the effort required. See Table 1-15: True Curses Effects and Targets for curses' basic details in each category.

Although the details of a curse are entirely up to the GM, resisting a minor curse's compulsion effect requires a Will save with a DC equal to that of one of the caster's 4th-level spells (the caster is the character that created the curse). Resisting a major curse's compulsion effect requires a Will save equal to the caster's 6th-level spells. Creatures that try to resist a major curse take a -6 penalty to this Will save. Not all compulsion effects may allow a save; players should work with GMs to determine how a true curse will work best in their game.

## Example True Curses

Below are some scenarios in which curses are inflicted on victims. The type of curse is found in parentheses after its name.

### Curse of Fallibility (Minor)

The young, upstart warrior Folgrim was publicly bested and cruelly humiliated by his city's swordmaster, Eogarth. Folgrim seeks out a wizard to curse Eogarth, to ensure that the swordmaster loses all public duels thereafter.

**Effect:** Eogarth goes inexplicably slack the first

instant he tries to land a blow in a public duel, as if affected by the exhausted condition. This condition cannot be removed so long as Eogarth is dueling.

**Target and Trigger:** Eogarth, only when participating in a public duel.

**Result:** Note that while the mechanical effect of this curse is limited, it effectively destroys Eogarth's reputation and takes away the thing he holds most dear: being the swordmaster of his city. Remember, effective and compelling curses also create tragic stories and great adventures. Imagine what Eogarth would do or what price he might pay to restore his ability.

**Scaling this Curse:** A major version of this curse might require Eogarth to follow all successful rolls with another successful roll while in any combat situation. An epic version of this curse might be passed down Eogarth's line hereditarily, or it might affect all men fighting as Eogarth's allies.

### Curse of Cacophonous Pain (Major)

The mighty wizard Oleaon haughtily threatened the witch Drualla and drove her from her forest home. Drualla cursed Oleaon to crumble with pain while crying bloody tears whenever he hears the song "Fey King's Dirge," played on a music box.

**Effect:** When any music box plays the "Fey King's Dirge", Oleaon must make a DC 20 Will save at a -4 penalty or fall helpless for 1 round. If he successfully saves, he is stunned for 1d4 rounds. So long as the music plays, Oleaon is wracked with pain and all his concentration checks are made with a -6 penalty.

**Target and Trigger:** Oleaon, any time a specific song is played on a music box.

**Result:** The psychological effects of this curse on a powerful person cannot be understated. No doubt Drualla has publically humiliated Oleaon, and worse, Oleaon's other enemies have learned of his weakness and can now carry music boxes that play the "Fey King's Dirge". He now lives in constant fear of his life and is obsessed with undoing Drualla's curse.

**Scaling this Curse:** A minor version of this curse might only stagger Oleaon and incur a concentration penalty to his spellcasting. An epic version of this curse might also inflict damage, somehow using the power of Oleaon's memorized spells against him.

### Unending Curse of Baneful Existence (Epic)

Alva, a beneficent crown princess, has a bitter rivalry with her banished cousin, Malnimm. Malnimm seeks out a powerful sorcerer to turn Alva into a barbazu, and this devil terrorizes the princess's beloved kingdom. Each time she is killed, the princess returns as a barbazu the next evening.

**Effect:** Alva is permanently transformed into a barbazu. The princess cannot speak of her true self and must stay within 10 miles of the capital. She is compelled to attack weaker beings.

**Target and Trigger:** Alva, but the powerful curse extends beyond death to make the curse unending.

**Result:** Once a kind and gentle young woman, Alva suffers immeasurably whenever she is compelled to harm an innocent.

**Scaling the Curse:** A major version of the curse might only turn the crown princess into a barbazu for one season each year; however, she is still compelled to speak nothing of her condition and to attack all those weaker than she, but she is permitted a Will save with a -4 penalty to resist.

A minor version of the curse may transform the princess into a barbazu only when she is alone with one she loves. She is compelled to attack, but she is allowed a Will save to resist. Note that the minor version of the curse could potentially be more personally devastating and terrible than the major and epic version—curses don't have to be powerful to have a powerful effect!

### The Price

The more powerful the curse, the higher its cost. To craft a true curse, the caster must negotiate a price

Table 1-15: True Curses' Effects and Targets

	REQUIRED CASTER LEVEL	EFFECT(S)	TARGET AND TRIGGER(S)
Minor	7th	Compulsion with a chance to resist. (Simple effects comparable to but more insidious than bestow curse.)	One individual; a specific action and specific circumstances.
Major	12th	Compulsion with a difficult penalty to resist, permanent transformation, and/or a permanent handicap.	One or several individuals; a set of actions and broader circumstances.
Epic	17th	Compulsion with no chance to resist, a curse that is transferable, complex effects, and/or a crippling handicap.	One or several individuals, across generations or the boundary of death; broadest set of circumstances.

with the malevolent old powers, often through a *séance*. This ritual takes to 8 hrs. for a minor curse, up to a day for a major curse, and up to three days for an epic curse, at the GM's discretion.

During this ritual, the caster must make a single Knowledge (nature) check. Unlike the *binding*, which has a material cost, the price bargained for here is a personal one paid for by the individual who wishes to curse another. The price is a personal sacrifice, as the old powers aren't interested in wealth but rather in great emotion and acts of will. Players crafting a curse should work with their GM to determine each curse's exact price. Ideally, it should match thematically with the curse's effects. Sample prices are found in Table 1-16: Curse Prices. This table also contains the DC ranges for the required Knowledge (nature) checks; specific DCs are up to the GM.

If the caster fails the Knowledge (nature) check, the nameless powers are insulted and punish the caster, who is shaken (no save) for 1d3 days if attempting a minor curse, 1d6 days if attempting a major curse, and 1d10 days if attempting an epic curse. This effect and its duration extend to others involved in initiating the curse; for example, if the caster was bargaining for the curse on behalf of another individual, that individual is also affected.

The character that pays a curse's price must obey its conditions the instant the curse takes effect (see the "trigger" section below). No matter how hard individuals may try to escape the curse's price, mysterious powers ensure they comply.

## The Binding

Once the price has been agreed upon, the caster creates a *binding*—a magic item that anchors the

curse. So long as this item exists, the curse cannot be undone. The caster must craft the item with a magic-item creation feat; the *binding* has no magic powers other than its connection to the curse, and its gp costs depend on the connected curse's power. Costs can be found on Table 1-17: Binding Details (the specific cost should be determined by the GM). *Binding* items radiate strong necromantic magic, but they cannot be found with a *discern location* spell.

Once created, the *binding* is often hidden by its maker. A common method of hiding a *binding* is to pass it off as a mundane item or a gift. If a *binding* is unique, the caster will often make copies to confuse those who would try and undo the magic. A *detect magic* spell can reveal the *binding*'s necromantic aura (Knowledge [arcana] DC 25), but no spells or skills can reveal the item's connection to its curse. Only firsthand knowledge of the curse and its creator clarifies which *binding* belongs to a specific curse.

## Defeating a True Curse

The most terrible aspect of true curses is how difficult they are to overcome. All curses are permanent until they are undone, and in most cases the conditions of a curse cannot be avoided by normal, magical means. Before a true curse can be undone by spell, two conditions must be met:

- The accursed must atone, in some way (at the GM's discretion) for their offense against the curser.
- The *binding* object must be destroyed.

These tasks may seem simple, but the *binding* object is often well hidden and difficult to destroy. Similarly, it is entirely possible to be cursed and not know what offense one committed (in this case, the wisest of oracles may be consulted).

Table 1-16: Curse Prices

	KNOWLEDGE (NATURE) DC	EXAMPLE PRICES
<b>Minor</b>	20-25	A charismatic cad agrees to live a chaste life. A hero gives up his prized, magical sword. A character takes the mantle of orc-bane and is hated and hunted by orcs until her death.
<b>Major</b>	25-30	A woman who seeks to protect the family she loves by cursing their common enemy agrees to never see her family again. A paladin renounces his vows and gives up his powers. A man relinquishes his voice, becoming permanently mute. A player character vows to hunt members of his own race (elves, for example) in exchange for vengeance on an otherwise unassailable foe.
<b>Epic</b>	30+	A king must sell himself into permanent slavery to pay for an epic curse on his ancient enemy. A paladin renounces her vows and becomes the kind of evil she hates; she becomes an antipaladin. A great mage agrees to spend 100 years as prey on faeries' wild hunting grounds.

If the accursed has atoned and destroyed the *binding*, true curses can be lifted as described in Table 1-18: Removing True Curses.

If the accursed has not both atoned and destroyed the *binding* object, attempts to remove the true curse have the effects described in Table 1-19: Suppressing True Curses.

If the accursed has not both atoned and destroyed the *binding* object, their curse is merely disrupted. The powers at hand re-coalesce and the curse reactivates. While a character can circumvent atonement and the *binding's* destruction for an epic curse using a *wish* or *miracle* spell, it always has unintended consequences. The curse may transfer to another, or some vital part of the character's life is changed in the past—the GM decides where to take the story of the true curse next.

When a curse is defeated, GMs should award the previously cursed character XP equivalent to a CR 5, 10, or 15 encounter (for minor, major, and epic curses, respectively). If allies aided the cursed character significantly during efforts to defeat the curse, the GM should distribute the XP among the party as they see fit.

## Baba Yaga's Book of Curses

Baba Yaga, the immortal crone whose inspiration can be found in all true curses, has let her little black book of magic, the *Libillus Maleficarum*, loose in the multiverse to seduce the power-hungry and increase her sphere of influence. Baba Yaga is younger than the old nameless powers, but she is old enough to remember them. She gains much by keeping those forces active in the world.

Table 1-17: Binding Details

	COST	CRAFT DC	EXAMPLE BINDING
<b>Minor</b>	Up to 10,000 gp	20	A silver, masterwork dagger, engraved with ancient runes. A ragdoll with an enchanted gold coin hidden in the stuffing.
<b>Major</b>	Up to 50,000 gp	25+	A golden music box, enchanted to play a particular song. A silken gown, embroidered with the hair of the curse's target.
<b>Epic</b>	Up to 100,000 gp	30+	The finger of a living king, upon which a magical ring is placed and wrapped in linens. A small mirror made from polished platinum, tempered in the blood of a silver dragon. Wrought iron hammer that had been used to kill a fey prince.

Table 1-18: Removing True Curses

	REMOVE CURSE	BREAK ENCHANTMENT	LIMITED WISH	MIRACLE, WISH
<b>Minor</b>	Automatic success	Automatic success	Automatic success	Automatic success
<b>Major</b>	Ineffective	25+	Automatic success	Automatic success
<b>Epic</b>	Ineffective	30+	DC 25+	Automatic success

Table 1-19: Suppressing True Curses

	REMOVE CURSE	BREAK ENCHANTMENT	LIMITED WISH	MIRACLE, WISH
<b>Minor</b>	Curse automatically disrupted for 1d4 hours	Caster Level check of DC 20+ disrupts the curse for 1d4 days	Automatic removal	Automatic removal
<b>Major</b>	Ineffective	Caster Level check of DC 25+ disrupts the curse for 1d4 hours	Curse disrupted for 1 month	Automatic removal
<b>Epic</b>	Ineffective	Caster Level check of DC 30+ disrupts the curse for 1d4 rounds	Curse disrupted for 1 day	Success with unintended consequences (GM's discretion)



## LIBILLUS MALEFICARUM (MAJOR ARTIFACT)

Slot none; Aura strong enchantment; CL 20th;  
Weight 2 lbs.

### DESCRIPTION

The *Libillus Maleficarum* is a large tome bound in black leather of undeterminable origin. The interior consists of 200 weathered, vellum pages, containing the mad scrawling of Baba Yaga, ancient symbols, and drawings of beasts that have not been seen for millennia. Yet with careful study, much wisdom can be gleaned from this tome.

If the book be found by a non-spellcaster, its writings hint at great power and the fulfillment of desires, while calling out to the nearest suitable spellcaster who might be able to perform a true curse (per the spell sending, daily, until a caster is tempted to answer the call). Baba Yaga is not content for this book to stay in one caster's possession for too long—if no curses are cast from its pages, the book itself vanishes within three months of neglect.

A practitioner of magic may learn many things from this tome: how to strike a bargain with the

nameless ones, how to fashion a *binding* talisman for a true curse, and how to cast grave-soil curses.

The owner of the *Libillus Maleficarum* receives +2 to concentration checks and +2 to caster level checks to overcome spell resistance when casting *bestow curse* and similar spells (see pages 128 and 152 for *binding oath*, *black dog curse*, *cursed gift*, and *curse ring*, which are new curse-like spells; these bonuses stack with existing feats/effects). Additionally, wielders of the tome receive a +4 insight bonus to Knowledge (nature) checks when dealing with the old powers.

### DESTRUCTION

The *Libillus Maleficarum* may be physically destroyed via mundane means, but it reforms elsewhere within 48 hrs. of its destruction. To permanently destroy the book it must be burned to a fine ash, then ground with bones of a white stag in Baba Yaga's mortar and pestle.

## Grave-Soil Curses

Baba Yaga's *Libillus Maleficarum* also instructs the reader on the art of grave-soil curses. When interred,

Table 1-20: Soil of the Grave Curses

SOIL FROM THE GRAVE OF:	EFFECT	PREPARATION COST
Pauper	Jewels lose their luster and armor its polish; the accursed always looks dirty and worn. A -4 penalty to Charisma-based ability and skill checks. Fleas, mice, and other vermin are naturally attracted to the accursed.	500 gp
Outcast	Automatically fail Diplomacy, Bluff, Disguise, and Intimidate checks. All those with whom the accursed interacts must make a will save DC 16 or be shaken.	1,500 gp
Oracle	Accursed becomes blinded (cannot be cured by <i>remove blindness</i> ). Using any Knowledge skill staggers the accursed for 1d4 rounds as they are assaulted with visions.	1,500 gp
Vampire	A -4 penalty on attack rolls, saves, ability checks, and skill checks when in sunlight. Eating foods other than raw meat cause the accursed to be nauseated. The vampire whose grave soil was used for the curse can sense the location of the accursed per the spell <i>find quarry</i> .	3,000 gp
Soldier	Accursed is always fatigued, as if having marched for miles. All spells cast in combat require a successful concentration check with a -6 penalty applied (minimum DC 11 + spell level, or per the situation). In combat the accursed finds it difficult to cast spells, preferring the sword.	3,500 gp
King	All attempts to act discretely fail (including but not limited to Stealth checks). Spells and magic items that would conceal the accursed have a 50% chance of failing. Any intelligent, potentially hostile creature or foe sees glory and riches in killing the accursed and attacks at the earliest opportunity.	5,000 gp

the dead join with the land, the tears of the bereaved fall, and the grave becomes the last physical anchor of a soul departed. Grave-soil curses tap this nebulous, subtle power. Unlike true curses, grave-soil curses are cast in the heat of the moment. A spellcaster may learn the feat required to cast grave soil curses by studying the *Libillus Maleficarum* for a minimum of one month.

### FEAT: GRAVE SOIL CURSE (ITEM CREATION)

When you cast *bestow curse*, you may change the effect of the spell based on the grave soil you have enchanted.

**Prerequisite:** Caster level 5th.

**Benefit:** You can invest grave soil with power to later be used when casting *bestow curse*. Grave soil must be dug from the earth with bare hands and stored in a small satchel bound with silver thread. A ritual performed shortly thereafter cements the power within. Once prepared, it lasts until used.

When casting a grave-soil curse, you must be within at least 15 ft. to toss the prepared soil at your target. If the target is within 10 ft., no attack roll is necessary unless there are prevailing conditions that would make it difficult to hit your target, in which case a touch attack must be made. If you are beyond 10 ft., this requires a ranged touch attack with a 5-ft. range increment.

### Removing a Grave Soil Curse

Grave-soil curses can be removed as if they were a *bestow curse* spell with one caveat—the accursed must be anointed with holy water first to wash away the grave soil's taint. Any attempt to cast *remove curse* or *break enchantment* before the accursed is so anointed automatically fails (greater spells such as *limited wish*, *wish*, or *miracle* still succeed).

### Sample Grave Soil Curses

Table 1-20 provides sample grave-soil curses; players may create their own curses at the GM's discretion.

## Underground Alchemy

Deep beneath the sunlit surface, in a land of eternal night, noble dwarves, insane derro, ravenous ghouls, and other monstrous races wage an eternal war for dominance—or, in some cases, just for survival. These races have long been the masters of secret alchemical formulae that are practically unknown in the lands above.

In the sunlight lands, the best known of these alchemists is Bodrak the Broken, a derro who spent the last years of his life languishing in a dwarven prison after attempting to steal rare reagents from the dwarves' mining stores. By the time Bodrak died, his

dwarven captors had learned many of his secrets—however, his formula book was never found.

### Formula Book of Bodrak The Broken (Level 16 Alchemist)

*This massive, six-inch-thick tome has a cover made of meticulously stitched albino bat skin wound around an ogre's thigh bone. Every available space inside is covered in notes and equations written in several different hands. The writings of Bodrak, however, remain impossible to miss, as they are written in a brilliant crimson ink that has not faded with time or use.*

The text of all this spellbook's spells can be found in the New Spells chapter.

**Protection** Good lock (DC 30)

**Value** 2,695 gp (3,545 gp with preparation ritual)

### FORMULAE

6th—*quintessence*\*

5th—*broken mind*\*, *greater disgusting*\*, *greater symbiosis*\*

4th—*greater ingest*\*, *greater prehensile beard*\*, *reborn in flames*\*, *rusting bomb admixture*\*

3rd—*disgusting*\*, *false death*\*, *inner demon*\*, *jelly form*\*, *spirit guide*\*, *stone bones*\*, *vomit green slime*\*

2nd—*beard sponge*\*, *ingest*\*, *philosopher's quaff*\*, *prehensile beard*\*, *warp metal*\*

1st—*altered consciousness*\*, *arcane siphon*\*, *buoyant*\*, *magnetism*\*, *peacock pose*\*, *symbiosis*\*, *third eye*\*, *treasure scent*\*, *withering bomb admixture*\*

### PREPARATION RITUAL

**Subterranean Insight (Su)** If you spend 10 min. following the meditation pattern at the end of the scroll after preparing your formula, you gain clearer insight into the world around you and its hidden dangers. You may expend this boon as an immediate action once per day to gain blindsight for 1 min.

## Vril Magic

Vril is the mysterious, primal force that makes up the underlying elements of arcane energy. First harnessed by antediluvian cultures and focused through vril staves and hollow rods, this raw magical power once allowed mighty arcanists to heal wounds, control the minds of others, and raise incredible cities. Capable of both incredible destructive force and miraculous healing, vril flows through the veins of all those capable of wielding arcane power—whether they realize it or not.

The primitive essence of raw vril has long since been harnessed and refined in history's slow march toward magic as it is taught in magical academies and colleges. There are still those, though, who abandon traditional magic in favor of the raw power and

## Vril Class Options

For details on the vril bloodline, see Chapter 5: Bloodlines and Mysteries. For details on the vril adept and vrilbound magus, see Chapter 6: Archetypes.

purity of vril. These arcanists wield vril's healing and destructive incarnations—as well as its telepathic and telekinetic qualities—with incredible skill.

In addition to references to the bloodlines, archetypes, and spells found elsewhere in this book (see below), this section contains vril feats, items, and notes for using vril in your game. Ultimately, vril is a subsystem that converts prepared spells and spell slots into raw destructive or healing energy. All other modular mechanics, including spells and feats, blossom from this concept. The basic mechanic is the vril blast—the ability gained by almost all archetypes and bloodlines of those devoted to vril (see pages 321, 341, and 342).

Spellcasters who eschew a vril-related bloodline or archetype have other options available; the Vril Heritage feat, for example, represents the first step for such casters to explore the concept. This feat provides a gateway to channeling and manipulating vril blasts through feats rather than class abilities. Lastly, dabblers may explore strictly spell-based options, granting themselves the temporary use of vril blasts, and, again, the augmenting spells that accompany the use of this force.

## Vril Feats

The following feats open up vril channeling to arcane spellcasters or allow vril users to create powerful new effects with vril. The Vril Heritage and subsequent Vril Channeler feats are the first steps of a vril feat chain for arcane spellcasters who do not subscribe to a vril archetype or bloodline.

### VRIL AMPLIFICATION

Your vril blasts are more potent.

**Prerequisites:** Arcane spellcaster, Vril Channeler feat or vril blast class feature, caster level 6th.

**Benefit:** The damage you deal with your vril blasts increases by one damage dice (1d4 increases to 1d6, 1d6 to 1d8, etc.). This feat can be taken once for every six levels the spellcaster possesses.

## VRIL CHANNELER

Though not as talented as those devoted to its pure study, you can convert the arcane energy of spells into a blast of raw vril to attack foes and heal allies.

**Prerequisites:** Vril Heritage feat, arcane spellcaster, caster level 3rd.

**Benefit:** As a standard action, you can sacrifice a prepared spell or an unused spell slot of 1st level or higher and channel it as a blast of raw vril. Resolve this as a ranged touch attack with a range increment of 30 ft. The vril ray can combine with feats such as Point-Blank Shot and Weapon Focus. This attack deals 1d4 hp damage per spell level sacrificed +1 hp per caster level.

Alternatively, the blast heals 1 hp damage for every level of the sacrificed spell or spell slot +1 hp per caster level. Note that 0-level spells cannot be converted in this manner.



BRYAN SYME

## VRIL HEALER

Your vril healing is more potent.

**Prerequisites:** Vril Channeler feat or vril blast class feature, caster level 5th.

**Benefit:** When using your vril for healing, add your spellcasting class's key ability score bonus (Intelligence for wizards, and so on) to the hp total you heal.

## VRIL HERITAGE

Either through ritualistic head binding or ancient ancestry, you have cultivated some of the mental powers of primordial spellcasters.

**Benefit:** You can use *mage hand* as a spell-like ability a number of times per day equal to 3 + your Charisma modifier.

## VRIL MANEUVERIST

You can manipulate your vril blasts to initiate combat maneuvers.

**Prerequisites:** Vril Channeler feat or vril blast class feature, caster level 7th.

**Benefit:** When attacking using your vril blast, you can elect to forgo damage and instead initiate one of the following combat maneuvers: bull rush, disarm, reposition, or trip. Your CMB for this attack is equal to your caster level + the level of the sacrificed spell + your spellcasting class's key ability score bonus (Intelligence for wizards, and so on).

## VRIL METABOLIST

You can metabolize the failed spell energy of other casters into vril energy to power your own blasts.

**Prerequisites:** Vril Channeler feat or vril blast class feature, caster level 9th.

**Benefit:** Anytime you successfully save against a single-target spell or a ray directed at either you or your gear, you can absorb the spell's energy into your body. For one round afterward, you can convert this energy to power any vril abilities that rely on sacrificed spell slots. You store this energy for 1 round, and during that time you can convert this energy to power your vril-based special abilities. Rather than sacrificing your own prepared spells or spell slots, you use the absorbed spell's level to calculate the ability's effects. You can absorb, but not expend, spell energy of levels greater than those you can cast, and any additional energy absorbed from spell slots of higher level than you can cast immediately dissipates. All the absorbed energy dissipates after 1 round if not used.

## VRIL METAMAGICIAN

You are able to metamagically manipulate your vril blasts with known metamagic feats.

**Prerequisites:** Vril Channeler feat or vril blast class feature, caster level 7th.

**Benefit:** You can apply metamagic feats you know to your vril blasts as a move action. There is no level

adjustment for this application of the metamagic to the sacrificed spell or spell slot, but you can only manipulate your vril blasts with a number of adjusted spell slots per day equal to your class's key ability modifier (Intelligence for wizards, and so on).

For example, a vril adept wizard with an 18 Intelligence (+4 modifier) and the Empower Spell metamagic feat (which has a spell slot adjustment of 2) could apply that metamagic feat to his vril blasts twice daily, at the cost of 2 uses per application. Alternatively, the same vril adept with Maximize Spell and Ectoplasmic Spell feats could apply each metamagic feat to his vril blasts only once daily (3 points for Maximized Spell, and 1 point for Ectoplasmic spell).

## VRIL SCULPTOR

You are able to shape your vril blasts.

**Prerequisites:** Vril Channeler feat or vril blast class feature, caster level 7th.

**Benefit:** As a full round action, you can sculpt the energy of your vril blast's normal ray attack into either a 10-ft.-radius burst centered on you, a 20-ft. cone-shaped burst, or a 30-ft. line. You do not make a normal attack roll. Instead, creatures caught in the area of effect take half damage on a successful Reflex save. The DC versus this effect is equal 10 + the level of the sacrificed spell + your spellcasting class's key ability score bonus (Intelligence for wizards, and so on). You may use this ability a number of times per day equal to your spellcasting class's key ability score bonus.

## Vril Items

Historically, vril is heavily associated with the flute-like staves and rods meant to harness its magical energy. These two magic items are described below.

### VRIL STAFF

**Aura** strong transmutation, faint enchantment; **CL** 13th **Slot** none; **Price** 82,000 gp; **Weight** 5 lb.

#### DESCRIPTION

This staff is a silver, hollow tube of metal capped at either end with copper plates and etched with indecipherable glyphs. Small keys, like those of a flute, cover the length of the staff and control its power. It allows the use of the following spells:

- *charm person* (1 charge)
- *mage hand* (1 charge)
- *cure light wounds* (1 charge)
- *cure moderate wounds* (2 charges)
- *telekinesis* (2 charges)
- *repulsion* (3 charges)

In the hands of a creature with at least a 15 Intelligence, the vril staff grants a +4 competence bonus to all Bluff and Intimidate skill checks. Spellcasters capable of channeling vril blasts can

## Vril Batteries

*Sunken Empires* from Kobold Press introduced the concept of vril devices—machines and weapons that harness the energy of vril through rechargeable, voltaic, pile-like reservoirs known as vril batteries. Those who wish to merge those concepts with the magic subsystem presented here need only account for a vril wielder's capability to recharge these batteries using their inherent reservoir of vril energy.

Any character capable of producing vril blasts can recharge a vril battery by applying the healing aspects of the blast to a battery. However, the antiquity of the items makes the process less than efficient: for every 10 hp of healing applied to the battery, it regains a single charge.

use the vril staff in a sort of retributive strike, which permanently destroys the staff. As a full-round action, the wielder can sacrifice all of their prepared spells or available spell slots into a single, devastating blast, releasing a 120-ft. line of vril energy. Everything caught in the line take 1d6 hp damage for each spell level sacrificed. This damage bypasses the objects' hardness. All affected can make DC 17 Reflex saves to reduce the damage by half.

### CONSTRUCTION

**Requirements** Craft Staff, *charm person, eagle's splendor, mage hand, telekinesis*; **Cost** 41,000 gp

### HOLLOW ROD

**Aura** strong (no school); **CL** 17th  
**Slot** none; **Price** 33,000 gp; **Weight** 5 lbs.

## A Note on Vril Amplification

A spellcaster who converts spells to blasts that deal up to 1d12 damage seems, at first, powerful. However, keep in mind that a vril blast's damage is calculated by the level of the spell sacrificed, not by your caster level.

For comparison, an 18th-level caster who throws a 3rd-level *lightning bolt* deals 35 average damage (10d6) while the same spell slot sacrificed for a normal vril blast would deal 3d12+18 damage, for 37.5 average damage. This means that the caster has spent a few feats just to barely top what can be done with a 3rd-level spell—while gaining some flexibility, of course.

### DESCRIPTION

Only those initiated in the subtleties of vril use can distinguish a *hollow rod* from its immediate kin, the slightly longer *vril staff*. While the hollow rod can be wielded as a +2 *light mace*, its true power lies in its manipulation of vril force. Three times per day, the user may utilize the hollow rod in conjunction with a vril blast to augment its destructive or healing capabilities. This is done by sacrificing any two available prepared spells or spell slots to power the blast, calculating the damage or healing effects as normal based on this combined expenditure. It is permissible to combine the rod's augmented blast with feats possessed or spells used by the rod's wielder.

### CONSTRUCTION

**Requirements** Craft Rod, Vril Metamagician (see page 75); **Cost** 16,500 gp

## Spellbook: Calimachus Codex

### Vril Spellbook: Calimachus Codex (Level 15 Vril Adept)

*These stacked sheaves of thin bronze plates are bound not by stitching or leather, but magic. With a touch, the plates fly apart, orbiting around the user in a lazy parabola. The floating metal pages organize according to the mental commands of their master.*

**Protection** *Symbol of stunning* on the first page of the book (Fort DC 25)

**Opposition Schools** Conjuraton, evocation, necromancy

**Value** 15,160 gp (18,160 gp with the preparation ritual)

### Spells

8th—*antipathy, demand, mind blank, symbol of insanity*

7th—*greater arcane sight, insanity, limited wish, mass hold person, power word blind, symbol of stunning, spell turning, vision*

6th—*antimagic field, analyze dweomer, geas/quest, globe of invulnerability, greater dispel magic, legend lore, repulsion, symbol of persuasion, true seeing*

5th—*break enchantment, feeblemind, greater vril annexation\*, hold monster, mind fog, permanency, passwall, prying eyes, symbol of sleep, telekinesis*

4th—*confusion, charm monster, crushing despair, greater invisibility, lesser globe of invulnerability, phantasmal killer, scrying, stoneskin*

3rd—*arcane sight, blink, deep slumber, dispel magic, explosive runes, fly, hold person, protection from energy, suggestion, tongues, vril feedback\*, vril tulpa\*, vril vampirism\**

2nd—*alter self, detect thoughts, fox's cunning, hideous laughter, resist energy, see invisibility, touch of idiocy, vril annexation\*, vril converter\*, vril transistor\**

1st—*charm person, comprehend languages, expeditious*

*retreat, hypnotism, identify, shield, sleep, unseen servant, vril refraction\**

### Preparation Ritual

**Friends of Foes (Su)** With feigned submission, you open up a violent mind to susceptibility. Spend this boon's effect as an immediate action when a humanoid opponent hits you with an attack. The attacking creature takes a -4 penalty to its save against any spell from the enchantment school you cast in the following round.

## The Wildblooded Vril Sorcerer

Wildblooded sorcerers possess mutated versions of a more common bloodline, with one arcana and at least one bloodline power that are different from the standard bloodline. The following option can be used with the vril bloodline (see page 321).

### Vril-ya

Your vril heritage is more primal and violent, and less refined than other sorcerers that carry your ancient bloodline.

**Associated Bloodline:** Vril.

**Bloodline Arcana:** Whenever you target a single creature with your vril blast, you gain an insight bonus equal to half the sacrificed spell slot's level (minimum +1) for 1 round to your AC and saving throws against any spell or attack made by that creature.

**Bloodline Powers:** You convert spells to raw magical energy to destroy foes or heal allies.

**Vril Blast (Su):** Wildblooded vril-ya succumb to the primal temptations of the world's earliest magic-wielders, channeling the power of their arcane reservoirs into incredible blasts of focused vril energy. As a standard action, you can sacrifice a

## A Note on the Vril-ya Wildblooded Sorcerer

Although the vril bloodline that appears in Chapter 5 (and first appeared in *Sunken Empires*) works well for those who wish to pursue the concept, the vril-ya wildblooded option brings that bloodline more in line with the vril blaster archetypes and other options found in this book.

prepared spell or unused spell slot of 1st level or higher and channel it as a blast of raw vril. This ray resolves as a ranged touch attack with a range increment of 30 ft., and can be selected using feats such as Point-Blank Shot and Weapon Focus. This attack deals 1d6 h of damage per spell level sacrificed +1 point per caster level. Alternatively, the blast heals 2 hp of damage for every level of the sacrificed spell or spell slot +1 point per caster level. This bloodline power replaces both mind shield and telepathy.

## Vril Spells

The following vril spells can be found in Chapter 2: New Spells.

### Magus Vril Spells

2nd Level—*vril converter, vril transistor*

3rd Level—*vril feedback*

### Sorcerer/Wizard Vril Spells

1st Level—*vril refraction, skittering vermin, vril annexation*

2nd Level—*vril converter, vril transistor*

3rd Level—*vril feedback, vril tulpa, vril vampirism*

5th Level—*voracious vermin, greater vril annexation*

### Witch Vril Spells

2nd Level—*vril refraction, skittering vermin*

5th Level—*voracious vermin*

## The History of Vril

English novelist, poet, and playwright Edward Bulwer-Lytton—who coined the famous opening passage “It was a dark and stormy night”—introduced the concept of vril in his 1871 novel, *Vril, the Power of the Coming Race*. The idea's concept is much as it is presented here: a primordial, magical energy source wielded by an ancient, subterranean, antediluvian race called the Vril-ya. In Bulwer-Lytton's book, the Vril-ya develop a technologically advanced, utopian society by harnessing vril, the “all-permeating fluid” and “life-giving elixir” that could shatter bedrock, telekinetically raise massive cornerstones, and telepathically control subjects by

manipulating their “galvanic force.”

Vril energy is depicted in this text as a lightning-like fire in form and substance, and as capable of both incredible destruction and miraculous restoration. Harnessed by the flute-like hollow rods and vril staves, Bulwer-Lytton even claimed small, psychically gifted children could destroy entire cities by focusing and channeling the substance. While the Vril-ya's bizarre talents have long been diluted by the fantastic sorcery described in the *Pathfinder RPG* rules, the concept of vril energy is a rich mine in which to delve to introduce raw, primordial magic to your games!



# New Spells

The following is a list—organized by class and level—of the more than 700 new spells found in this book (incantations, glyphs, and rune magic may be found in other chapters). All these spells' details and their text are found in the section starting on page 114.

## Spell Lists

Spell lists by class are provided here for all spellcasting classes. They include the core classes, the classes from the *Advanced Player's Guide* and *Ultimate Magic*, and the *New Paths* classes of the elven archer, the shaman, and the white necromancer.

Spells that include mythic versions are marked with a superscript “<sup>M</sup>.”

## Alchemist Formulae

### 1st-Level Alchemist Formulae

**Altered Consciousness:** Grants a +1 dodge bonus to AC (plus an additional +1/4 levels).

**Arcane Siphon:** Grants a +1 bonus plus an additional +1/4 levels on saves vs. spells, etc.

**Buoyant:** Treat water as rough terrain with a DC 10, 15, or 20 Acrobatics check.

**Freeze Potion:** Renders liquids in small containers temporarily undrinkable.

**Magnetism:** Grants a +10 bonus to CMD against bull rushes or overruns, or on Climb checks.

**Peacock Pose:** You strike a mesmerizing pose, causing foes in the area to become fascinated.

**Shadow Hands<sup>M</sup>:** Hands deal 1d6 hp cold damage/level (max 5d6).

**Symbiosis:** Removes your need for nourishment for 1 day/level.

**Third Eye:** Extra eye grants +2 to Perception or improves darkvision or low-light vision by 30 ft.

**Treasure Scent:** Grants the ability to sniff out treasure as if you had scent.

**Weapon of Blood:** Your spilled blood creates at least a +1 dagger.

**Withering Bomb Admixture:** Your bombs impose at least a 1d4+1 Str penalty for 1 round/CL.

### 2nd-Level Alchemist Formulae

**Beard Sponge:** Allows the storage of a potion in your beard or eyebrows for quick retrieval later.

**Confound Languages:** Replaces targets' languages with random ones.

**Illemak's Bloody Vengeance:** Target weapon deals additional bleed damage on a sneak attack.

**Ingest:** Swallow 1 creature or object one size category smaller than you or 3 that are two.

**Pains of the Past<sup>M</sup>:** Opens wounds from the past, dealing 1d6 hp damage (10d6 max).

**Philosopher's Brew:** Transforms metals into other metals for a short time.

**Prehensile Beard:** Your beard or hair may serve as an extra hand for simple tasks.

**Slither<sup>M</sup>:** Become a shadow for 1 round.

**Snowblind Stare:** You gain a gaze attack that inflicts snow blindness.

**Vital Mark:** Places a bloodstain on a magic item, making its abilities function only for you.

**Warp Metal:** Molds a metallic object or objects as if they were made of soft clay for 1 round/level.

### 3rd-Level Alchemist Formulae

**Barnacle Armor:** Barnacles grow to provide protection.

**Beguiling Bauble:** Enchanted object conceals your alignment.

**Compelling Fate:** View actions through the influence of stars.

**Caustic Blood:** After being damaged, you can cause hp damage equal to 1d6+ Con modifier to foes within 30 ft.

**Disgusting Stench:** You taste incredibly foul, and any creature that swallows you spits you out.

**Doom of Consuming Fire:** Wreathes you in fire and damages you and nearby creatures.

**False Death:** You are automatically stabilized and gain fast healing 3 when brought below 0 hp.

**Fire Claws:** Your hands deal 1d6 hp fire damage/3 caster levels (max 5d6).

**Hands of the Djinn:** Touch deals 1d6/2 caster levels elemental damage and other effects.

**Inner Demon:** Grants some physical characteristics or abilities of an evil, extraplanar creature.

**St. Blusen's Reaver Spirit<sup>M</sup>:** Allies gain +2 to Str and Con, -2 to AC, and can double weapon damage.

**St. Ruzger's Eldritch Crucible:** Turns 2 magic items into another item.

**St. Whiteskull's Steal Power<sup>M</sup>:** Steals one of a creature's senses, abilities, etc.

**Sparkfist:** Construct's fists deal 1d10 hp bludgeoning and 1d8 hp electricity damage.

**Stone Bones:** Grants you DR 5/piercing and reduces any falling damage by half.

**Vomit Green Slime:** Deals 1d8 hp acid acid/2 caster levels and 1 Con/round to affected creatures.

### 4th-Level Alchemist Formulae

**Blood and Steel<sup>M</sup>:** Target construct is under your control or gains an Intelligence score of 10.

**Drake Form I:** Take the form of a Small drake.

**Eldritch Blood<sup>M</sup>:** An enemy's blood grants an ally limited abilities of a specific sorcerer bloodline.

**Ingest, Greater:** Swallow 1 object your size, 3 objects a category smaller, or 6 objects 2 categories smaller.

**Lift:** Levitates unwilling creatures 5 ft./round until they reach an obstacle or the spell ends.

**Ooze Shape I:** You assume the form of any Small or Medium ooze.

**Prehensile Beard, Greater:** Your beard or hair becomes an additional limb and can wield weapons.

**Rusting Bomb Admixture:** Your bombs can Sunder one metallic object.

**Shadow Attack:** Damages opponents by striking or touching their shadows.

**Starfall:** Cast up to 3 bolts at different targets, which deal 3d12 hp damage.

**Steam Blast<sup>M</sup>:** Creates a 30-ft.-radius burst of steam centered on you.

**Symbiosis, Greater:** As symbiosis, and grants regeneration 2 for 1 round/caster level.

### 5th-Level Alchemist Formulae

**Bones of the Earth:** Creates pit that can collapse.

**Broken Mind:** Grants +8 to saving throws against mind-affecting effects and other benefits.

**Construct Body<sup>M</sup>:** Temporarily transforms you into a clockwork construct.

**Disgusting Stench, Greater:** As *disgusting stench*, and creatures won't bite you more than once.

**Drake Form II:** Take the form of a Medium drake.

**Painted Form:** Turns willing subject into an inanimate or mostly inanimate painting.

**Reborn in Flames:** As *reincarnate*, and deals 10d6 fire damage to creatures near your body.



**St. Sanchari and Innessa's Body Meld:** You can subsume another creature.

### 6th-Level Alchemist Formulae

**Drake Form III:** Take the form of a Large drake.

**Ooze Shape II:** You assume the form of any Tiny, Small, Medium, or Large ooze.

**Quintessence:** Grants an angelic or demonic form, frightening enemies and bolstering your body.

## Antipaladin Spells

### 1st-Level Antipaladin Spells

**Doom of Blood:** You bleed from the eyes and another living creature bleeds twice as much.

**Doom of Cowards:** Creatures with less than 5 HD are shaken, frightened, or panicked each round.

**Doom of the Cracked Shield<sup>M</sup>:** The next non-magical shield you hit in combat crumbles into dust.

**Hobble Mount:** Quadruped cannot move at more than half speed without taking 1d6 hp damage.

**Hone Blade:** Grants weapon +1 damage to its next successful hit.

**Litany of Sure Steel:** You can manipulate your weapons and items without provoking.

**Memento Mori:** Creatures that fail a Will save lose their next standard action.

**Stanch:** Target's blood coagulates, stabilizing it, ending bleed effects, and giving immunity to bleed.

### 2nd-Level Antipaladin Spells

**Animate Ghoul:** One humanoid corpse rises as a ghoul under your control.

**As You Were:** Undead appear as they did in life and detect as healthy, living creatures.

**Doom of Consuming Fire:** Wreathes you in fire and damages you and nearby creatures.

**Doom of the Slippery Rogue:** Those standing or climbing must make a Climb check or fall prone.

**Doom of Sundering:** Damage you deal to your opponent is also applied to their weapon.

**Sanguine Horror I:** Calls creature as *summon monster I* or *summon nature's ally I*, but made of blood.

**Timely Distraction:** Successful CMB check inflicts a random status effect on target.

**Vital Mark:** Places a bloodstain on a magic item, making its abilities function only for you.

**Vomit Tentacles:** Tentacles spewed from your mouth can grapple or damage opponents.

### 3rd-Level Antipaladin Spells

**Doom of Blue Crystal:** Creates an aura that turns creatures, including you, to crystal.

**Doom of Dancing Blades:** Creates 1d4+1/3 caster levels illusory blades that flank your enemies.

**Doom of Disenchantment:** Dispel or suppresses the abilities of a magical weapon or attack.

**St. Blusen's Reaper Spirit<sup>M</sup>:** Allies gain +2 to Str and Con, -2 to AC, and can double weapon damage.

**St. Whiteskull's Steal Power<sup>M</sup>:** Steals one of a creature's senses, abilities, etc.

**Sanguine Horror II:** Calls creature as *summon monster II* or *summon nature's ally II*, but made of blood.

**Strength of the Underworld<sup>M</sup>:** Grants you +4 channel resistance.

**Summon Undead:** Summons an allip, flying skull, ghast, or necrophidius to fight for you.

### 4th-Level Antipaladin Spell

**Doom of the Earthen Maw:** Creates muck that can drown up to Large-sized creatures.

**Doom of Serpent Coils:** Afflicts creatures in a 10-ft. radius (including you) with deadly poison.

**Mass Hobble Mount:** One quadruped/level can't move more than half speed and throws its rider.

**St. Parvalas's Risen Road:** You can travel across any terrain as if it were open plain.

**Sanguine Horror III:** Calls creature as *summon monster III*/*summon nature's ally III*, but made of blood.

**Shroud of Death<sup>M</sup>:** You draw upon the life energies of all living creatures in sight.

**Visage of Madness:** Your gaze attack makes enemies attack their own eyes.

## Bard Spells

### Bard Cantrips

**Bolster Spirits:** Target receives a second Will save against a fear effect it is suffering.

**Float:** You or a target hovers about 1 ft. above any surface.

**Glorious Music:** Provides +1 bonus to Bluff, Diplomacy, and Intimidate checks against target.

**Hovering Gleam:** Creates a moving sphere that illuminates a 5-ft. square as a candle.

**Kobold's Fury:** Touched creature receives +2 to next attack roll against a larger creature.

**Marvelous Music:** Creatures that fail a Will save cannot make Perception checks for the duration.

**Puff of Smoke:** Attacking foes have a 20% chance to miss against a single creature.

**Quicken:** Grants one creature +1 to initiative for 1 min.

**Sea Legs:** You ignore violent motion while casting spells.

**Seam Ripper:** Destroys non-magical clothing and subjects target to a dirty trick.

**Thunderclap:** A thunderous noise draws the attention of all creatures within 3,000 ft.

## 1st-Level Bard Spells

- Acoustic Dampening:** 1 target/3 levels gains +2 to saves against sonic effects.
- Chill Heart:** Target gains +4 bonus to saves against spells and effects that generate emotions.
- Deceitful Presence:** Avoid attacks of opportunity when making ranged attacks.
- Dome of Silence:** Dome surrounds area around you, hampering sound and sonic damage.
- Fate Denied:** Imposes a -1 or -4 penalty to attack rolls, skill checks, and saving throws.
- Fate Revealed:** Grants a +1 or +4 bonus on attack rolls, skill checks, and saving throws.
- Fortune's Frown<sup>M</sup>:** Dispels luck bonuses and requires target to take the worst of two d20 rolls.
- Loki's Gift:** Grants a +5 bonus to Bluff checks, and you may coax a secret from a target.
- Lucky Break<sup>M</sup>:** One of your allies' next failed rolls becomes a success.
- Misleading Shadows:** Grants a +5 enhancement bonus to some Bluff or Stealth checks.
- Not So Fast:** Reduces targets' speed in 5-ft. increments (max 20 ft.).
- Peacock Pose:** You strike a mesmerizing pose, and your foes may become fascinated.
- Purge Pests:** Kills animals or vermin with 1 HD/caster level (max 5 HD).
- Shadow's Blessing:** Creature gains bonuses to Stealth and concealment depending on light level.
- Silent Sound<sup>M</sup>:** Inflicts 1d6 hp sonic damage/level (5d6 max).
- Volund's Vengeful Grasp:** Grasping hands rise from the earth to grab and harass targets.
- Wind Down<sup>M</sup>:** Halves the duration of one ongoing spell or spell-like ability.

## 2nd-Level Bard Spells

- Adelian Torchbearers:** Conjures 1d6 mindless force servants, which emit torchlight.
- As You Were:** Undead appear as they did in life and detect as healthy, living creatures.
- Blind Spot:** Target creature cannot see you.
- Breaching Sphere:** Acidic energy sphere deals 2d6 hp acid damage + 1d6/2 levels past 4th.
- Confound Languages:** Replaces targets' languages with random ones.
- Converse with Drake:** You can communicate with any lesser dragon within 100 ft.
- Devil's Charm:** Gain Cha bonus that declines by 1 at the start of each following round.
- Doom of Blood:** You bleed from the eyes and another living creature bleeds twice as much.

- Doom of Cowards:** Creatures with less than 5 HD are shaken, frightened, or panicked each round.
- Doom of the Slippery Rogue:** Those standing or climbing must make a Climb check or fall prone.
- Freeze<sup>M</sup>:** Icy sheath solidifies and encapsulates target.
- Inquisitor's Bane:** Magically obscures the truth.
- Intoxicating Scent:** Creatures within 5 ft. of you take various penalties.
- Message in a Bottle:** Seals a spoken message of varying length into a bottle.
- Mindquake:** Negative energy burst shakes creatures.
- Oozy Transparency:** Imposes a -8 penalty to Perception checks to see target creature.
- Pains of the Past<sup>M</sup>:** Opens wounds from the past, dealing 1d6 hp damage (10d6 max).
- Ravenous Urge:** Target becomes overcome with urge to eat the living.
- St. Blusen's Reaver Spirit<sup>M</sup>:** Allies gain +2 to Str and Con, -2 to AC, and can double weapon damage.
- Sculpted Servant:** Diminutive humanoid figure serves you for 1 hr./level.
- Trilling Field:** Creatures in the area take -1 to attacks, ability checks, and skill checks.
- Uncanny Utterance:** Projects your voice to creatures looking your way within a long range.
- Voidmote:** Missile deals 1d3+1 hp cold damage and may fatigue the target.
- Wotan's Rede:** You recite a poem that grants you supernatural advice.

## 3rd-Level Bard Spells

- Animal Contagion:** A Tiny animal travels to a destination, spreading disease along the way.
- Baleful Conjunction:** Forces enemies to group together or take penalties to rolls.
- Blinding Scales:** Touched creature's scales can temporarily blind or dazzle enemies.
- Chrono Location:** Moves target east or west 15 miles/caster level.
- Corvid's Cunning:** As *fox's cunning*, but the target can roll twice and take the more favorable result.
- Doom of Dancing Blades:** Creates 1d4+1/3 caster levels illusory blades that flank your enemies.
- Heroic Conjunction:** Grouped targets receive a bonus on rolls and possible bonus damage.
- Hero's Steel:** Weapon becomes more intimidating, and foes may become panicked or shaken.
- Horrors of the Deep<sup>M</sup>:** Target suffers drowning sensation and escalating nonlethal damage.
- Impaling Swords:** Summons two nonmagical swords to fight for you.
- Jellied Resilience:** Target is immune to critical hits, gains DR 5 or 10, and corrosive weapon quality.

**Labyrinth Mastery:** Directs you to the nearest exit, grants bonuses to skills and initiative checks, and gives you a perfect memory of mazes you explore.

**Lion's Courage:** Target creature is immune to frightful presence and can't be shaken or frightened.

**Liquid Form<sup>M</sup>:** You transform into living water.

**Mother Margase's Impending Doom:** Target suffers when continuing a certain action.

**Outflanking Boon:** Illusory doubles each grant one target/level a flanking bonus.

**Pain Wave:** Deals 1d6 hp nonlethal to targets and stuns them 1d4 rounds.

**St. Al-Passor's Stone Piton:** Column causes 1d6 hp damage and pins creatures.

**St. Ravovik's Hive Mind<sup>M</sup>:** Creatures touched gain group knowledge and abilities.

**Spirit of the Illyrian Ram:** Grants +4 to Acrobatics, doubles jumps, and negates armor penalties.

**Somnambulance:** Implants a *suggestion* in the mind of a sleeping creature.

**Tame Drake:** Befriend a lesser dragon.

**Thunderbolt<sup>M</sup>:** Deafens creatures within 15 ft. and deals 1d6 hp/level sonic damage to one target.

#### 4th-Level Bard Spells

**Beguiling Bauble:** Enchanted object conceals your alignment.

**Binding Oath:** You seal an agreement on pain of a curse between two willing creatures.

**Cursed Gift:** Imbues an object with a curse, which is transferred to the recipient.

**Diabolical Temper:** One humanoid target becomes mindless with rage.

**Dimensional Shove<sup>M</sup>:** Melee touch attack pushes targets through dimensional portal.

**Freeze, Greater<sup>M</sup>:** Icy sheath encapsulates target, dealing 2d6 hp cold damage+1/caster level.

**Jotun's Jest:** Weapon or other item becomes sized for a Colossal creature.

**Patron's Aspect:** Conjures a fiendish image, causing an enemy to flee or freeze with fright.

### Curses and the Libillus Maleficarum

Spellcasters interested in curse-like spells such as *binding oath*, *curse of incompetence* (see page 151), and *cursed gift* may want to consider the *Libillus Maleficarum*, a major artifact that aids this type of wicked casting. The artifact's details can be found in the True Curses section on page 72.

**Spell Trap:** Turns a spellcaster's spells of 4th level and lower against them.

#### 5th-Level Bard Spells

**Call of the Grave:** Target creature views you as an ally and obeys you.

**Chaotic Spell Lash:** Magical whip inflicts a random status condition each time it strikes an enemy.

**Create Wormhole:** Creates two points through which creatures can instantly teleport.

**Enemy Within:** Target believes an insect swarm is under its skin and takes 3d6 hp damage/round.

**Ensnare Ley Line:** Grants a measure of control over volatile ley line effects.

**Fluctuating Alignment:** Target's alignment changes each minute for the spell's duration.

**Mindquake, Greater:** As mindquake, but allies are excluded and duration doubles.

**Shrieking Glyph<sup>M</sup>:** Subject produces sonic cones of discordant noise.

#### 6th-Level Bard Spells

**Celestial Fanfare:** Damages evil and neutral creatures in a 30-ft. radius.

**Inspiring Speech:** Allies gain +2 attack bonus, benefits of Diehard, and status with respect to you.

**Shrieking Flock:** Transforms you into a flock of ravens that frightens or misleads foes.

**Tolling Doom:** Target suffers penalties and grants attackers critical confirmation bonuses.

#### 7th-Level Bard Spells

**Acidic Grease:** 40-sq.-ft. area is covered in slippery grease that causes 1d6/caster level.

**Corvid's Cunning, Mass:** As *Corvid's cunning*, but affects multiple creatures.

### Cleric/Oracle Spells

#### Cleric/Oracle Orisons

**Bolster Spirits:** Target receives a second Will save against a fear effect it is suffering.

**Cleansing Ray:** Ranged touch attack deals 1d6 hp to oozes or plants.

**Drink Deep from Mimir's Well:** Roll (1d20 + Wis modifier) may impart useful advice.

**Hone Blade:** Grants weapon +1 damage to its next successful hit.

**Hovering Gleam:** Creates a moving sphere that illuminates a 5-ft. square as a candle.

**Kobold's Fury:** Touched creature receives +2 to next attack roll against a larger creature.

**Leprechaun's Luck:** Turns one gold piece into a +1 bonus or a -1 penalty to a die roll.

**Quicken:** Grants one creature +1 to initiative for 1 min.  
**Tan Hide:** Turns a skin or hide up to 15 lbs. into quality leather.

**Toolkit:** Summons any known tool to your hand to complete a specific task.

**Thunderclap:** A thunderous noise draws the attention of all creatures within 3,000 ft.

### 1st-Level Cleric/Oracle Spells

**Animate Dead I:** Reanimates a once-living creature to fight for you.

**Aspect of the Four Winds:** Bestows one of four bonuses for 1 round/level.

**Chill Heart:** Target gains +4 bonus to saves against spells and effects that generate emotions.

**Circle of Wind:** Winds impart +2 to AC and +4 against heat, gases, and inhaled poisons.

**Compelling Question:** Compels creature to answer a question.

**Face of Deception:** Transforms the head, neck, and shoulders into the features of another.

**Fate Denied:** Imposes a -1 or -4 penalty to attack rolls, skill checks, and saving throws.

**Fate Revealed:** Grants a +1 or +4 bonus on attack rolls, skill checks, and saving throws.

**Flurry<sup>M</sup>:** Snow surrounds you, imparting concealment and a -4 penalty to Perception checks.

**Fool's Gold:** Transforms mundane objects into coins that appear to be worth 20 gp.

**Freeze Potion:** Renders liquids in small containers temporarily undrinkable.

**Hobble Mount:** Quadruped cannot move at more than half speed without taking 1d6 hp damage.

**Loki's Gift:** Gain a +5 bonus to Bluff checks, and you may coax a secret from a target.

**Lucky Break<sup>M</sup>:** One of your allies' next failed rolls becomes a success.

**Memento Mori:** Creatures that fail a Will save lose their next standard action.

**Not So Fast:** Reduces targets' speed in 5-ft. increments (max 20 ft.).

**Pendulum:** Target creature succeeds and fails in a predictable manner.

**Protection from Lesser Dragons:** +2 to AC and saves, plus additional protection against lesser dragons.

**Shadow's Blessing:** Creature gains bonuses to Stealth and concealment depending on light level.

**Shieldlight:** Causes shield to glow with magical sunlight.

**Spellforged Sinews I:** You gain a +2 bonus to Strength.

**Stanch:** Target's blood coagulates, stabilizing it, ending bleed effects, and giving immunity to bleed

**Twist the Skein<sup>M</sup>:** Target receives retroactive modifier of 1d20-10 to any roll.

**Unsleeping:** Touched creature is immune to effects of fatigue.

**Volund's Instant Pillar:** Pillar of stone knocks creatures prone and provides cover.

**Volund's Vengeful Grasp:** Target's speed reduced by 10 ft.

**Voidmote:** Missile deals 1d3+1 hp cold damage and may fatigue the target.

**Wind Down<sup>M</sup>:** Halves the duration of one ongoing spell or spell-like ability.

**Withered Sight:** Target receives -4 penalty to Perception checks and -2 to attack rolls.

### 2nd-Level Cleric/Oracle Spells

**Adelian Torchbearers:** Conjures 1d6 mindless force servants, which emit torchlight.

**Animate Dead II:** Reanimates a once-living creature to fight for you.

**Animate Ghoul:** One humanoid corpse rises as a ghoul under your control.

**Battlemight:** Creates a transferable aura that provides +2 armor bonus to AC.

**Blessed Chance:** Make 3 rolls and choose the most favorable result for one action.

**Blood Lure<sup>M</sup>:** A blood puddle compels blood-feeding creatures to feed on it as if fascinated.

**Bonesmasher:** Deals 1d6 hp/caster level (max 5d6) to creatures made primarily of bone.

**Breaching Sphere:** Acidic energy sphere deals 2d6 hp acid damage + 1d6/2 levels past 4th.

**Chaotic Vitality:** Your and the target's hp total randomly changes.

**Chrono Location:** Moves target east or west 15 miles/caster level.

**Curse of Incompetence:** Target takes -6 penalty to skill Int-, Wis-, and Cha-based skill checks.

**Darkblindness:** Removes any ability to see in darkness for 1 hr./level.

**Defending Glyph:** Orbiting glyph absorbs damage.

**Defy Depth:** Protects creatures from cold water and depth pressure damage in deep seas.

**Devil's Charm:** Gain Cha bonus that declines by 1 at the start of each following round.

**Energy Missile:** Missile can heal or harm for 1d8+1/caster level.

**Fortified Hoard:** Acts as *alarm*, but lasts longer and covers a larger area.

**Fortune's Frown<sup>M</sup>:** Dispels luck bonuses and requires target to take the worst of two d20 rolls.

**Freeze<sup>M</sup>:** Icy sheath solidifies and encapsulates target.

**Furious Hooves:** Increases target's base speed up to 30 ft. and grants hoof attacks.

**Grudge Match:** Allies and enemies receive +2 to saves, attacks, ability checks, skill checks, and weapon damage.

**Incense Haze:** Cloud bestows one of several boons to creatures within it.

**Mantle of Trust:** Convinces one living creature that you are trustworthy.

**Might of the Champion:** Touched creature temporarily gains +5 Str.

**Raise Lesser Undead:** As *animate dead*, but creates a single skeleton or zombie.

**Ray of the Eclipse:** A dark ray deals 1d6 hp cold damage and blinds target.

**Repair Metal:** Repairs 1d8+5 hp damage to metal object or construct.

**Reverse Industry:** Reverts manufactured components of one object to their raw state.

**St. Blusen's Reaver Spirit<sup>M</sup>:** Allies gain +2 to Str and Con, -2 to AC, and can double weapon damage.

**Snowblind Stare:** You gain a gaze attack that inflicts snow blindness.

**Spellforged Sinews II:** You gain a +4 bonus to Strength.

**Transform Shield:** Temporarily creates any item of any material from a shield.

**View the Past:** You experience events from the past.

**Vital Mark:** Places a bloodstain on a magic item, making its abilities function only for you.

### 3rd-Level Cleric/Oracle Spells

**Animate Dead III:** Reanimates a once-living creature to fight for you.

**Aspect of the Demon:** Gain qualities of a demon at the risk of attracting the Abyss's notice.

**Blinding Scales:** Touched creature's scales can temporarily blind or dazzle enemies.

**Call of Earth and Stone:** Asks questions of earth spirit.

**Channel Scroll:** Potentially use a scroll without expending its magic.

**Cherub's Burning Blade:** Summoned sword deals 4d6+1/2 caster levels damage.

**Compelling Fate:** View actions through the influence of stars.

**Crushing Trample:** Overruns any creature in a path to deal at least 1d6 hp damage.

**Force Phalanx:** Humanoids form a protective, 50-ft. line with hardness 30 and 10 hp/caster level.

**Grave Binding<sup>M</sup>:** Compels an undead creature to remain in or under the earth.

**Intensify Death Throes:** Target creature's death throes ability becomes much more potent.

**Ivory Flesh:** You gain DR 5/daylight, DR 10, or DR 15 depending on your caster level.

**Lada's Sacred Servant:** Ball of light heals those it touches of 1d6+Wis modifier hp.

**Lion's Courage:** Target creature is immune to frightful presence and can't be shaken or frightened.

**Mother Stone:** Gain AC bonus, DR 5/slashing, and stability; reduces move to 0.

**Patron's Aspect:** Conjures a fiendish image, causing an enemy to flee or freeze with fright.

**Revitalizing Word<sup>M</sup>:** Heals a creature that just took damage up to 1d6+10 hp.

**St. Al-Passor's Stone Piton:** Column causes 1d6 hp damage and pins creatures.

**St. Brigantia's Rally<sup>M</sup>:** Cures fatigue and exhaustion, and gives bonuses.

**St. Ravovik's Hive Mind<sup>M</sup>:** Creatures touched gain group knowledge and abilities.

**St. Ruzger's Eldritch Crucible:** Turns 2 magic items into another item.

**St. Whiteskull's Steal Power<sup>M</sup>:** Steals one of a creature's senses, abilities, etc.

**Spell Suppression:** Diminishes the power of any spell cast within its area.

**Spellcaster's Recoil:** Target teleports in a random direction when it casts a spell.

**Spellforged Sinews III:** You gain a +6 bonus to Strength.

**Strength of Madness:** Trades a -2 penalty to Will saves for +1 to attack and damage rolls.

**Strength of the Underworld<sup>M</sup>:** Grants you +4 channel resistance.

**Summon Undead:** Summons an allip, flying skull, ghast, or necrophidius to fight for you.

**Symbol of Condemnation:** Symbol makes others unfriendly toward targets.

**Volund's Instant Pillar, Greater:** As *Volund's instant pillar* but affects area.

**Volund's Rending Grasp:** Prevents target from charging and deals 1d4 hp/round.

**Vomit Tentacles:** Tentacles spewed from your mouth can grapple or damage opponents.

**Waters of Eternity:** Gain brief, soundless visions of the near future.

**Wild Errantry:** Grants up to a +4 bonus to skill checks for crazy or daring acts.

**Wotan's Rede:** You recite a poem that grants you supernatural advice.

### 4th-Level Cleric/Oracle Spells

**Animate Dead IV:** Reanimates a once-living creature to fight for you.

**Animate Dead, Improved<sup>M</sup>:** Creates Small zombies from body parts.

**Baleful Conjunction:** Forces enemies to group together or take penalties to rolls.

**Baneweapon:** Grants *bane* to one melee weapon or six projectiles.

**Battleward:** A shield can reflect spells or fly.

**Binding Oath:** You seal an agreement on pain of a curse between two willing creatures.

**Blessed Halo:** Nimbus represses darkness effects, grants you fast healing, and augments cure spells.

**Breathlessness:** Touched creatures do not need to breathe.

**Confound Senses:** Reduces targets' speed by half and imposes -4 on ranged attacks.

**Deva's Wings:** Grants you fly speed of 90 ft., +8 to Fly checks, and a 1d4 secondary attack.

**Doom of Serpent Coils:** Afflicts creatures in a 10-ft. radius (including you) with deadly poison.

**Elemental Vengeance:** Grants resistance 5 to energy types and damages foes that incapacitate you.

**Ensnare Ley Line:** Grants a measure of control over volatile ley line effects.

**Exalted Chance:** You may make 5 rolls or a target may make 3 rolls for a specific action.

**Final Combustion:** Touched creature combusts upon death.

**Find Treasure:** Finds the closest mass of metal, gems, or other similar materials.

**Flickering Fate:** Gain +4 insight bonus to attack rolls by glimpsing foes' future actions.

**Freeze, Greater<sup>M</sup>:** Icy sheath encapsulates target, dealing 2d6 hp cold damage+ 1/caster level.

**Healing Bequest:** Heals one creature per round for 1d8 + 1/caster level hp for duration.

**Heroic Conjunction:** Grouped targets receive a bonus on rolls and possible bonus damage.

**Intensifying Force:** Creates a cone of force to damage creatures.

**Khor's Cleansing Conflagration:** Deals 1d12/2 levels to undead, aberrations, and evil outsiders.

**Meld:** Metal plates bond to your skin to provide armor bonus and DR.

**Mighty Gale:** Wind batters all creatures and obstacles in its path.

**Mother Margase's Impending Doom:** Target suffers when continuing a certain action.

**Rain of Blades:** Calls down magical blades, dealing 1d10 damage/2 caster levels (max 10d10).

**Repair Metal, Greater:** Repairs 2d8+10 hp damage to metal object or construct.

**Reset:** Creatures in 40-ft. radius burst reroll initiative; allies receive +4 while enemies receive -4.

**Sacrificial Waves:** Damages yourself to deal up to 5d6 hp damage to creatures in a 30-ft. radius.

**St. Carreult's Swap:** Switch places with target carrying the divine focus.

**St. Mirolch's Water Snakes:** Creates or controls surface currents within 1 mile.

**Somnambulance:** Implants a *suggestion* into the mind of a sleeping creature.

**Speak with Ancestors:** You may ask questions of your ancestors.

**Spell Trap:** Turns a spellcaster's spells of 4th level and lower against them.

**Spellforged Sinews IV:** You gain a +8 bonus to Strength.

**Snarling Steel:** Miniature swords form a magical shield that protects you or a target.

**Snow Boulder:** Damages creatures and overruns or repositions them.

**Stalwart:** Heals and cures living creatures of most conditions and harms undead.

**Steadfast:** Prevents the target's body from being moved for 3 rounds.

### 5th-Level Cleric/Oracle Spells

**Animate Dead V:** Reanimates a once-living creature to fight for you.

**Animate Living Skeleton<sup>M</sup>:** Deals 1d6 hp + 1 Con, and staggers and sickens 1 round.

**Arrow of the Animal Spirit:** Ghostly animals attack a target struck with your arrow.

**Battle Plan:** Grants +2 bonus to allies in advance of a battle and can predict a battle's elements.

**Blazing Chariot:** Gargantuan chariot carries you and passengers, dealing damage to those it strikes.

**Boneshatter:** Target's bones shiver and splinter, dealing damage and exhausting it.

**Bright Errantry:** You or a target receives a +4 bonus on all actions for two rounds.

**Call of Fire:** Held weapons gain *flaming* special ability.

**Call of the Grave:** Target creature views you as an ally and obeys you.

**Chaotic Spell Lash:** Magical whip inflicts a random status condition each time it strikes an enemy.

**Corpsewall:** Creates a wall of corpses that can be animated to attack and grapple.

**Cosmic Realignment:** Imposes bonuses or penalties depending on target's alignment.

**Create Dark Creeper:** Creates up to six dark creepers from a creature's corpse.

**Crown of Empyrean Glory:** Aura of light gives off sunlight, bright light, and dim light.

**Cruor of Visions<sup>M</sup>:** Your blood forms a pool that acts as a crystal ball.

**Curse Ring:** Unattended ring passes a curse to the next creature that wears it.

**Diabolical Temper:** One humanoid target becomes mindless with rage.

**Doom of the Earthen Maw:** Creates muck that can drown up to Large-sized creatures.

**Enemy Within:** Target believes an insect swarm is under its skin and takes 3d6 hp damage/round.

**Fluctuating Alignment:** Target's alignment changes each minute for the spell's duration.

**Furious Summoning<sup>M</sup>:** You can summon chaotic or evil creatures at one caster level higher.

**Grasp of the Tupilaq:** Steals one or more prepared spells from a target and deals damage to it.

**Hod's Gift:** You gain blindsense 60 ft.

**Indulgence:** Removes burden of misdeeds from target creature.

**Ironsides:** Gives a wooden ship's hull the characteristics of iron.

**Inspiring Speech:** Allies gain +2 attack bonus, benefits of Diehard, and status with respect to you.

**Lada's Sacred Servant, Greater<sup>M</sup>:** Ball of light heals those it touches of 2d6+Wis modifier hp.

**Lightning Rod:** Grants immunity to electricity, and electricity damage is drawn to you.

**Liquefaction:** Water bursts knock creatures prone and interrupt spells.

**Not This Day!:** Marks target's body with a rune that prevents death by a specific type of harm.

**Nova:** You glow and can concentrate for up to 4 rounds to damage nearby creatures.

**St. Sanchari and Innessa's Body Meld:** You can subsume another creature.

**Spellforged Sinews V:** You gain a +10 bonus to Strength.

**Star Burn:** Blast deals 1d8 hp/2 caster levels in a 30-ft. cone.

**Starfire Fury:** Conjures up to six balls of light that can flank or attack.

**Vigilant Fist:** Animates a fist that attacks intruders on sight.

**Visage of Madness:** Your gaze attack makes enemies attack their own eyes.

**Wall of Time:** Wall of force offers 50% miss chance against magical ranged attacks and spells.

**Winding Key:** Construct gains extra action each round.

### 6th-Level Cleric/Oracle Spells

**Animate Dead VI:** Reanimates a once-living creature to fight for you.

**Astrological Charting:** Ends status effects and grants bonuses to resist certain spell effects.

**Blade of My Brother<sup>M</sup>:** Animates a melee weapon to fight beside the target.

**Blaze of Valor:** Aura increases your Cha 4+1d4 points and inspires allies.

**Calm the Waves:** Area of rough water becomes calm.

**Chaotic Vitality, Mass:** As *chaotic vitality*, but affects multiple creatures.

**Create Tupilaq:** Creates a construct to track and kill an enemy.

**Curse of Boreas:** Turns a target and its equipment into an inert statue of ice.

**Essence Jar:** Transfers one of your organs into a jar, granting specific protections.

**Exsanguinating Cloud:** Cloud obscures sight and leeches blood from creatures inside it.

**Final Rest:** Negates an undead creature's rejuvenation ability.

**Gnashing Floor:** Creates a field of gnashing maws that bite creatures in the area.

**Mass Hobble Mount:** One quadruped/level can't move more than half speed and throws its rider.

**Holy Chance:** Target may take best of 3 rolls for all actions attempted during 5 rounds.

**Jormungandr's Call:** The world serpent damages creatures and structures.

**Manipulate Symbol:** You cannot trigger a symbol spell, and you can alter the symbol.

**Nova Strike:** Deals an additional 1d8/2 levels fire damage after confirming a critical hit.

**Sensory Deprivation:** Targets are blinded, deafened, take -8 to all saves and can't react to stimuli.

**Shroud of Death<sup>M</sup>:** You draw upon the life energies of all living creatures in sight.

**Spellforged Sinews VI:** You gain a +12 bonus to Strength.

**Starry Vision:** See the fate of all creatures up to four 5-ft. squares/level.

**Tolling Doom:** Target suffers penalties and grants attackers critical confirmation bonuses.

**Wall of Runes:** Ephemeral wall curses those who pass through it.

**Weaponthwart:** Creates an aura that protects against attacks.

### 7th-Level Cleric/Oracle Spells

**Angelic Seal:** Evil creatures are damaged and stunned if they enter a warded area.

**Animate Dead VII:** Reanimates a once-living creature to fight for you.

**Bold Errantry:** You or a target receives a +4 bonus on all actions for three rounds.

**Call Valkyrie:** Summons a valkyrie creature to aid you in battle.

**Call Voidling:** Summons a voidling to fight for you.

**Cannibal Compulsion<sup>M</sup>:** Target eats its own flesh, damaging it and sickening allies.

**Celestial Fanfare:** Damages evil and neutral creatures in a 30-ft. radius.

**Crawling Corruption:** Blast of rot entangles creatures and deals Strength and Constitution damage.

**Guardian Deva:** Summoned deva suffers attacks meant for you unless attackers make a Reflex save.

**Riding the Thunder:** Targets gain bonuses to Stealth and AC, but cannot cast spells or attack.

**Spellforged Sinews VII:** You gain a +14 bonus to Strength.

**Summon Lammasu/Shedu:** Summons either creature to fight for you.

**Summon Star:** Summons a star to do your bidding.

**Timeless Engine:** Drastically reduces the rate of degradation in a machine.

**Triumph of Ice:** Transforms natural elements to ice or snow, affecting creatures in the area.

### 8th-Level Cleric/Oracle Spell

**Animate Dead VIII:** Reanimates a once-living creature to fight for you.

**Call of Dead:** All corpses in the area rise as skeletons under your control.

**Costly Victory:** Enemies that kill your allies take fire damage, or allies deal fire damage to enemies.

### 9th-Level Cleric/Oracle Spells

**Angelic Seal, Greater:** Evil creatures take 20d6 hp damage when entering warded area.

**Animate Dead IX:** Reanimates a once-living creature to fight for you.

**Evulsion:** Extracts skeleton, dealing 2d6/level (max 40d6) and stunning for 1d4 rounds.

**Gaze of Veles:** Creatures in a 30-ft. radius burst are stunned and then shaken and staggered.

**One with the Cosmos:** Grants *true seeing*, *freedom of movement*, immunity to several effects, a +10 bonus to Knowledge checks, and you treat all Knowledge checks as if you were trained.

**Reverse Scry:** Alerts caster of scrying attempts and helps you return the favor.

**Sink Land:** Destroys land and structures in 500-ft. radius.

**Spellforged Sinews IX:** You gain a +18 bonus to Strength.

## Druid/Shaman Spells

### Druid/Shaman Orisons

**Cleansing Ray:** Ranged touch attack deals 1d6 hp to oozes or plants.

## The Shaman

Mystical and nature-focused spontaneous casters, shamans are a flexible and powerful version of druids, their spiritual cousins. From the elemental shaman to the primal shaman to the witch doctor, shamans are masters of the intangible forces around them; they have abilities such as the spirit dance, improved wild shape powers, and totem secrets.

Shamans cast divine spells drawn from the druid list. For more information about the shaman class, see *New Paths 2: The Expanded Shaman* or the *New Paths Compendium*.

**Drink Deep from Mimir's Well:** Roll (1d20 + Wis modifier) may impart useful advice.

**Hovering Gleam:** Creates a moving sphere that illuminates a 5-ft. square as a candle.

**Puff of Smoke:** Attacking foes have a 20% chance to miss against a single creature.

**Snowball:** Sculpts a snowball that deals 1d3 hp nonlethal damage.

**Tan Hide:** Turns a skin or hide that weighs no more than 15 lbs. into quality leather.

**Thunderclap:** A thunderous noise draws the attention of all creatures within 3,000 ft.

### 1st-Level Druid/Shaman Spells

**Aspect of the Dolphin<sup>M</sup>:** You gain swim speed and bonus to Swim checks.

**Aspect of the Four Winds:** Bestows one of four bonuses for 1 round/level.

**Circle of Wind:** Winds impart +2 to AC and +4 against heat, gases, and inhaled poisons.

**Douse:** Douses a small source of natural light.

**Fate Denied:** Imposes a -1 or -4 penalty to attack rolls, skill checks, and saving throws.

**Fate Revealed:** Grants a +1 or +4 bonus on attack rolls, skill checks, and saving throws.

**Feed the Forest:** Can be cast at any level; allows spells to escape deep forest influence.

**Fire Under the Tongue<sup>M</sup>:** You can consume and expel a small fire, dealing 1d4 or 1 hp fire damage.

**Flurry<sup>M</sup>:** Snow surrounds you, imparting concealment and a -4 penalty to Perception checks.

**Freeze Potion:** Renders liquids in small containers temporarily undrinkable.

**Gliding Step:** You can walk on top of snow rather than wading through it.

**Goat's Hoof Charm<sup>M</sup>:** Target creature can move at half speed up slopes and inclines.



**Hearth Charm:** Doubles the effectiveness of a fire's fuel.

**Leaf Spray:** 15-ft. cone of leaves blinds creatures that fail a Reflex save.

**Locate Water:** Detects direction and distance to bodies of water.

**Maggots:** Creates maggots from dead flesh.

**Natural Horror:** Gives a target a natural attack.

**Not So Fast:** Reduces targets' speed in 5-ft. increments (max. 20 ft.)

**Porevit's Mantle:** Camouflages target to match terrain, gaining +3 to Stealth checks.

**Riptide:** Generates a tide-like wave of force.

**Snap the Leash:** Removes the shackles of domestication from animals.

**Veil Companion:** Hides your familiar or other companion creature.

**Volund's Instant Pillar:** Pillar of stone knocks creatures prone, provides cover.

**Volund's Vengeful Grasp:** Grasping hands rise from the earth to grab and harass targets.

**Wingspan:** Improves a target's fly speed and maneuverability.

**Withered Sight:** Target receives -4 penalty to Perception checks and -2 to attack rolls.

**Wolfsong:** Your howl conveys a message up of to nine words to wolves.

## 2nd-Level Druid/Shaman Spells

**Archway of Ants:** Non-stinging insects form a bridge, wall, ladder, etc.

**Boulder Toss:** You can hurl rocks as if you had the rock throwing ability.

**Call of Earth and Stone:** Asks questions of earth spirit.

**Caustic Blood:** After being damaged, you can cause hp damage equal to 1d6+ Con modifier to foes within 30 ft.

**Chaotic Vitality:** You and the target's hp total randomly changes.

**Conjure Energy Arrows:** Your arrows deal energy damage.

**Converse with Drake:** You can communicate with any lesser dragon within 100 ft.

**Crustacean Carapace:** Gain +4 natural armor bonus and ignore some underwater penalties.

**Detect Dragons:** Detects creatures with the dragon type within 60 ft.

**Defy Depth:** Protects creatures from cold water and depth pressure damage in deep seas.

**Doom of the Cracked Shield<sup>M</sup>:** The next non-magical shield you hit in combat crumbles into dust.

**Doom of Sundering<sup>M</sup>:** Damage you deal to your opponent is also applied to their weapon.

**Elemental Surge:** Create an elemental ray or sphere and hurl it at a single target.

**Furious Hooves:** Increases target's base speed up to 30 ft. and grants hoof attacks.

**Heartstrike:** Your next ranged attack roll gains a +10 bonus.

**Mountain Goat's Grit:** Subject acclimates to high altitudes for 1 hr./level.

**Point the Way:** An arrow points you toward a specific destination.

**Razor Maw:** The target's bite attacks deal an additional 1d6 hp damage and 2 bleed damage.

**Reverberate:** Creatures and objects in a 15-ft. cone take 1d6 hp/2 caster levels (max 5d6).

**Reverse Industry:** Reverts manufactured components of one object to their raw state.

**Sculpted Servant:** Diminutive humanoid figure serves you for 1 hr./level.

**Shed the Rain:** Your skin, clothes, and gear are protected from water.

**Slice the Air:** Your next arrow ignores natural winds and reduces magical winds one category.

**Slime Form:** Target gains +5 AC, immunity to sneak attacks and crits, but can't attack or cast spells.

**Snowblind Stare:** You gain a gaze attack that inflicts snow blindness.

**Spirit Guide:** Your ancestors guide you home, to sustenance, or to the surface if underground.

**Veil Companion, Greater:** As *veil companion*, but with protection from divination.

**Vicious Spikes:** Target sprouts spikes and has no proficiency penalty when attacking with them.

**View the Past:** You experience events from the past.

**Watery Sphere:** Rolling globe of water quenches fire and ensnares creatures.

## 3rd-Level Druid/Shaman Spells

**Animal Contagion:** A Tiny animal travels to a destination, spreading disease along the way.

**Armor of the Mountains:** Grants AC bonus and immunities and damages adjacent creatures.

**Barnacle Armor:** Barnacles grow to provide protection.

**Blinding Scales:** Touched creature's scales can temporarily blind or dazzle enemies.

**Crushing Trample:** Overruns any creature in a path to deal at least 1d6 hp damage.

**Doom of Serpent Coils:** Afflicts creatures in a 10-ft. radius (including you) with deadly poison.

**Fire Claws:** Your hands deal 1d6 hp fire damage/3 caster levels (max 5d6).

**Ghostly Arrow:** Your arrows become insubstantial and ignore armor bonuses.

**Glacial Wind:** Freezing blast of air deals 1d4 hp/level cold damage.

**Heavy Chains:** Dense tendrils of earth drag and impede a target's movement.

**Hunter's Intuition<sup>M</sup>:** Gain a brief vision of an arrow's previous owner.

**Inflict Doom:** A living creature becomes panicked or shaken.

**Jellied Resilience:** Target is immune to critical hits, gains DR 5 or 10, and corrosive weapon quality.

**Liquid Form<sup>M</sup>:** You transform into living water.

**Liquefy Air:** Allows you to make Improved Bull Rushes once per round as a free action.

**Mother Stone:** Gain AC bonus, DR 5/slashing, and stability; reduces move to 0.

**Ooze Touch, Lesser:** Transforms target's limb into a pseudopod that allows a touch attack.

**Phantom Dragon:** Disguises a creature as an adult dragon.

**Potency of the Pack:** Bestows lupine traits on a group of living creatures.

**Rain of Fangs:** Cylinder of fangs causes 3d6 hp damage and causes creatures to bleed.

**Raven's Revocation:** Target cannot fly or leave the ground magically.

**Rimy Nimbus:** Cloud deals 1d6 hp cold damage/level (max 10d6) to everything in the area.

**St. Al-Passor's Stone Piton:** Column causes 1d6 hp damage and pins creatures.

**St. Brigantia's Rally<sup>M</sup>:** Cures fatigue and exhaustion, and gives bonuses.

**St. Carnessa's Wicker Man:** Summons an assassin vine for 1 round/level.

**St. Ravovik's Hive Mind<sup>M</sup>:** Creatures touched gain group knowledge and abilities.

**Sea of Fire:** Affected creatures take 1d6 hp fire damage each round and may catch fire.

**Seeker's Arrow:** Gain constant awareness of a creature you've struck with an arrow.

**Shape Water:** You shape water into useful solid objects.

**Spell Suppression:** Diminishes the power of any spell cast within its area.

**Tame Drake:** Befriend a lesser dragon.

**Thunder Arrow:** Your arrow emits a tremendous noise when it hits.

**Thunderbolt<sup>M</sup>:** Deafens creatures within 15 ft. and deals 1d6 hp/level sonic damage to one target.

**Tunneling Swarm:** Insects create a 5-ft.-diameter tunnel through earth or wood.

**Volund's Instant Pillar, Greater:** As *Volund's instant pillar* but affects area.

**Volund's Rending Grasp:** Prevents target from charging and deals 1d4 hp damage/round.

**Waters of Eternity:** Gain brief, soundless visions of the near future.

**Wind Arrow:** Touched arrow spreads a powerful wind gust.

**Wresting Wind:** Burst of air disarms creatures in a 20-ft. burst.

#### 4th-Level Druid/Shaman Spells

**Aspect of the Ram:** Grants a gore attack (1d4+1 1/2 × your Str bonus) for 1 min./level.

**Avenge the Pain:** You shoot an arrow that has damaged you unerringly toward your attacker.

**Baneweapon:** Grants *bane* to one melee weapon or six projectiles.

**Blood Spoor:** You follow your quarry's trail unerringly.

**Brittling:** Touched stone or metal item becomes easy to shatter.

**Breathlessness:** Touched creatures do not need to breathe.

**Conjure Giant Eagle:** Summons a giant eagle to fight for you.

**Elemental Boost:** Add extra damage to magical attacks with elemental damage components.

**Ensnare Ley Line:** Grants a measure of control over volatile ley line effects.

**Find Treasure:** Finds the closest mass of metal, gems, or other similar materials.

**Freezing Fog:** As *fog cloud* and each creature in the fog takes 3d6 hp cold damage each turn.

**Freya's Instant Ballista<sup>M</sup>:** Trees become powerful arrows.

**Gecko's Grip:** Touched target can traverse vertical surfaces and ceilings temporarily.

**Intensifying Force:** Creates a cone of force to damage creatures.

**Ironsides:** Gives a wooden ship's hull the characteristics of iron.

**Mighty Gale:** Wind batters all creatures and obstacles in its path.

**Ooze Shape I:** You assume the form of any Small or Medium ooze.

**Pollen Cloud:** Affected creatures become dazzled, fatigued, and sickened.

**River of Moonlight:** Shimmering moonlight fascinates living creatures for 2d4 rounds.

**Sacrificial Waves:** Damages yourself to deal up to 5d6 hp damage to creatures in a 30-ft. radius.

**St. Mirolch's Water Snakes:** Creates or controls surface currents within 1 mile.

**Share Insight:** You share your physical archery skills with a willing creature.

**Shed the Elements:** Target is immune to fire, electricity, acid, or cold for spell's duration.

**Skinchange:** Transfers your consciousness into an animal's body indefinitely.

**Spirit of the Illyrian Ram:** Grants +4 to Acrobatics, doubles jump distances, and negates armor penalties.

**Summon Venomous Swarm:** Summons a swarm of venomous snakes.

**Snow Boulder:** Damages creatures and overruns or repositions them.

**Yarila's Bounty<sup>M</sup>:** Gain fast healing 1 when bathed in direct sunlight for 30 min.

### 5th-Level Druid/Shaman Spells

**Bones of the Earth:** Creates pit that can be collapsed.

**Burrowing Boost:** Gives creatures a burrow speed of 10 ft./round.

**Coin Swarm:** Turns a pile of coins into a swarm of flying metal shards.

**Diabolical Temper:** One humanoid target becomes mindless with rage.

**Doom of the Earthen Maw:** Creates muck that can drown up to Large-sized creatures.

**Dragonskin:** Gain DR and a bonus to existing natural armor.

**Earth Wave:** Wave of earth carries you and up to 3 Medium creatures and damages those in its way.

**Elemental Conversion:** Converts elemental damage into another type of elemental damage.

**Faerie Ring:** You warp magic and time within the ring.

**Fiery Blood<sup>M</sup>:** Target acquires fast healing 4 and deals fire damage to attackers.

**Fireburst<sup>M</sup>:** Your next arrow explodes, dealing 1d4 hp fire damage/caster level (max 15d4).

**Fly True:** Your next arrow hits exactly where you indicate.

**Freya's fallen timber rage<sup>M</sup>:** Structure animates and attacks.

**Geyser of the Dragon Turtle:** Cone of steam deals fire damage and bull rushes creatures.

**Healing Bequest:** Heals one creature per round for 1d8 + 1/caster level hp for duration.

**Lightning Rod:** Grants immunity to electricity, and electricity damage is drawn to you.

**Liquefaction:** Water bursts knock creatures prone and interrupts spells.

**Mountain Stride:** You can move into large stones and teleport to other stones of its type.

**Nova:** You glow and can concentrate for up to 4 rounds to damage nearby creatures.

**Ooze Touch:** Transforms the target's limb into a pseudopod that does more damage.

**St. Carreult's Swap:** Switch places with target carrying the divine focus.

**St. Parvalas's Risen Road:** You can travel across any terrain as if it were open plain.

**Starfire Fury:** Conjures up to six balls of light that can flank or attack.

**Steal Breath Weapon:** Allows you to use a dragon's breath weapon (up to 15 dice of damage).

**Wall of Water:** Creates an opaque wall of water.

### 6th-Level Druid/Shaman Spells

**Animate Water:** Water becomes a construct under your control.

**Astrological Charting:** Ends status effects and grants bonuses to resist certain spell effects.

**Calm the Waves:** Area of rough water becomes calm.

**Chaotic Vitality, Mass:** As *chaotic vitality*, but affects multiple creatures.

**Elemental Blast:** Cone deals 6d6+1 hp damage/caster level plus an elemental effect.

**Fault Line:** Squares in a 100-ft. line become difficult terrain and can trip creatures passing through.

**Hunter's Shot:** Slay a creature with one arrow.

**Jeweled Bolt:** Crystals damage one flying creature and temporarily prevent it from flying.

**Ley Hail:** Rocks deal 7d6 hp damage to creatures and create difficult terrain.

**Ooze Shape II:** You assume the form of any Tiny, Small, Medium, or Large ooze.

**Red Dragonfly Swarm<sup>M</sup>:** Summons a swarm of deadly red dragonflies.

**Shrieking Flock:** Transforms you into a flock of ravens that frightens or misleads foes.

**Storm Form:** You become incorporeal, able to fly, and can unleash a storm on foes.

### 7th-Level Druid/Shaman Spells

**Fiery Sandstorm:** Generates sandstorm that deals bludgeoning and fire damage.

**Triumph of Ice:** Transforms natural elements to ice or snow, affecting creatures in the area.

### 8th-Level Druid/Shaman Spells

**Contagion of Rust:** Oxidizing cloud destroys iron items, and destroyed items create new clouds.

**Mask of the Pharaoh:** Your gaze can turn foes to stone or stagger them.

**Tidal Wave:** Massive tidal wave floods the area, damaging creatures and dragging them to sea.

### 9th-Level Druid/Shaman Spells

**Ocean's Army:** Summons Huge water elementals from a significant body of water.

**One with the Cosmos:** Grants *true seeing*, *freedom of movement*, immunity to several effects, a +10 bonus to Knowledge checks, and you treat all Knowledge checks as if you were trained.

**Sink Land:** Massive destruction of land and structures in a 500-ft. radius.

## Elven Archer Spells

### 1st-Level Elven Archer Spells

**Conjure Energy Arrows:** Your arrows deal energy damage.

**Heartstrike:** Your next ranged attack roll gains a +10 bonus.

**Invisible Hunter:** You and all your gear become invisible to one creature.

**Point the Way:** An arrow points you toward a specific destination.

**Shed the Rain:** Your skin, clothes, and gear are protected from water.

**Slice the Air:** Your next arrow ignores natural winds and reduces magical winds one category.

### 2nd-Level Elven Archer Spells

**Ghostly Arrow:** Your arrows become insubstantial and ignore armor bonuses.

**Hunter's Intuition<sup>M</sup>:** Gain a brief vision of an arrow's previous owner.

**Inflict Doom:** A living creature becomes panicked or shaken.

**Nail Foot:** Stab a creature's footprint to damage and slow it if you have successfully tracked it.

**Seeker's Arrow:** Gain constant awareness of a creature you've struck with an arrow.

**Thunder Arrow:** Your arrow emits a tremendous noise when it hits.

**Wind Arrow:** Touched arrow spreads a powerful wind gust.

### 3rd-Level Elven Archer Spells

**Avenge the Pain:** You shoot an arrow that has damaged you toward your attacker.

**Blood Spoor:** You follow your quarry's trail unerringly.

**Share Insight:** You share your physical archery skills with a willing creature.

### 4th-Level Elven Archer Spells

**Arrow of the Animal Spirit:** Ghostly animals attack a target struck with your arrow.

**Fireburst<sup>M</sup>:** Your next arrow explodes, dealing 1d4 hp fire damage/caster level (max 15d4).

**Fly True:** Your next arrow hits exactly where you indicate.

**Hunter's Shot:** Slay a creature with one arrow.

## The Elven Archer

Elves who have trained in the ways of the forest, their ancestors, and archery often become elven archers. Masters of stealth, elven archers are adept at assessing threats to their woodland homes—and at using deadly marksmanship, when necessary, to keep them safe. Elven archers also have access to spells that augment their deadly abilities with projectiles.

All spells to which elven archers have access are listed in this book. For more information about the elven archer class, see *New Paths 3: The Expanded Elven Archer* or the *New Paths Compendium*.

**Ice Arrow:** Ranged touch attack deals 5d6 hp cold damage and encases target in ice.

## Inquisitor Spells

### 1st-Level Inquisitor Spells

**Acoustic Dampening:** 1 target/3 levels gains +2 to saves against sonic effects.

**Brand, Greater:** As *brand*, plus you gain a +4 bonus to track the target.

**Cleansing Ray:** Ranged touch attack deals 1d6 hp to oozes or plants.

**Compelling Question:** Compels creature to answer a question.

**Invisible Hunter:** You and all your gear become invisible to one creature.

**Kobold's Fury:** Touched creature receives +2 to next attack roll against a larger creature.

**Litany of Sure Steel:** You can manipulate your weapons and items without provoking.

**Stanch:** Target's blood coagulates, stabilizing it, ending bleed effects, and giving immunity to bleed.

**Withered Sight:** Target receives -4 penalty to Perception checks and -2 to attack rolls.

### 2nd-Level Inquisitor Spells

**As You Were:** Undead appear as they did in life and detect as healthy, living creatures.

**Blood Armor:** The blood of a foe grants you a +6 armor bonus and immunity to bleed effects.

**Doom of Blood:** You bleed from the eyes and another living creature bleeds twice as much.

**Doom of Cowards:** Creatures with less than 5 HD are shaken, frightened, or panicked each round.

**Intoxicating Scent:** Creatures within 5 ft. of you take various penalties.

**Lend Condemnation:** An ally can invoke one of your condemnations once.

**Nail Foot:** Stab a creature's footprint to damage and slow it if you have successfully tracked it.

**Ray of the Eclipse:** A dark ray deals 1d6 hp cold damage and blinds target.

**St. Blusen's Reaver Spirit<sup>M</sup>:** Allies gain +2 to Str and Con, -2 to AC, and double weapon damage.

**Shared Judgment:** You can share one of your judgments with an ally.

**View the Past:** You experience events from the past.

### 3rd-Level Inquisitor Spells

**Baleful Conjunction:** Forces enemies to group together or take penalties to rolls.

**Blessed Halo:** Nimbus represses darkness effects, grants you fast healing, and augments cure spells.

**Cherub's Burning Blade:** Summoned sword deals 4d6+1/2 caster levels damage.

**Caustic Blood:** After being damaged, you can cause hp damage equal to 1d6+ Con modifier to foes within 30 ft.

**Enhanced Judgment:** Your inquisitor level is 3 higher for determining bonuses for 1 judgment.

**Find Treasure:** Finds the closest mass of metal, gems, or other similar materials.

**Hero's Steel:** Weapon becomes more intimidating, and foes may become panicked or shaken.

**Mother Margase's Impending Doom:** Target suffers when continuing a certain action.

**Rain of Blades:** Calls down magical blades, dealing 1d10 damage/2 caster levels (max 10d10).

**Revitalizing Word<sup>M</sup>:** Heals a creature that just took damage up to 1d6+10 hp.

**St. Whiteskull's Steal Power<sup>M</sup>:** Steals one of a creature's senses, abilities, etc.

**Sparkfist:** Construct's fists deal 1d10 hp bludgeoning and 1d8 hp electricity damage.

**Spell Suppression:** Diminishes the power of any spell cast within its area.

**Spellcaster's Recoil:** Target teleports in a random direction when it casts a spell.

**Well of Angry Souls:** Conjures ghostly creatures that shake, frighten, or panic enemies.

### 4th-Level Inquisitor Spells

**Cosmic Realignment:** Imposes bonuses or penalties depending on target's alignment.

**Crown of Empyrean Glory:** Aura of light gives off sunlight, bright light, and dim light.

**Deva's Wings:** Grants you fly speed of 90 ft., +8 to Fly checks, and a 1d4 secondary attack.

**Feverish Confession:** Touched creature reveals anything it knows for 1 round/caster level.

**Heroic Conjunction:** Grouped targets receive a bonus on rolls and possible bonus damage.

**Inevitables' Rampage:** Grants DR 10/chaotic and special qualities to your weapons.

### 5th-Level Inquisitor Spells

**Blade of My Brother<sup>M</sup>:** Animates a melee weapon to fight beside the target.

**Nova:** You glow and can concentrate for up to 4 rounds to damage nearby creatures.

**Nova Strike:** Deals an additional 1d8/2 levels fire damage after confirming a critical hit.

**Starfire Fury:** Conjures up to six balls of light that can flank or attack.

**Terrifying Gaze:** Grants gaze attack that causes enemies to be shaken or panicked.

### 6th-Level Inquisitor Spells

**Angelic Seal:** Evil creatures are damaged and stunned if they try to enter warded area.

**Final Rest:** Negates an undead creature's rejuvenation ability.

**Tolling Doom:** Target suffers penalties and grants attackers critical confirmation bonuses.

## Magus Spells

### Magus Cantrips

**Drink Deep from Mimir's Well:** Roll (1d20 + Wis modifier) may impart useful advice.

### 1st-Level Magus Spells

**Aspect of the Four Winds:** Bestows one of four bonuses for 1 round/level.

**Dizzying Bolt:** Ray deals 1d6 hp sonic damage/caster level and makes target fall prone.

**Ioun Strike:** Conjures a stone that deals 1d6 hp/caster level (max 5d6) and blinds for 1 round.

**Misleading Shadows:** Grants a +5 enhancement bonus to some Bluff or Stealth checks.

**Ray of the Eclipse:** A dark ray deals 1d6 hp cold damage and blinds target.

**Seam Ripper:** Destroys non-magical clothing and subjects target to a dirty trick.

**Speed Burst:** You are hasted on even rounds, but act normally or slowed on odd rounds.

**Wind Down<sup>M</sup>:** Halves the duration of one ongoing spell or spell-like ability.

### 2nd-Level Magus Spells

**As You Were:** Undead appear as they did in life and detect as healthy, living creatures.

**Calling Card:** Implants a small object beneath the skin of a target.

**Elemental Horns<sup>M</sup>:** Target's horns deal 1d6 hp elemental damage or more.

**Freeze Time:** Pauses a moving object for 1 round.

**Pains of the Past<sup>M</sup>:** Opens wounds from the past, dealing 1d6 hp damage (10d6 max).

**Reverse Industry:** Reverts manufactured components of one object to their raw state.

**Spellcaster's Recoil:** Target teleports in a random direction when it casts a spell.

**Timely Distraction:** Successful CMB check inflicts a random status effect on target.

**Uncanny Reach:** Extends your reach an additional 5 ft.

**Vital Mark:** Places a bloodstain on a magic item, making its abilities function only for you.

**Vril Converter:** Transforms spells or spell slots into vril blasts.

**Vril Transistor:** Enhances range and damage of vril blasts.

**Whistling Whorl:** Forms a blade of air that deals 1d8 hp and can attack up to five times.

### 3rd-Level Magus Spells

**Aberrant Essence:** You are harder to hit in combat, receive +2 to attack, and can't be flanked.

**Animate Cloth:** Your clothing provides bonuses to your combat maneuvers, AC, and some skills.

**Channel Scroll:** Potentially use a scroll without expending its magic.

**Crustacean Carapace:** Gain +4 natural armor bonus and ignore some underwater penalties.

**Doom of Consuming Fire:** Wreathes you in fire and damages you and nearby creatures.

**Doom of Dancing Blades:** Creates 1d4+1/3 caster levels illusory blades that flank your enemies.

**Elemental Grasp:** Touch deals 1d6+1/caster level acid, cold, electricity, or fire damage.

**Enslave Thrall:** Calls a more powerful, evil familiar.

**Impaling Swords:** Summons two nonmagical swords to fight for you.

**Mage's Horrifying Leech:** Successful dispel check heals you or allows you to cast the spell.

**Outflanking Boon:** Illusory doubles each grant one target/level a flanking bonus.

**Prismatic Meteor:** Ranged touch attack deals 2d6 hp fire damage and dazzles creatures.

**Prison Without Walls:** Prevents a target from moving farther than 100 ft.–5 ft./caster level.

**Raven's Revocation:** Target cannot fly or leave the ground magically.

**Rimy Nimbus:** Cloud deals 1d6 hp cold damage/level (max 10d6) to everything in the area.

**St. Brigantia's Rally<sup>M</sup>:** Cures fatigue and exhaustion, and gives bonuses.

**Scintillating Lights:** Lights surround the target, granting concealment and illuminating the area.

**Sparkfist:** Construct's fists deal 1d10 hp bludgeoning and 1d8 hp electricity damage.

**Starfield:** Conjures night sky and calls down falling stars on enemies.

**Step Outside:** You and a target briefly travel into another dimension.

**Strength of Madness:** Trades a –2 penalty to Will saves for +1 to attack and damage rolls.

**Summon Wondrous Item:** Summons a random minor wondrous item for 1 round/level.

**Vril Feedback:** Failed spells cast by enemies are absorbed and transformed into usable vril energy.

### 4th-Level Magus Spells

**Arcane Bulwark:** You sacrifice a spell up to 4th level to gain DR for 1 round/level.

**Asaraf's Carapace:** Encases you in armor, granting up to 50 temporary hp.

**Deific Vision:** Transports your eyes into another dimension, allowing augmented vision.

**Dimensional Bleed:** Slashes target's artery, causing 1d6 hp and 1 bleed hp damage/round.

**Earth Shield:** Increases natural armor and grants immunity to unarmed and ranged attacks.

**Eldritch Blood<sup>M</sup>:** An enemy's blood grants an ally limited abilities of a specific sorcerer bloodline.

**Elemental Vengeance:** Grants resistance 5 to energy types and damages foes that incapacitate you.

**Lift:** Levitates unwilling creatures 5 ft./round until they reach an obstacle or the spell ends.

**Mine!:** An object weighing 15 lbs. or less is insubstantial to all but the caster.

**Starfire Fury:** Conjures up to six balls of light that can flank or attack.

**Treasure Disk:** Moves large treasure hoards quickly, as with *floating disk*.

### 5th-Level Magus Spells

**Baneweapon:** Grants *bane* to one melee weapon or six projectiles.

**Create Wormhole:** Creates two points through which creatures can instantly teleport.

**Dancing Wand:** Animates your wand for 4 rounds, allowing you to take standard actions.

**Heart Skewer:** Deals up to 12d6 hp + 1/caster level by skewering an internal organ.

**Mantle of Blades:** Six conjured blades provide +6 shield bonus or can be thrown.

**Nova:** You glow and can concentrate for up to 4 rounds to damage nearby creatures.

**Nova Strike:** Deals an additional 1d8/2 levels fire damage after confirming a critical hit.

**Splinter Stone:** Swarm of *ioun stones* explodes, dealing 1d6 hp/caster level (max 15d6).

**Stalls of the Pharaoh:** Your fingers can fire lightning bolts that deal 1d6 hp/caster level.

**Swirl of Axes:** Medium axes stay in targets' squares and can be commanded to attack.

## 6th-Level Magus Spells

**Blind Seer's Madness:** Paralyzes, fascinates, and blinds targets for 1 min./level

**Fiery Lightning:** Lightning bolt deals electricity damage and fire damage.

**Glyph of Remembrance:** Glyph can store spells with a total of 1/3 your caster level.

**Star Swarm<sup>M</sup>:** Stones burst from your hand, dealing 4d6 hp damage and inflicting a random effect.

**Summon Greater Wondrous Item:** Summons random medium wondrous item for 1 round/level.

## Paladin Spells

### 1st-Level Paladin Spells

**Hone Blade:** Grants weapon +1 damage to its next successful hit.

**Litany of Sure Steel:** You can manipulate your weapons and items without provoking.

**Protection from Lesser Dragons:** +2 to AC and saves, plus additional protection against lesser dragons.

**Stanch:** Target's blood coagulates, stabilizing it, ending bleed effects, and giving immunity to bleed.

**Shieldlight:** Causes shield to glow with magical sunlight.

**Unsleeping:** Touched creature is immune to effects of fatigue.

### 2nd-Level Paladin Spells

**Battlemight:** Creates a transferable aura that provides +2 armor bonus to AC.

**Blessed Chance:** Make 3 rolls and choose the most favorable result for a specific action.

**Might of the Champion:** Touched creature gains +5 Str.

**Transform Shield:** Temporarily creates any item of any material from a shield.

### 3rd-Level Paladin Spells

**Blessed Halo:** Nimbus represses darkness effects, grants you fast healing, and augments cure spells.

**Cherub's Burning Blade:** Summoned sword deals 4d6+1/2 caster levels damage.

**Hero's Steel:** Weapon becomes more intimidating, and foes may become panicked or shaken.

**Khor's Cleansing Conflagration:** Deals 1d12/2 levels to undead, aberrations, and evil outsiders.

**Lion's Courage:** Target creature is immune to frightful presence and can't be shaken or frightened.

**Rain of Blades:** Calls down magical blades, dealing 1d10 damage/2 caster levels (max 10d10).

**St. Brigantia's Rally<sup>M</sup>:** Cures fatigue and exhaustion, and gives bonuses.

## 4th-Level Paladin Spells

**Angelic Seal:** Evil creatures are damaged and stunned if they enter a warded area.

**Battleward:** A shield can reflect spells or fly.

**Bright Errantry:** You or a target receives a +4 bonus on all actions for two rounds.

**Call of Fire:** Held weapons gain *flaming* special ability.

**Cosmic Realignment:** Imposes bonuses or penalties depending on target's alignment.

**Crown of Empyrean Glory:** Aura of light gives off sunlight, bright light, and dim light.

**Deva's Wings:** Grants you fly speed of 90 ft., +8 to Fly checks, and a 1d4 secondary attack.

**Exalted Chance:** You may make 5 rolls or a target may make 3 rolls for a specific action.

**Inspiring Speech:** Allies gain +2 attack bonus, benefits of Diehard, and status with respect to you.

**Nova Strike:** Deals an additional 1d8/2 levels fire damage after confirming a critical hit.

**St. Parvalas's Risen Road:** You can travel across any terrain as if it were open plain.

**Snarling Steel:** Miniature swords form a magical shield that protects you or a target.

**Stalwart:** Heals and cures living creatures of most conditions and harms undead.

**Steadfast:** Prevents the target's body from being moved for 3 rounds.

**Vigilant Fist:** Animates a fist that attacks intruders on sight.

## Ranger Spells

### 1st-Level Ranger Spells

**Acoustic Dampening:** 1 target/3 levels gains +2 to saves against sonic effects.

**Fire Under the Tongue<sup>M</sup>:** You can consume and expel a small fire, dealing 1d4 or 1 hp fire damage.

**Flurry<sup>M</sup>:** Snow surrounds you, imparting concealment and a -4 penalty to Perception checks.

**Gliding Step:** You can walk on top of snow rather than wading through it.

**Goat's Hoof Charm<sup>M</sup>:** Target creature can move at half speed up slopes and inclines.

**Hearth Charm:** Doubles the effectiveness of a fire's fuel.

**Invisible Hunter:** You and all your gear become invisible to one creature.

**Locate Water:** Detects direction and distance to bodies of water.

**Nail Foot:** Stab a creature's footprint to damage and slow it if you have successfully tracked it.

**Natural Horror:** Gives a target a natural attack.

**Porevit's Mantle:** Camouflages target to match terrain, gaining +3 to Stealth checks.

**Puff of Smoke:** Attacking foes have a 20% chance to miss against a single creature.

**Razor Maw:** The target's bite attacks deal an additional 1d6 hp damage and 2 bleed damage.

**Stanch:** Target's blood coagulates, stabilizing it, ending bleed effects, and giving immunity to bleed.

**Shed the Rain:** Your skin, clothes, and gear are protected from water.

**Tan Hide:** Turns a skin or hide that weighs no more than 15 lbs. into quality leather.

**Veil Companion:** Hides your familiar or other companion creature.

**Wingspan:** Improves a target's fly speed and maneuverability.

**Wolfsong:** Your howl conveys a message up of to nine words to wolves.

## 2nd-Level Ranger Spells

**Archway of Ants:** Non-stinging insects form a bridge, wall, ladder, etc.

**Conjure Energy Arrows:** Your arrows deal energy damage.

**Converse with Drake:** You can communicate with any lesser dragon within 100 ft.

**Crushing Trample:** Overruns any creature in a path to deal at least 1d6 hp damage.

**Detect Dragons:** Detects creatures with the dragon type within 60 ft.

**Fortified Hoard:** Acts as *alarm*, but lasts longer and covers a larger area.

**Grudge Match:** Allies and corresponding enemies receive +2 to saves, attacks, ability checks, skill checks and weapon damage.

**Heartstrike:** Your next ranged attack roll gains a +10 bonus.

**Mountain Goat's Grit:** Subject acclimates to high altitudes for 1 hr./level.

**Point the Way:** An arrow points you toward a specific destination.

**St. Blusen's Reaver Spirit<sup>M</sup>:** Allies gain +2 to Str and Con, -2 to AC, and can double weapon damage.

**Slice the Air:** Your next arrow ignores natural winds and reduces magical winds one category.

**Veil Companion, Greater:** As *veil companion*, but with protection from divination.

## 3rd-Level Ranger Spells

**Aspect of the Ram:** Grants a gore attack (1d4+1 1/2× your Str bonus) for 1 min./level.

**Caustic Blood:** After being damaged, you can cause hp damage equal to 1d6+ Con modifier to foes within 30 ft.

**Freya's Instant Ballista<sup>M</sup>:** Trees become powerful arrows.

**Ghostly Arrow:** Your arrows become insubstantial and ignore armor bonuses.

**Heavy Chains:** Dense tendrils of earth drag and impede a target's movement.

**Hero's Steel:** Weapon becomes more intimidating, and foes may become panicked or shaken.

**Hunter's Intuition<sup>M</sup>:** Gain a brief vision of an arrow's previous owner.

**Impaling Swords:** Summons two nonmagical swords to fight for you.

**Inflict Doom:** A living creature becomes panicked or shaken.

**Labyrinth Mastery:** Directs you to the nearest exit, grants bonuses to skills and initiative checks, and gives you a perfect memory of mazes you explore.

**Potency of the Pack:** Bestows lupine traits on a group of living creatures.

**St. Brigantia's Rally<sup>M</sup>:** Cures fatigue and exhaustion, and gives bonuses.

**Seeker's Arrow:** Gain constant awareness of a creature you've struck with an arrow.

**Tame Drake:** Befriend a lesser dragon.

**Thunder Arrow:** Your arrow emits a tremendous noise when it hits.

**Tunneling Swarm:** Insects create a 5-ft.-diameter tunnel through earth or wood.

**Wind Arrow:** Touched arrow spreads a powerful wind gust.

## 4th-Level Ranger Spells

**Avenge the Pain:** You shoot an arrow that has damaged you back at your attacker.

**Blood Spoor:** You follow your quarry's trail unerringly.

**Conjure Giant Eagle:** Summons a Large giant eagle to fight for you.

**Intensifying Force:** Creates a cone of force to damage creatures.

**Mountain Stride:** You can move into large stones and teleport to other stones of its type.

**St. Parvalas's Risen Road:** You can travel across any terrain as if it were open plain.

**Share Insight:** You share your physical archery skills with a willing creature.

**Shrieking Flock:** Transforms you into a flock of ravens that frightens or misleads foes.

**Snow Boulder:** Damages creatures and overruns or repositions them.

**Yarila's Bounty<sup>M</sup>:** Gain fast healing 1 when bathed in direct sunlight for 30 min.



## Shadowsworn

Shadowsworn's forte is combining roguery with shadow magic. Although often the villains in adventures, these mysterious and stealthy tricksters make great dark heroes, too, and many of the spells to which they have access can be found in this book.

For more information about the shadowsworn class, see the *Player's Guide to the Crossroads*.

## Shadowsworn Spells

### Shadowsworn Cantrips

**Deepen Shadow:** Creates shadows in a 5-ft. square that grant +4 to Stealth checks.

**Douse:** Douses a small source of natural light.

**Resize Shadow:** Changes the size of a natural shadow.

**Shadow Bite:** Pricks creature with a needle of sharp pain.

**Shadow Blindness:** Impairs darkvision.

**Silhouette:** Creates shadow figures against a screen or wall.

### 1st-Level Shadowsworn Spells

**Compelling Fate:** View actions through the influence of stars.

**Compelling Question:** Compels creature to answer a question.

**Consume Light:** You absorb target mundane light source to gain 1d4 temporary hp.

**Light Blindness:** Blinds creatures that see in daylight.

**Light Warding:** Barrier of light wards against creature type.

**Orb of Light, Lesser:** Ranged touch attack deals 1d8 hp positive energy/2 caster levels.

**Shadow Hands<sup>M</sup>:** Hands deal 1d6 hp cold damage/level (max 5d6).

**Shadow Shape:** Changes the shape of a shadow, damaging shadow-based creatures.

**Silent Sound<sup>M</sup>:** Inflicts 1d6 hp sonic damage/level (5d6 max).

**Spy My Shadow:** Use your shadow as a spy.

### 2nd-Level Shadowsworn Spells

**Shadow Jump:** Move through shadows within medium range (100 ft. + 10 ft./level).

**Silent Combat:** Subject of spell is rendered utterly silent.

**Slither<sup>M</sup>:** Become a shadow for 1 round.

### 3rd-Level Shadowsworn Spells

**Orb of Light:** Ranged touch attack deals 1d6 hp positive energy/level.

**Shadow Snare:** Transforms a shadow into a tentacle that can damage nearby opponents.

**Terror:** Panics one living creature.

### 4th-Level Shadowsworn Spells

**Black Hand<sup>M</sup>:** Touch attack deals 1d3 Strength, Dexterity, and Constitution damage.

**Flickering Fate:** Gain +4 insight bonus to attack rolls by glimpsing foes' future actions.

**Shadow Attack:** Damages opponents by striking or touching their shadows.

**Shadow Slaves:** You vomit forth 1d3 shadows and take 1 point Str damage/shadow.

**Starfall:** Cast up to 3 bolts at different targets, which deal 3d12 hp damage.

### 5th-Level Shadowsworn Spells

**Shadow Plane Adaptation:** You become immune to the Shadow Plane's effects.

**Solid Darkness:** Obscures all sight, slows creatures, and grants full concealment.

**Starry Vision:** See the fate of all creatures up to four 5-ft. squares/level.

## Sorcerer/Wizard Spells

### Sorcerer/Wizard Cantrips

#### Universal

**Awaken the Deep Magic<sup>M</sup>:** Generates a new, random ley line ability from a higher-power table.

**Sea Legs:** You ignore violent motion while casting spells.

#### Clockwork

**Analyze Device:** Identifies all properties of clockwork device.

**Chronal Lance:** Creates 1 lance +1/3 caster levels that staggers targets for 1 round/level.

**Quicken:** Grants one creature +1 to initiative for 1 min.

**Tick Stop:** Construct can take only one move action on its next turn.

#### Conjuration

**Hovering Gleam:** Creates a moving sphere that illuminates a 5-ft. square as a candle.

**Inky Ray:** Ray of ink blinds a Large or smaller creature.

**Rope:** A rope coils to a fixed point, ties itself there, and can tie or untie itself as a standard action.

**Slap:** Successful ranged touch attack deals 1d6 hp nonlethal bludgeoning damage.

**Toolkit:** Summons any known tool to your hand to complete a specific task.

#### Divination

**Drink Deep from Mimir's Well:** Roll (1d20 + Wis modifier) may impart useful advice.

### Enchantment

- Glorious Music:** Provides +1 bonus to Bluff, Diplomacy, and Intimidate checks against target.
- Leprechaun's Luck:** Turns one gold piece into a +1 bonus or a -1 penalty to a die roll.

### Evocation

- Hoarfrost:** Weapon you hold deals an additional 1d3 hp cold damage.
- Puff of Smoke:** Attacking foes have a 20% chance to miss against a single creature.
- Thunderclap:** A thunderous noise draws the attention of all creatures within 3,000 ft.

### Illumination

- Deepen Shadow:** Creates shadows in a 5-ft. square that grant +4 to Stealth checks.
- Douse:** Douses a small source of natural light.
- Resize Shadow:** Changes the size of a natural shadow.
- Shadow Bite:** Pricks creature with a needle of sharp pain.
- Shadow Blindness:** Impairs darkvision.
- Silhouette:** Creates shadow figures against a screen or wall.

### Illusion

- Duel:** Arcane casters' duel grants +1 to spell attacks or +1 to Spellcraft for 12 hrs.
- Hide:** The DC to Perception checks made to see the target object increases by +20.

### Necromancy

- Blood Tide:** Target bleeds, imposing a -2 penalty on Int-, Cha-, and Wis-based checks.
- Maggots:** Creates maggots from dead flesh.

### Transmutation

- Aspect of the Four Winds:** Bestows one of four bonuses for 1 round/level.
- Blinding Scales:** Touched creature's scales can temporarily blind or dazzle enemies.
- Float:** You or a target hovers about 1 ft. above any surface.
- Kobold's Fury:** Touched creature receives +2 to next attack roll against a larger creature.
- Leap:** Grants a +5, +10, or +15 enhancement bonus to Acrobatics checks made to jump.
- Seam Ripper:** Destroys non-magical clothing and subjects target to a dirty trick.
- Slide:** You or a willing creature may fall prone to make a double move as a single move action.
- Snowball:** Sculpts a snowball that deals 1d3 hp nonlethal damage.

## 1st-Level Sorcerer/Wizard Spells

### Abjuration

- Acoustic Dampening:** 1 target/3 levels gains +2 to saves against sonic effects.

- Protection from Lesser Dragons:** +2 to AC and saves, plus additional protection against lesser dragons.

- Silent Sound<sup>M</sup>:** Inflicts 1d6 hp sonic damage/level (5d6 max).

### Clockwork

- Animate Construct I:** Animated material or construct serves you.
- Armored Shell:** You don a suit of heavy armor.
- Not So Fast:** Reduces targets' speed in 5-ft. increments (max 20 ft.).
- Pendulum:** Target creature succeeds and fails in a predictable manner.
- Temporal Ripple:** Nearby creatures must reroll initiative.
- Tireless:** Target gains the stamina of a machine for 24 hrs.
- Wind Down<sup>M</sup>:** Halves the duration of one ongoing spell or spell-like ability.

### Conjuration

- Harrying Cipher:** Animates a Tiny construct made of written symbols to attack for you.
- Ink Cloud<sup>M</sup>:** Cloud of ink obscures you.
- Ray of the Eclipse:** A dark ray deals 1d6 hp cold damage and blinds target.
- Speed Burst:** You are *hasted* on even rounds, but act normally or *slowed* on odd rounds.
- Summon Blade:** Summons a light, one-handed weapon via a string.
- Voidmote:** Missile deals 1d3+1 hp cold damage and may fatigue the target.

### Divination

- Fate Denied:** Imposes a -1 or -4 penalty to attack rolls, skill checks, and saving throws.
- Fate Revealed:** Grants a +1 or +4 bonus on attack rolls, skill checks, and saving throws.
- Locate Water:** Detects direction and distance to bodies of water.
- Seeing Stones:** Empowers *ioun stones* to provide all-around vision.

### Evocation

- Circle of Wind:** Winds impart +2 to AC and +4 against heat, gases, and inhaled poisons.
- Dizzying Bolt:** Ray deals 1d6 hp sonic damage/caster level and makes target fall prone.
- Ioun Strike:** Conjures a stone that deals 1d6 hp/caster level (max 5d6) and blinds for 1 round.
- Mucus Spray:** Cone-shaped burst of mist deals 1d4 hp acid/caster level and dazes targets.

### Illumination

- Compelling Question:** Compels creature to answer a question.
- Consume Light:** You absorb target mundane light source to gain 1d4 temporary hp.

**Light Blindness:** Blinds creatures that see in daylight.

**Misleading Shadows:** Grants a +5 enhancement bonus to some Bluff or Stealth checks.

**Orb of Light, Lesser:** Ranged touch attack deals 1d8 hp positive energy/2 caster levels.

**Shadow's Blessing:** Creature gains bonuses to Stealth and concealment depending on light level.

**Shadow Hands<sup>M</sup>:** Hands deal 1d6 hp cold damage/level (max 5d6).

**Shadow Shape:** Changes the shape of a shadow, damaging shadow-based creatures.

### Illusion

**Deceitful Presence:** Avoid attacks of opportunity when making ranged attacks.

**Feral Scent:** Changes a creature's scent to mimic your own.

**Veil Companion:** Hides your familiar or other companion creature.

### Necromancy

**Animate Dead I:** Reanimates a once-living creature to fight for you.

**Corpse Rebellion:** Confuses an undead creature.

**Darkblindness:** Removes any ability to see in darkness for 1 hr./level.

**Hobble Mount:** Quadruped cannot move at more than half speed without taking 1d6 hp damage.

**Memento Mori:** Creatures that fail a Will save lose their next standard action.

**Purge Pests:** Kills animals or vermin with 1 HD/caster level (max 5 HD).

**Withered Sight:** Target receives -4 penalty to Perception checks and -2 to attack rolls.

### Transmutation

**Aspect of the Dolphin<sup>M</sup>:** You gain swim speed and a Swim check bonus.

**Efficacious Perception:** Grants bonuses to Perception and Sense Motive checks.

**Elemental Scale:** Grants bonus to AC and resistance 5 to fire, cold, electricity, or acid.

**Full Lung:** You can hold your breath longer.

**Freeze Potion:** Renders liquids in small containers temporarily undrinkable.

**Goat's Hoof Charm<sup>M</sup>:** Target creature can move at half speed up slopes and inclines.

**Natural Horror:** Gives a target a natural attack.

**Oozy Transparency:** Imposes a -8 penalty to Perception checks to see target creature.

**Razor Maw:** The target's bite attacks deal an additional 1d6 hp damage and 2 bleed damage.

**Skinbook:** Scribed ciphers on your skin serve as spells on scrolls or in a spellbook.

**Spellforged Sinews I:** You gain a +2 bonus to Strength.

**Stanch:** Target's blood coagulates, stabilizing it, ending bleed effects, and giving immunity to bleed.

**Step Like Me:** Steal the footsteps of a target creature within one size category of you.

**Stenchcoin:** Target coin becomes stinky, contaminating nearby coins and nauseating creatures.

**Vril Refraction:** Split vril blasts into multiple rays.

**Weapon of Blood:** Your spilled blood creates at least a +1 dagger.

**Wingspan:** Improves a target's fly speed and maneuverability.

## 2nd-Level Sorcerer/Wizard Spells

### Abjuration

**Defending Glyph:** Orbiting glyph absorbs damage.

**Dome of Silence:** Dome surrounds area around you, hampering sound and sonic damage.

**Fortified Hoard:** Acts as *alarm*, but lasts longer and covers a larger area.

### Clockwork

**Analyze Device, Greater:** Identifies all properties of clockwork device.

**Animate Construct II:** Animated material or construct serves you.

**Clockwork Timer:** Delays activation of spell by rounds or minutes.

**Chrono Location:** Moves target east or west 15 miles/caster level.

**Decelerate:** Slows a target's speed by half each round, rounded up to the nearest 5-ft. increment.

**Gear Barrage:** You launch a cone-shaped burst of gears.

**Lock Armor:** Metal armor becomes immobilized as if welded.

**Pains of the Past<sup>M</sup>:** Opens wounds from the past, dealing 1d6 hp damage (10d6 max).

**Repair Metal:** Repairs 1d8+5 hp damage to metal object or construct.

**Reverse Industry:** Reverts manufactured components of one object to their raw state.

### Conjuration

**Adelian Torchbearers:** Conjures 1d6 mindless force servants, which emit torchlight.

**Bitter Chains:** Turns a ring you wear into sharp chains that entangle the target.

**Black Dust:** Obscures obstacles on the ground and coats invisible objects and creatures.

**Bloodshot<sup>M</sup>:** Fires a 10-ft. line of blood from your eyes for 1 round/level, dealing 1d6+1/caster level.

**Breaching Sphere:** Acidic energy sphere deals 2d6 hp acid damage + 1d6/2 levels past 4th.

**Calling Card:** Implants a small object beneath the skin of a target.

**Chaotic Vitality:** You and the target's hp total randomly changes.

**Doom of the Slippery Rogue:** Those standing or climbing must make a Climb check or fall prone.

**Freeze Time:** Pauses a moving object for 1 round.

**Sculpted Servant:** Diminutive humanoid figure serves you 1 hr./level.

**Torc of the Pharaoh:** Grants +4 AC and 25% chance to negate criticals or avoid sneak attacks.

**Uncanny Reach:** Extends your reach an additional 5 ft.

### Divination

**Converse with Drake:** You can communicate with drakes.

**Detect Dragons:** Detects creatures with the dragon type within 60 ft.

**Master's Eyes:** You may identify targets for ranged spells through your familiar.

**Mind's Eye Map:** Creates a map taken directly from the target's mind.

**View the Past:** You experience events from the past.

### Enchantment

**Blood Lure<sup>M</sup>:** A blood puddle compels blood-feeding creatures to feed on it as if fascinated.

**Confound Languages:** Replaces targets' languages with random ones.

**Horrid Revelations:** Enemies in a 60-ft. radius take a -4 penalty when trying to disbelieve illusions.

**Intoxicating Scent:** Creatures within 5 ft. of you take various penalties.

**Snap the Leash:** Removes the shackles of domestication from animals.

**Tame Drake:** Befriend a lesser dragon.

**Treasure Jump:** Target object of 1 lb. or less teleports 10 ft./level to a location of your choice.

### Evocation

**Agonizing Sphere:** Deals 2d6 hp+1d6/2 caster levels and stuns for at least 1 round.

**Armor of the Mountains:** Grants AC bonus and immunities and damages adjacent creatures.

**Bone Shards:** You fire up to three bone shards to deal 2d6 hp damage + 1d4 hp bleed damage.

**Bone Swarm:** You animate a mass of bones to damage your foes.

**Elemental Glyphs:** Swirling glyphs deal energy damage as ranged touch attacks.

**Elemental Horns<sup>M</sup>:** Target's horns deal 1d6 hp elemental damage or more.

**Reverberate:** Creatures and objects in a 15-ft. cone take 1d6 hp/2 caster levels (max 5d6).

**Riptide:** Generates a tide-like wave of force.

**Shadowbolt:** Line deals 1d6/caster level hp negative energy and electricity damage.

**Timely Distraction:** Successful CMB check inflicts a random status effect on target.

**Whistling Whorl:** Forms a blade of air that deals 1d8 hp and can attack up to five times.

### Illumination

**Light Warding:** Barrier of light wards against creature type.

**Shadow Jump:** Move through shadows within medium range (100 ft. + 10 ft./level).

**Slither<sup>M</sup>:** Become a shadow for 1 round.

**Starbolt<sup>M</sup>:** Star bolts deal 1d6+1 hp damage/2 levels.

### Illusion

**Bestial Lure:** Glyph summons a tiger or dire tiger when triggered.

**I Am A Rock:** Small or Medium humanoid is glamered to look like a rock or trash.

**Inquisitor's Bane:** Magically obscures the truth.

**Skittering Vermin:** Phantasmal vermin distract and confuse target creature.

**Trapshadow:** Makes it more difficult to detect a trap.

**Uncanny Utterance:** Projects your voice to creatures looking your way within a long range.

**Veil Companion, Greater:** As *veil companion*, but with protection from divination.

### Necromancy

**Blood Armor:** The blood of a foe grants you a +6 armor bonus and immunity to bleed effects.

**Blood Tide, Greater:** Target suffers -2 penalty on Int-, Wis-, and Cha-base checks and takes 1d4 hp bleeding damage/round.

**Curse of Incompetence:** Target takes -6 penalty to skill Int-, Wis-, and Cha-based skill checks.

**Dark Brand:** Marks a creature as a friend or foe of dark folk and grants them bonuses or penalties.

**Raise Lesser Undead:** As *animate dead*, but creates a single skeleton or zombie.

**Snowblind Stare:** You gain a gaze attack that inflicts snow blindness.

### Transmutation

**Bone Machine:** Grants constructs +10 to some Climb and Acrobatics checks.

**Bulwark of Blades:** Orbiting blades provoke attacks of opportunity and make ranged attacks.

**Cannibalize:** Heals you by destroying up to 4 HD of undead creatures.

**Caustic Blood:** After being damaged, you can cause hp equal to 1d6+ Con modifier to foes within 30 ft.

**Defy Depth:** Protects creatures from cold water and depth pressure damage in deep seas.

**Devil's Charm:** Gain Cha bonus that declines by 1 at the start of each following round.

**Elemental Surge:** Create an elemental ray or sphere and hurl it at a single target.

**Enticing Gleam:** Gems, gold, or art objects appear 10× as valuable as they are.

**Furious Hooves:** Increases target's base speed up to 30 ft. and grants hoof attacks.

**Illemak's Bloody Vengeance:** Target weapon deals additional bleed damage on a sneak attack.

**Lacerate:** Grants two claw attacks at your BAB; if you already have claws, you gain rend.

**Lizardbane:** Turns any fire into a geyser that attacks reptiles and draconic creatures.

**Message in a Bottle:** Seals a spoken message of varying length into a bottle.

**Silent Combat:** Target is rendered utterly silent.

**Slime Form:** Target gains +5 AC, immunity to sneak attacks and crits, but can't attack or cast spells.

**Spellforged Sinews II:** You gain a +4 bonus to Strength.

**Spy My Shadow:** Use your shadow as a spy.

**Tempest:** Roiling water hampers movement and hinders Swim checks.

**Tripping Stick:** Animates a stick or pole to trip a nearby opponent.

**Twistmap:** Renders a map seriously inaccurate for 2 hrs./level.

**Vicious Spikes:** Target sprouts spikes and has no proficiency penalty when attacking with them.

**Vital Mark:** Places a bloodstain on a magic item, making its abilities function only for you.

**Vril Annexation:** You sacrifice damage to deliver low-level touch range spells through vril blasts.

**Vril Converter:** Transforms spells or spell slots into vril blasts.

**Vril Transistor:** Enhances range and damage of vril blasts.

**Water Hammer:** Globes of freezing water damage targets.

**Witch's Escape:** Touched creature gains 60 ft. fly speed for 3 rounds.

### 3rd-Level Sorcerer/Wizard Spells

#### Clockwork

**Animate Construct III:** Animated material or construct serves you.

**Spell Suppression:** Diminishes the power of any spell cast within its area.

**Thousand Darts:** Create a single-target line of darts within range.

**Time Step:** Your natural movement speeds, including 5-ft. steps, double for 1 round/level.

**Winding Key:** Construct gains extra action each round.

#### Conjuration

**Aberrant Essence:** You are harder to hit in combat, receive +2 to attack, and can't be flanked.

**Barnacle Armor:** Barnacles grow to provide protection.

**Blindflies:** Cloud of fruit flies erupts from touched object, blinding those in a 20-ft. radius.

**Enslave Thrall:** Calls a more powerful, evil familiar.

**Force Phalanx:** Humanoids form a protective, 50-ft. line with hardness 30 and 10 hp/CL.

**Heavy Chains:** Dense tendrils of earth drag and impede a target's movement.

**Impaling Swords:** Summons two nonmagical swords to fight for you.

**Marauding Cipher:** Summons a powerful, inky construct to fight for you.

**Patron's Aspect:** Conjures a fiendish image, causing an enemy to flee or freeze with fright.

**Portal Jaunt:** You teleport between doors.

**Prison Without Walls:** Prevents a target from moving farther than 100 ft.–5 ft./caster level.

**Puddle Jump:** You teleport between bodies of water.

**St. Al-Passor's Stone Piton:** Column causes 1d6 hp damage and pins creatures.

**Sea of Fire:** Affected creatures take 1d6 hp fire damage each round and may catch fire.

**Sea of Ink:** A sinkhole of ink can pin and drown creatures in it.

**Slimy Madness:** Creatures in a 10-sq.-ft. area fall and take Wisdom damage.

**Spellcaster's Recoil:** Target teleports in a random direction when it casts a spell.

**Snakeball:** Shoots snakes that bite and possibly poison enemies in a 20-ft.-radius cone.

**Star Fall:** Conjures night sky and calls down falling stars on enemies.

**Step Outside:** You and a target briefly travel into another dimension.

**Summon Mounts:** As *mount*, but summons three mounts/three levels.

**Summon Undead:** Summons an allip, flying skull, ghast, or necrophidius to fight for you.

**Summon Wondrous Item:** Summons a random minor wondrous item for 1 round/level.

#### Divination

**Ocularum:** Inscribed glyph allows you to scry on area from afar.

**St. Ravovik's Hive Mind<sup>M</sup>:** Creatures touched gain group knowledge and abilities.

**Symbol of Condemnation:** Symbol makes others unfriendly toward targets.

#### Enchantment

**Blind Spot:** Target creature cannot see you.

**Mindquake:** Negative energy burst shakes creatures.

**Ravenous Urge:** Target becomes overcome with urge to eat the living.

### Evocation

**Doom of Consuming Fire:** Wreathes you in fire and damages you and nearby creatures.

**Elemental Grasp:** Touch deals 1d6+1/caster level acid, cold, electricity, or fire damage.

**Elfmarked for Death:** Ranged touch attack deals 3d6 hp damage or 5d6 when targeting an elf.

**Fire Claws:** Your hands deal 1d6 hp fire damage/3 caster levels (max 5d6).

**Hands of the Djinn:** Touch deals 1d6/2 caster levels elemental damage and other effects.

**Illemak's Slingshot:** Fires one or more kobolds as if from a catapult.

**Illemak's Smarting Slivers:** Object explodes, dealing 1d6 hp/caster level and sickening victims.

**Ley Energy Bolt:** Fires a bolt of ley energy that deals 1d6 hp/caster level (max 10d6).

**Prismatic Meteor:** Ranged touch attack deals 2d6 hp fire damage and dazzles creatures.

**Rimy Nimbus:** Cloud deals 1d6 hp cold damage/level (max 10d6) to everything in the area.

**Thunderbolt<sup>M</sup>:** Deafens creatures within 15 ft. and deals 1d6 hp/level sonic damage to one target.

**Trilling Field:** Creatures in the area take -1 to attacks, ability checks, and skill checks.

**Watery Sphere:** Rolling globe of water quenches fire and ensnares creatures.

**Wresting Wind:** Burst of air disarms creatures in a 20-ft. burst.

### Illumination

**Compelling Fate:** View actions through the influence of stars.

**Devouring Shadow:** Target creature becomes a shadow.

**Innocuous Aspect:** Disguises a group of creatures as creatures or objects of the same size.

**Scintillating Lights:** Lights surround the target, granting concealment and illuminating the area.

**Terror:** Panics one living creature.

### Illusion

**Anger of Many Faces:** Target sprouts one or more extra heads that grant bite attacks.

**Burning Monkey Swarm:** Summons a quasi-real swarm of burning monkeys that attack.

**Doom of Dancing Blades:** Creates 1d4+1/3 caster levels illusory blades that flank your enemies.

**Outflanking Boon:** Illusory doubles each grant one target/level a flanking bonus.

**Pain Wave:** Deals 1d6 hp nonlethal to targets and stuns them 1d4 rounds.

**Phantom Dragon:** Disguises creature as an adult dragon.

**Shadow Snare:** Transforms a shadow into a tentacle that can damage nearby opponents.

**Share Skins:** Target becomes an exact physical replica of you.

### Necromancy

**Animate Dead II:** Reanimates a once-living creature to fight for you.

**Animate Ghoul:** One humanoid corpse rises as a ghoul under your control.

**As You Were:** Undead appear as they did in life and detect as healthy, living creatures.

**Debilitating Stare:** Target takes 1d6 nonlethal damage, can't talk, and drops held items.

**St. Whiteskull's Steal Power<sup>M</sup>:** Steals one of a creature's senses, abilities, etc.

**Stolen Identity:** Acquire the voice and facial features of another by touching his face.

### Transmutation

**Animate Cloth:** Your clothing provides bonuses to your combat maneuvers, AC, and some skills.

**Aspect of the Demon:** Gain qualities of a demon at the risk of attracting the Abyss's notice.

**Channel Scroll:** Potentially use a scroll without expending its magic.

**Corvid's Cunning:** As *fox's cunning*, but the target can roll twice and take the more favorable result.

**Crustacean Carapace:** Gain +4 natural armor bonus and ignore some underwater penalties.

**Doom of Sundering<sup>M</sup>:** Damage you deal to your opponent is also applied to their weapon.

**Fangbox:** Container up to Large size becomes a box with a bite attack.

**Freeze<sup>M</sup>:** Icy sheath solidifies and encapsulates target.

**Inkblot:** Turns you into ink creature that has defensive qualities and a slam attack.

**Intensify Death Throes:** Target creature's death throes ability becomes much more potent.

**Ioun Storm:** Burnt-out *ioun stones* become construct swarm.

**Jellied Resilience:** Target is immune to critical hits, gains DR 5 or 10, and corrosive weapon quality.

**Liquefy Air:** Allows you to make Improved Bull Rushes once per round as a free action.

**Liquid Form<sup>M</sup>:** You transform into living water.

**Mother Stone:** Gain AC bonus, DR 5/slashing, and stability; reduces move to 0.

**Ogrekobold:** One Small-sized creature grows to the size, height, and weight of an ogre.

**Ooze Touch, Lesser:** Transforms target's limb into a pseudopod that allows a touch attack.

**Raven's Revocation:** Target cannot fly or leave the ground magically.

**St. Ruzger's Eldritch Crucible:** Turns 2 magic items into another item.

**Scrawl Bones:** A message scribed on a bone is visible on all matching bones.

**Scrivener Glyph:** Thrown glyph rewrites mundane and magical writing into its own form.

**Sparkfist:** Construct's fists deal 1d10 hp bludgeoning and 1d8 hp electricity damage.

**Spellforged Sinews III:** You gain a +6 bonus to Strength.

**Strength of Madness:** Trades a -2 penalty to Will saves for +1 to attack and damage rolls.

**Vomit Tentacles:** Tentacles spewed from your mouth can grapple or damage opponents.

**Vril Feedback:** Failed spells cast by enemies are absorbed and transformed into usable vril energy.

**Vril Tulpa:** Transforms spell energy into a quasi-real version of yourself.

**Vril Vampirism:** Siphons hit points or spell energy from targets.

**Voice of the Dragon:** Changes your voice to that of a powerful adult dragon.

## 4th-Level Sorcerer/Wizard Spells

### Abjuration

**Arcane Bulwark:** You sacrifice a spell up to 4th level to gain DR for 1 round/level.

**Doom of Disenchantment:** Dispel or suppresses the abilities of a magical weapon or attack.

**Elemental Line Attunement:** A weak, non-locked ley line uses the Elemental Spell feat.

**Elemental Vengeance:** Grants resistance 5 to energy types and damages foes that incapacitate you.

**Glyph of Vengeance:** Protective glyph damages melee attackers.

**Mage's Horrifying Leech:** Successful dispel check heals you or allows you to cast the spell.

**Spell Trap:** Turns a spellcaster's spells of 4th level and lower against them.

### Clockwork

**Absolute Command:** Gain control over construct you built.

**Animate Construct IV:** Animated material or construct serves you.

**Repair Metal, Greater:** Repairs 2d8+10 hp damage to metal object or construct.

**Reset:** Creatures in 40-ft. radius burst reroll initiative; allies receive +4 while enemies receive -4.

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

**Steam Blast<sup>M</sup>:** Creates a 30-ft.-radius burst of steam centered on you.

**Time Vortex:** For 1 round/caster level, targets are affected by a random time-based effect.

### Conjuration

**Abyssal Globule<sup>M</sup>:** Touch attack deals acid damage and may poison target.

**Coin Swarm:** Turns a pile of coins into a swarm of flying metal shards.

**Deific Vision:** Transports your eyes into another dimension, allowing augmented vision.

**Dimensional Bleed:** Slashes target's artery, causing 1d6 hp and 1 bleed hp damage/round.

**Dimensional Shove<sup>M</sup>:** Melee touch attack pushes targets through dimensional portal.

**Elf Lord's Battle Armor:** Force armor grants +8 armor bonus and possibly buoys allies.

**Sacrificial Monkey:** Animated object stops critical melee attacks confirmed against you.

**St. Carnessa's Wicker Man:** Summons an assassin vine for 1 round/level.

**Summon Star Mote:** Summoned star shoots a ray or a dazzling burst on your turn.

**Torc of the Pharaoh, Greater:** Grants +6 AC and 50% chance to negate criticals or avoid sneak attacks.

**Treasure Disk:** Moves large treasure hoards quickly, as with *floating disk*.

### Divination

**Ensnare Ley Line:** Grants a measure of control over volatile ley line effects.

**Labyrinth Mastery:** Directs you to the nearest exit, grants bonuses to skills and initiative checks, and gives you a perfect memory of mazes you explore.

**Find Treasure:** Finds the closest mass of metal, gems, or other similar materials.

**Fugue Script:** Gleans a useful piece of advice in reply to a specific question.

### Enchantment

**Baleful Conjunction:** Forces enemies to group together or take penalties to rolls.

**Confound Senses:** Reduces targets' speed by half and imposes -4 on ranged attacks.

**Elemental Boost:** Add extra damage to magical attacks with elemental damage components.

**Feverish Confession:** Touched creature reveals anything it knows for 1 round/caster level.

**Heroic Conjunction:** Grouped targets receive a bonus on rolls and possible bonus damage.

**Somnambulance:** Implants a *suggestion* into the mind of a sleeping creature.

**Touch of Callimachus:** Touched subject becomes more susceptible your spells.

### Evocation

**Breath of the Dead:** 15-ft. cone sickens, deals nonlethal damage.

**Distressing Resonance:** Nauseates or sicken creatures in a 30-ft. radius around you.

**Earth Shield:** Increases natural armor and grants immunity to unarmed and ranged attacks.

**Knockdown Wave:** Attempts to bull rush and knock prone all creatures in a 30-ft. radius.

**Mighty Gale:** Wind batters all creatures and obstacles in its path.

**Of Two Minds:** Implants gibberish into a target's thoughts, protecting it against mind-reading spells.

**Sacrificial Waves:** Damages yourself to deal up to 5d6 hp damage to creatures in a 30-ft. radius.

**Spell Stone:** Stores spells into an *ioun stone* so another character can cast them.

**Spinning Axes:** Creatures within 10 ft. take 1d4/level (max 10d4) and 1 bleed/2 levels (max 5).

**Wall of Water:** Creates an opaque wall of water.

### Illumination

**Beguiling Stars:** Creates area of twinkling stars that fascinates creatures and can put them to sleep.

**Black Hand<sup>M</sup>:** Touch attack deals 1d3 Strength, Dexterity, and Constitution damage.

**Flickering Fate:** Gain +4 insight bonus to attack rolls by glimpsing foes' future actions.

**Intensifying Force:** Creates a cone of force to damage creatures.

**Leeching Lanthorn:** A lantern siphons 1d4 ability damage.

**Net of Comets:** Creates net of positive energy, dealing 1 hp damage/level.

**Orb of Light:** Ranged touch attack deals 1d6 hp positive energy/level.

**Starfire Fury:** Conjures up to six balls of light that can flank or attack.

### Necromancy

**Animal Contagion:** A Tiny animal travels to a destination, spreading disease along the way.

**Animate Dead III:** Reanimates a once-living creature to fight for you.

**Black Dog Curse:** Target takes -2 penalty to all rolls for duration.

**Boneshatter:** Target's bones shiver and splinter, dealing damage and exhausting it.

**Dance of the Dead:** At the expense of 2d4 of your hp, animates remains that can attack enemies.

**Final Combustion:** Touched creature combusts upon death as the dark folk ability.

**Horrors of the Deep<sup>M</sup>:** Target suffers drowning sensation and escalating nonlethal damage.

**Illemak's Switchskin:** Renders you invisible and makes an adjacent creature look like you.

**Ray of Life Suppression:** Ray deals 1d6/2 caster levels (max 1d6+5) points of Con damage.

**Shadow Attack:** Damages opponents by striking or touching their shadows.

**Strength of the Underworld<sup>M</sup>:** Grants you +4 channel resistance.

### Transmutation

**Asaraf's Carapace:** Encases you in armor, granting up to 50 temporary hp.

**Blood and Steel<sup>M</sup>:** Target construct is under your control or gains an Intelligence score of 10.

**Breathlessness:** Touched creatures do not need to breathe.

**Brittling:** Touched stone or metal item becomes easy to shatter.

**Burrowing Boost:** Gives creatures a burrow speed of 10 ft./round.

**Doom of Blue Crystal:** Creates an aura that turns creatures, including you, to crystal.

**Drake Form I:** Take the form of a Small drake.

**Earth Glide:** Subject gains the earth glide special ability.

**Fey's Cursed Coiffure:** Target's hair grows for 3 rounds with cumulative negative effects.

**Fiery Blood<sup>M</sup>:** Target acquires fast healing 4 and deals fire damage to attackers.

**Gecko's Grip:** Touched target can traverse vertical surfaces and ceilings temporarily.

**Giant to Kobold:** Changes a Medium-sized creature to Tiny.

**Instant Siege Weapon:** Creates a siege weapon from raw materials.

**Ivory Flesh:** You gain DR 5/daylight, DR 10, or DR 15 depending on your caster level.

**Jotun's Jest:** Weapon or other item temporarily becomes sized for a Colossal creature.

**Lift:** Levitates unwilling creatures 5 ft./round until they reach an obstacle or the spell ends.

**Mine!:** An object weighing 15 lbs. or less is insubstantial to all but the caster.

**Ooze Shape I:** You assume the form of any Small or Medium ooze.

**Shape Water:** You shape water into useful solid objects.

**Spellforged Sinews IV:** You gain a +8 bonus to Strength.

**Spirit of the Illyrian Ram:** Grants +4 to Acrobatics, doubles jumps, and negates armor penalties.

### 5th-Level Sorcerer/Wizard Spells

#### Abjuration

**Amplify Ley Field:** Enhances ley lines in the area by one step.

**Cursed Gift:** Imbues an object with a curse, which is transferred to the recipient.

**Dispelling Glyph:** Protective glyphs intercept and dispel incoming magics.

**Energy Absorption:** As *protection from energy*, but includes ley energy protection.

**Glyph of Remembrance:** Glyph can store spells with a total of 1/3 your caster level.



**Ley Pulse, Lesser:** Removes one type of damage reduction or energy resistance.

**Shed the Elements:** Target is immune to fire, electricity, acid, or cold for spell's duration.

### Clockwork

**Animate Construct V:** Animated material or construct serves you.

**Bind Guardian:** Bind a soul to animate a construct.

**Construct Body<sup>M</sup>:** Temporarily transforms you into a clockwork construct.

**Mechanical Union:** Gain control of target construct.

**Wall of Time:** Wall of force offers 50% miss chance against magical ranged attacks and spells.

### Conjuration

**Chain of Bones:** Bone chains impede and can attempt to grapple, disarm, or trip creatures nearby.

**Corpsewall:** Creates a wall of corpses that can be animated to attack and grapple.

**Heart Skewer:** Deals up to 12d6 hp damage +1/caster level by skewering an internal organ.

**Herd Plague:** As *contagion*, but only affects herd animals.

**Maze, Lesser:** As *maze*, but target gets a Will save, and navigating the maze is easier.

**Suffocating Void:** Sucks the air out of a 40-ft.-radius void so creatures cannot breathe.

**Summon Venomous Swarm:** Summons a swarm of venomous snakes.

**Swirl of Axes:** Medium axes stay in targets' squares and can be commanded to attack.

**Transposition:** You and up to four targets may trade places with an immediate action.

**Voracious Vermin:** Conjured vermin threaten and attack target creatures.

**Wall of Bones:** Creates a wall that covers a 10-ft.-square area/caster level.

**Wall of Viscera:** Conjures a wall that strikes fear into those that would pass through it.

### Divination

**Cruor of Visions<sup>M</sup>:** Your blood forms a pool that acts as a crystal ball.

### Enchantment

**Call of the Grave:** Target creature views you as an ally and obeys you.

**Charm of Secrets:** Target takes 10 hp/level if they divulge a specific secret.

**Diabolical Temper:** One humanoid target becomes mindless with rage.

**Fluctuating Alignment:** Target's alignment changes each minute for the spell's duration.

**Furious Summoning<sup>M</sup>:** You can summon chaotic or evil creatures at one caster level higher.

### Evocation

**Bone Shards, Greater:** You fire shards that deal 1d6 hp/caster level damage + 1d4 hp bleed.

**Chaotic Spell Lash:** Magical whip inflicts a random status condition each time it strikes an enemy.

**Claws of the Earth Dragon:** Damages a target creature and knocks them prone.

**Dancing Wand:** Animates your wand for 4 rounds, allowing you to take standard actions.

**Geyser of the Dragon Turtle:** Cone of steam deals fire damage and bull rushes creatures.

**Ice Arrow:** Ranged touch attack deals 5d6 hp cold damage and encases target in ice.

**Liquefaction:** Water bursts knock creatures prone and interrupts spells.

**Memory Echo:** Instantly confers memories to others using a written symbol.

**Prismatic Ray:** Light ray deals damage or imparts a condition depending on its color.

**Shrieking Glyph<sup>M</sup>:** Subject produces sonic cones of discordant noise.

**Splinter Stone:** Swarm of *ioun stones* explodes, dealing 1d6 hp/caster level (max 15d6).

**Stalls of the Pharaoh:** Your fingers can fire lightning bolts that deal 1d6 hp/caster level.

### Illumination

**Heavy Burden:** Slows foes' movement by 20 ft.

**Nova:** You glow and can concentrate for up to 4 rounds to damage nearby creatures.

**Shadow Plane Adaptation:** You become immune to the Shadow Plane's effects.

**Shadow Slaves:** You vomit forth 1d3 shadows and take 1 point Str damage/shadow.

**Star Burn:** Blast deals 1d8 hp/2 caster levels in a 30-ft. cone.

### Illusion

**Enemy Within:** Target believes an insect swarm is under its skin and takes 3d6 hp damage/round.

**Shadowself:** Creates a duplicate of yourself that is 1/5 your level has 1/5 your HD, hp, etc.

### Necromancy

**Animate Dead IV:** Reanimates a once-living creature to fight for you.

**Animate Dead, Improved<sup>M</sup>:** Creates Small zombies from body parts.

**Animate Living Skeleton<sup>M</sup>:** Deals 1d6 hp + 1 Con, and staggers and sickens 1 round.

**Curse Ring:** Unattended ring passes a curse to the next creature that wears it.

**Exsanguinating Cloud:** Cloud obscures sight and leeches blood from creatures inside it.

**Grasp of the Tupilaq:** Steals one or more prepared spells from a target and deals damage to it.

**Ley Leech:** Melee touch attack deals 1d6/4 caster levels (max 5d6) to an ability score.

**Share Skins, Greater:** As *share skins*, but the caster and target can swap places once.

**Skinchange:** Transfers your consciousness into an animal's body indefinitely.

**Terrifying Gaze:** Grants gaze attack that causes enemies to be shaken or panicked.

**We Are A Rock:** Several Small or Medium humanoids are glamered to look like rocks or trash.

### Transmutation

**Baneweapon:** Grants *bane* to one melee weapon or six projectiles.

**Bones of the Earth:** Creates pit that can be collapsed.

**Dragonskin:** Gain DR and a bonus to existing natural armor.

**Drake Form II:** Take the form of a Medium drake.

**Elemental Conversion:** Converts elemental damage into another type of elemental damage.

**Freeze, Greater<sup>M</sup>:** Icy sheath encapsulates target, dealing 2d6 hp cold damage+ 1/caster level.

**Hod's Gift:** You gain blindsense 60 ft.

**Ironsides:** Gives a wooden ship's hull the characteristics of iron.

**Lesser to Greater:** Enhances a lesser dragon.

**Lightning Rod:** Grants immunity to electricity, and electricity damage is drawn to you.

**Mindquake, Greater:** As *mindquake*, but allies are excluded and duration doubles.

**Ooze Touch:** Transforms the target's limb into a pseudopod that does more damage.

**St. Mirolch's Water Snakes:** Creates or controls surface currents within 1 mile.

**Spellforged Sinews V:** You gain a +10 bonus to Strength.

**Steal Breath Weapon:** Allows you to use a dragon's breath weapon (up to 15 dice of damage).

**Vril Annexation, Greater:** Deliver touch range spells through damaging vril blasts.

## 6th-Level Sorcerer/Wizard Spells

### Abjuration

**Aegis:** Protects against any arcane spell you know (up to 6th level).

### Clockwork

**Animate Construct VI:** Animated material or construct serves you.

**Catapult:** You violently hurl creatures or objects into the air.

**Time Loop:** If possible, target must repeat the action it took in the previous round.

### Conjuration

**Blind Seer's Madness:** Paralyzes, fascinates, and blinds targets for 1 min./level.

**Chaotic Vitality, Mass:** As *chaotic vitality*, but affects multiple creatures.

**Create Wormhole:** Creates two points through which creatures can instantly teleport.

**Field of Axes:** Invisible axes in a 16-square area attack and slow creatures they hit.

**Gnashing Floor:** Creates a field of gnashing maws that bite creatures in the area.

**Jeweled Bolt:** Crystals damage one flying creature and temporarily prevent it from flying.

**Jormungandr's Call:** The world serpent damages creatures and structures.

**Ley Hail:** Rocks deal 7d6 hp damage to creatures and create difficult terrain.

**Searing Rain<sup>M</sup>:** Conjures a cloud to rain acid on creatures.

**Summon Greater Wondrous Item:** Summons random medium wondrous item for 1 round/level.

### Divination

**Astrological Charting:** Ends status effects and grants bonuses to resist certain spell effects.

### Enchantment

**Enchant Ring:** Target ring compels the next creature that wears it to obey you.

**Sensory Deprivation:** Targets are blinded, deafened, take -8 to all saves and can't react to stimuli.

### Evocation

**Celestial Fanfare:** Damages evil and neutral creatures in a 30-ft. radius.

**Elemental Blast:** Cone deals 6d6+1 hp damage/caster level plus an elemental effect.

**Fiery Lightning:** Lightning bolt deals electricity damage and fire damage.

**Fiery Sandstorm:** Generates sandstorm that deals bludgeoning and fire damage.

**Star Swarm<sup>M</sup>:** Stones burst from your hand, dealing 4d6 hp damage and inflicting a random effect.

### Illumination

**Black Well<sup>M</sup>:** Summoned mass devours nearby creatures.

**Prismatic Fist<sup>M</sup>:** Creates rays with the effects of *prismatic spray*.

**Solid Darkness:** Obscures all sight, slows creatures, and grants full concealment.

**Starfall:** Cast up to 3 bolts at different targets, which deal 3d12 hp damage.

### Necromancy

**Animate Dead V:** Reanimates a once-living creature to fight for you.

**Create Tupilaq:** Creates a construct to track and kill an enemy.

**Essence Jar:** Transfers one of your organs into a jar, granting specific protections.

**Flesh to Ooze:** Target becomes a gray ooze, gelatinous cube, or ochre jelly of its own size.

**Shroud of Death<sup>M</sup>:** You draw upon the life energies of all living creatures in sight.

**Tolling Doom:** Target suffers penalties and grants attackers critical confirmation bonuses.

**Wall of Runes:** Ephemeral wall curses those who pass through it.

#### Transmutation

**Animate Water:** Water becomes a construct under your control.

**Calm the Waves:** Area of rough water becomes calm.

**Create Dark Creeper:** Creates up to six dark creepers from a creature's corpse.

**Curse of Boreas:** Turns a target and its equipment into an inert statue of ice.

**Drake Form III:** Take the form of a Large drake.

**Ooze Shape II:** You assume the form of any Tiny, Small, Medium, or Large ooze.

**Painted Form:** Turns willing subject into an inanimate or mostly inanimate painting.

**Spellforged Sinews VI:** You gain a +12 bonus to Strength.

### 7th-Level Sorcerer/Wizard Spells

#### Abjuration

**Angelic Seal:** Evil creatures are damaged and stunned if they enter a warded area.

**Mantle of Blades:** Six conjured blades provide +6 shield bonus or can be thrown.

**Volley Shield:** Shield grants creature DR 15/— until it prevents 15 hp/caster level.

#### Clockwork

**Animate Construct VII:** Animated material or construct serves you.

**Anomalous Object:** Creates an exact duplicate of a non-artifact object.

**Time Capsule:** Object or creature in enchanted enclosure does not age.

**Timeless Engine:** Drastically reduces the rate of degradation in a machine.

#### Conjuration

**Acidic Grease:** 40-sq.-ft. area is covered in slippery grease that causes 1d6/caster level.

**Axe Storm:** Cloud rains axes in 30-ft. radius, dealing 2d6 hp damage to all creatures in the area.

**Call Valkyrie:** Summons a valkyrie creature to aid you in battle.

**Call Voidling:** Summons a voidling to fight for you.

**Crawling Corruption:** Blast of rot entangles creatures and deals Strength and Constitution damage.

**Dimensional Wave:** Force wave deals massive damage to creatures within 30 ft.

**Crushing Depths:** Waves of pressurized water deal 1d6/level damage and knock enemies prone.

**Murdersphere:** Conjures a Tiny sphere that can attack with a whip or a serrated blade.

**Red Dragonfly Swarm<sup>M</sup>:** Summons a swarm of deadly red dragonflies.

**Summon Lammasu/Shedu:** Summons either creature to fight for you.

#### Enchantment

**Cannibal Compulsion<sup>M</sup>:** Target eats its own flesh, damaging it and sickening allies.

**Visage of Madness:** Your gaze attack makes enemies attack their own eyes.

#### Evocation

**Ballista of Force:** Creates a ballista that can deal 8d6 hp force damage to one creature each turn.

**Ley Whip:** Floating ley-energy whip attacks creatures on your turn.

#### Illumination

**Starry Vision:** See the fate of all creatures up to four 5-ft. squares/level.

#### Illusion

**Shrieking Flock:** Transforms you into a flock of ravens that frightens or misleads foes.

#### Necromancy

**Animate Dead VI:** Reanimates a once-living creature to fight for you.

**Mass Hobble Mount:** One quadruped/level can't move more than half speed and throws its rider.

**Soul Drinking:** Ages target creature two categories and permanently drains ability scores.

#### Transmutation

**Animate Glyphs:** Creates a number of glyphs that can become animated objects.

**Corvid's Cunning, Mass:** As *Corvid's cunning*, but affects multiple creatures.

**Drake Form IV:** Take the form of a powerful Large drake.

**Greater to Lesser:** Reduces a target dragon's power.

**Ley Pulse, Greater:** As *lesser ley pulse*, but you remove two defensive abilities and one immunity.

**Manipulate Symbol:** You cannot trigger a symbol spell, and you can alter the symbol.

**Riding the Thunder:** Targets gain bonuses to Stealth and AC, but cannot cast spells or attack.

**Spellforged Sinews VII:** You gain a +14 bonus to Strength.

**Triumph of Ice:** Transforms natural elements to ice or snow, affecting creatures in the area.

## 8th-Level Sorcerer/Wizard Spells

### Abjuration

**Quell the Tide:** Spellcasters cannot cast spells and are sickened.

**Reverse Scry:** Alerts caster of scrying attempts and helps you return the favor.

### Clockwork

**Animate Construct VIII:** Animated material or construct serves you.

**Machine Sacrifice:** Target gains some benefits of being a construct.

**Time Jump:** Throws touched construct into future 1d4+1 rounds.

### Conjuration

**Insanity Void:** Traps creatures in the area into a void, where they can fly but are confused.

**Summon Black Gnash:** Summons a powerful, unique Nessian warhound.

**Tidal Wave:** Massive tidal wave floods the area, damaging creatures and dragging them to sea.

### Evocation

**Disruptive Aura:** Creatures glow and may have their spells or spell-like abilities suppressed.

### Illumination

**Summon Star:** Summons a star to do your bidding.

### Necromancy

**Animate Dead VII:** Reanimates a once-living creature to fight for you.

**Necromancer's Ripost:** You force a number of undead to explode, with dire effects.

**Vampiric Fog:** Obscures sight and deals 2 points of Con drain to creatures within its area.

### Transmutation

**Mask of the Pharaoh:** Your gaze can turn foes to stone or stagger them.

**Spellforged Sinews VIII:** You gain a +16 bonus to Strength.

**Walking Wall:** Wall of axes can move at 50 ft./round and attack as Large battleaxes.

**Wyvern's Sting:** You grow a whip-like tail with a stinger on the end.

## 9th-Level Sorcerer/Wizard Spells

### Abjuration

**Angelic Seal, Greater:** Evil creatures take 20d6 hp when entering warded area.

### Clockwork

**Animate Construct IX:** Animated material or construct serves you.

**Dominate Clockwork:** Gain control over clockwork device permanently.

### Conjuration

**Maze, Greater<sup>M</sup>:** As *maze*, but target takes 4d6 hp damage/round and the maze is harder to navigate.

**Ocean's Army:** Summons Huge water elementals from a significant body of water.

**Summon Supreme Wondrous Item:** Summons random major wondrous item for 1 round/level.

**Wall of Nothingness:** Creatures passing through take 2d6 hp damage/caster level (max 40d6).

**Wyrmfold:** Transports you and everything within a radius to a point you have visited before.

### Divination

**One with the Cosmos:** Grants *true seeing*, *freedom of movement*, immunity to several effects, a +10 bonus to Knowledge checks, and you treat all Knowledge checks as if you were trained.

### Evocation

**Crumblewall:** Collapses a structure or a portion of a structure and damages creatures in and near it.

**Evulsion:** Extracts skeleton, dealing 2d6/level (max 40d6) and stunning for 1d4 rounds.

**Ley Storm:** Storm rains down stones, causes lightning strikes, and prompts other negative effects.

**Ley Surge:** A nearby ley line surges and causes a 30-ft. burst that causes 1d6/caster level damage.

**Unholy Word:** Deals 1d6 hp/caster level damage to creatures in area plus other effects.

### Illumination

**Star's Heart:** Drops creatures prone and crushes them for 3d12 bludgeoning damage/round.

### Necromancy

**Animate Dead VIII:** Reanimates a once-living creature to fight for you.

**Call of Dead:** All corpses in the area rise as skeletons under your control.

**Raise Undead Host:** Raise and command up to 8 HD of skeletons or zombies/caster level.

### Transmutation

**Breath of Veles:** Subjects all creatures and objects in a 30-ft. cone to a limited *disintegrate* spell.

**Delayed Blast Disintegrate:** Sphere deals 2d6 hp/caster level and disintegrates objects.

**Spellforged Sinews IX:** You gain a +18 bonus to Strength.

## Summoner Spells

### 1st-Level Summoner Spells

**Mimic Eidolon:** You can make one natural attack that matches your eidolon's primary attack.

**Natural Horror:** Gives a target a natural attack.

**Skill Bond:** Lend a skill check bonus to your eidolon or borrow a skill check bonus from it.

**Summoner's Mark:** Glowing rune grants your

summoned creatures +1 to attack the target.

**Veil Companion:** Hides your familiar or other companion creature.

**Wingspan:** Improves a target's fly speed and maneuverability.

### 2nd-Level Summoner Spells

**Doom of Consuming Fire:** Wreathes you in fire and damages you and nearby creatures

**Sanguine Horror I:** Calls creature as *summon monster I* or *summon nature's ally I*, but made of blood.

**Sculpted Servant:** Diminutive humanoid figure serves you for 1 hr./level.

**Torc of the Pharaoh:** Grants +4 AC and 25% chance to negate criticals or avoid sneak attacks.

**Veil Companion, Greater:** As *veil companion*, but with protection from divination.

### 3rd-Level Summoner Spells

**Coin Swarm:** Turns a pile of coins into a swarm of flying metal shards.

**Rimy Nimbus:** Cloud deals 1d6 hp cold damage/level (max 10d6) to everything in the area.

**St. Al-Passor's Stone Piton:** Column causes 1d6 hp damage and pins creatures.

**Sanguine Horror II:** Calls creature as *summon monster II* or *summon nature's ally II*, but made of blood.

**Sparkfist:** Construct's fists deal 1d10 hp bludgeoning and 1d8 hp electricity damage.

**Summon Mounts:** As *mount*, but summons three mounts/three levels.

**Summon Wondrous Item:** Summons a random minor wondrous item for 1 round/level.

### 4th-Level Summoner Spells

**Abyssal Globule<sup>M</sup>:** Touch attack deals acid damage and possibly poisons target.

**Arcane Bulwark:** You sacrifice a spell up to 4th level to gain DR for 1 round/level.

**St. Carnessa's Wicker Man:** Summons an assassin vine for 1 round/level.

**Sanguine Horror III:** Calls creature as *summon monster III*/*summon nature's ally III*, but made of blood.

**Summon Star Mote:** Summoned star shoots a ray or a dazzling burst on your turn.

**Summon Venomous Swarm:** Summons a swarm of venomous snakes.

**Torc of the Pharaoh, Greater:** Grants +6 AC and 50% chance to negate criticals or avoid sneak attacks.

**Wall of Viscera:** Conjures a wall that strikes fear into those that would pass through it.

### 5th-Level Summoner Spells

**Blazing Chariot:** Gargantuan chariot carries you and passengers, dealing damage to those it strikes.

**Furious Summoning<sup>M</sup>:** You can summon chaotic or evil creatures at one caster level higher.

**Lesser to Greater:** Enhances a lesser dragon.

**Red Dragonfly Swarm<sup>M</sup>:** Summons a swarm of deadly red dragonflies.

**Sanguine Horror IV:** Calls creature as *summon monster IV*/*summon nature's ally IV*, but made of blood.

**Wall of Runes:** Ephemeral wall curses those who pass through it.

### 6th-Level Summoner Spells

**Gnashing Floor:** Creates a field of gnashing maws that bite creatures in the area.

**Ocean's Army:** Summons Huge water elementals from a significant body of water.

**Sacrifice Minions:** Unsummons creatures to grant your eidolon an attack bonus and temporary hp.

**Sanguine Horror V:** Calls creature as *summon monster V*/*summon nature's ally V*, but made of blood.

**Summon Black Gnash:** Summons a powerful, unique Nessian warhound.

**Summon Greater Wondrous Item:** Summons random medium wondrous item for 1 round/level.

### 7th-Level Summoner Spells

**Guardian Deva:** Summoned deva suffers attacks meant for you unless attackers make a Reflex save.

**Summon Lammasu/Shedu:** Summons either creature to fight for you.

## White Necromancer Spells

### 2nd-Level White Necromancer Spells

**Bone Shards:** You fire up to three bone shards to deal 2d6 hp damage + 1d4 hp bleed damage.

**Bone Swarm:** You animate a mass of bones to damage your foes.

### 4th-Level White Necromancer Spells

**Dance of the Dead:** At the expense of 2d4 of your hp, animates remains that can attack enemies.

### 3rd-Level White Necromancer Spells

**Well of Angry Souls:** Conjures ghostly creatures that shake, frighten, or panic enemies.

### 5th-Level White Necromancer Spells

**Bone Shards, Greater:** You fire shards that deal 1d6 hp/caster level damage + 1d4 hp bleed.

**Chain of Bones:** Bone chains impede and can attempt to grapple, disarm, or trip creatures nearby.

**Final Rest:** Negates an undead creature's rejuvenation ability.

**Wall of Bones:** Creates a wall that covers a 10-ft.-square area/caster level.

## Witch Spells

### Witch Cantrips

**Cleansing Ray:** Ranged touch attack deals 1d6 hp to oozes or plants.

**Deepen Shadow:** Creates shadows in a 5-ft. square that grant +4 to Stealth checks.

**Kobold's Fury:** Touched creature receives +2 to next attack roll against a larger creature.

**Leap:** Grants a +5, +10, or +15 enhancement bonus to Acrobatics checks made to jump.

**Leprechaun's Luck:** Turns one gold piece into a +1 bonus or a -1 penalty to a die roll.

**Seam Ripper:** Destroys non-magical clothing and subjects target to a dirty trick.

**Tan Hide:** Turns a skin or hide that weighs no more than 15 lbs. into quality leather.

**Quicken:** Grants one creature +1 to initiative for 1 min.

### 1st-Level Witch Spells

**Chill Heart:** Target gains +4 bonus to saves against spells and effects that generate emotions.

**Corpse Rebellion:** Confuses an undead creature.

**Deceitful Presence:** Avoid attacks of opportunity when making ranged attacks.

**Doom of Blood:** You bleed from the eyes and another living creature bleeds twice as much.

**Doom of Cowards:** Creatures with less than 5 HD are shaken, frightened, or panicked each round.

**Feral Scent:** Changes a creature's scent to mimic your own.

**Fire Under the Tongue<sup>M</sup>:** You can consume and expel a small fire, dealing 1d4 or 1 hp fire damage.

**Freeze Potion:** Renders liquids in small containers temporarily undrinkable.

**Goat's Hoof Charm<sup>M</sup>:** Target creature can move at half speed up slopes and inclines.

**Loki's Gift:** Grants a +5 bonus to Bluff checks, and you may coax a secret from a target.

**Nail Foot:** Stab a creature's footprint to damage and slow it if you have successfully tracked it.

## The White Necromancer

Most necromancers are foul, twisted individuals obsessed with corruption and death. A few, however, embrace the knowledge that true necromancy involves tapping the powers of life as well as those of death and unlife. These enlightened few are known as white necromancers, and they command elements of the arcane that other necromancers rarely use.

New white necromancer spells are listed above.

In addition, white necromancers have access to the following spells. For more information about the white necromancer class, see *New Paths 7: The Expanded White Necromancer* or the *New Paths Compendium*.

**White Necromancer Cantrips**—*arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, guidance, light, mending, message, read magic, resistance, ray of frost, stabilize, touch of fatigue*

**1st-Level Spells**—*cause fear, cure light wounds, chill touch, deathwatch, decompose corpse<sup>UM</sup>, detect undead, detect evil, doom, hide from undead, identify, inflict light wounds, protection from evil, ray of enfeeblement, ray of sickening<sup>UM</sup>, remove fear, restore corpse<sup>UM</sup>, sanctify corpse<sup>UM</sup>, sculpt corpse<sup>APG</sup>, sleep, mage armor, unseen servant*

**2nd-Level Spells**—*blindness/deafness, command undead, cure moderate wounds, darkness, darkvision, deathkneel, delay poison, detect thoughts, false life, fog cloud, ghostly disguise<sup>UM</sup>, ghoul touch, inflict moderate wounds, invisibility, lesser animate dead<sup>UM</sup>, levitate, pernicious poison<sup>UM</sup>, scare, silence, see invisibility, spectral hand, steal voice<sup>UM</sup>, toxic gift<sup>UM</sup>, unshakable chill<sup>UM</sup>*

**3rd-Level Spells**—*blood biography<sup>APG</sup>, cure serious wounds, daylight, deep slumber, eldritch fever<sup>UM</sup>, fester<sup>APG</sup>, fly, gaseous form, gentle repose, halt undead, healing thief<sup>UM</sup>, howling agony<sup>UM</sup>, inflict serious wounds, marionette possession<sup>UM</sup>, nap stack<sup>APG</sup>, phantom steed, ray of exhaustion, sands of time<sup>UM</sup>, slow, speak with dead, undead anatomy I<sup>UM</sup>, vampiric touch*

**4th-Level Spells**—*animate dead, aura of doom, bestow curse, contagion, crushing despair, cure critical wounds, death ward, enervation, fear, greater false life<sup>UM</sup>, greater invisibility, haunting choir<sup>UM</sup>, ice storm, inflict critical wounds, neutralize poison, plague carrier<sup>UM</sup>, poison, shadow projection<sup>APG</sup>, wall of ice*

**5th-Level Spells**—*breath of life, cone of cold, greater contagion<sup>UM</sup>, lesser astral projection<sup>UM</sup>, magic jar, permanency, possess object<sup>UM</sup>, raise dead, rest eternal<sup>APG</sup>, slay living, suffocation<sup>APG</sup>, symbol of pain, symbol of sleep, undead anatomy II<sup>UM</sup>, waves of fatigue*

**6th-Level Spells**—*antilife shell, circle of death, create undead, disintegrate, eyebite, mass fester<sup>APG</sup>, freezing sphere, harm, major curse<sup>UM</sup>, symbol of fear, true seeing, undead anatomy III<sup>UM</sup>, undeath to death, unwilling shield<sup>APG</sup>*

**7th-Level Spells**—*control undead, destruction, epidemic<sup>UM</sup>, ethereal jaunt, finger of death, heal, plague storm<sup>UM</sup>, power word blind, resurrection, symbol of weakness, temporary resurrection<sup>UM</sup>, waves of exhaustion*

**8th-Level Spells**—*clone, create greater undead, horrid wilting, mind blank, orb of the void<sup>UM</sup>, polar ray, symbol of death, temporal stasis, trap the soul, undead anatomy IV<sup>UM</sup>*

**9th-Level Spells**—*astral projection, energy drain, power word kill, soul bind, mass suffocation, true resurrection, wail of the banshee*

## Dimensional Magic

Like a sketched creature lifting itself off a parchment and looking back down at the two-dimensional world it left behind, the dimensional caster steps into a higher dimension and looks down upon his own world from the outside. From a dimensional mage's vantage point, treasures hidden inside chests, inside closets, and inside castles present themselves like X's on a map. Beating hearts are as easy to see and skewer as the center of a circle drawn on a page.

Dimensional magic is a new subschool of the conjuration school of magic, and such spells are indicated by the dimensional keyword. While similar to the teleportation subschool, the dimensional subschool facilitates vision and movement through alternate dimensions. It may transmute the caster, targets, or the environment through interaction with hyper-dimensional geometry.

Dimensional casters prize dexterity and flexibility. With sweeping, fluid gestures, they feel for the edges of reality and move in directions orthogonal to all we

know. Masters are rare. Survivors and apprentices are even more rare. For those who do survive their inquiries into this strange magic, the following spells are available. All dimensional subschool spells are available to magus, sorcerer, witch, and wizard characters, with the exception of *dimensional wave* and *dimensional shove*, which are not available to magi or witches. Some believe that *dimension door*, *passwall*, and *teleport* are also derived from the principles of this school, though this subject is hotly debated.

### Dimensional Magic Spells

1st-Level—*speed burst*

2nd-Level—*calling card*, *freeze time*, *uncanny reach*

3rd-Level—*aberrant essence*, *prison without walls*,  
*step outside*

4th-Level—*dimensional bleed*, *dimensional shove*,  
*deific vision*

5th-Level—*heart skewer*

6th-Level—*blind seer's madness*

7th-Level—*dimensional wave*

**Not So Fast:** Reduces targets' speed in 5-ft. increments (max 20 ft.)

**Purge Pests:** Kills animals or vermin with 1 HD/caster level (max 5 HD).

**Razor Maw:** The target's bite attacks deal an additional 1d6 hp damage and 2 bleed damage.

**Stenchcoin:** Target coin becomes stinky, contaminating nearby coins and nauseating creatures.

**Step Like Me:** Steal the footsteps of a target creature within one size category of you.

**Twist the Skein<sup>M</sup>:** Target receives retroactive modifier of 1d20-10 to any roll.

**Veil Companion:** Hides your familiar or other companion creature.

**Withered Sight:** Target receives -4 penalty to Perception checks and -2 to attack rolls.

### 2nd-Level Witch Spells

**Archway of Ants:** Non-stinging insects form a bridge, wall, ladder, etc.

**Bestial Lure:** Glyph summons a tiger or dire tiger when triggered.

**Blood Armor:** The blood of a foe grants you a +6 armor bonus and immunity to bleed effects.

**Bloodshot<sup>M</sup>:** Fires a 10-ft. line of blood from your eyes for 1 round/level, dealing 1d6+1/caster level.

**Bone Shards:** You fire up to three bone shards to deal 2d6 hp damage + 1d4 hp bleed damage.

**Bone Swarm:** You animate a mass of bones to damage your foes.

**Calling Card:** Implants a small object beneath the skin of a target.

**Confound Languages:** Replaces targets' languages with random ones.

**Converse with Drake:** You can communicate with any lesser dragon within 100 ft.

**Curse of Incompetence:** Target takes -6 penalty to skill Int-, Wis-, and Cha-based skill checks.

**Devil's Charm:** Gain a Cha bonus that declines by 1 at the start of each following round.

**Freeze Time:** Pauses a moving object for 1 round.

**Horrid Revelations:** Enemies in a 60-ft. radius take a -4 penalty when trying to disbelieve illusions.

**I Am A Rock:** Small or Medium humanoid is glamered to look like a rock or trash.

**Master's Eyes:** You may identify targets for ranged spells through your familiar.

**Mucus Spray:** Cone-shaped burst of mist deals 1d4 hp acid/caster level and dazes targets.

**Pains of the Past<sup>M</sup>:** Opens wounds from the past, dealing 1d6 hp damage (10d6 max).

**Sanguine Horror I:** Calls creature as *summon monster I* or *summon nature's ally I*, but made of blood.

**Skittering Vermin:** Phantasmal vermin distract and confuse target creature.

**Slime Form:** Target gains +5 AC, immunity to sneak attacks and crits, but can't attack or cast spells.

**Snap the Leash:** Removes the shackles of domestication from animals.

- Spy My Shadow:** Use your shadow as a spy.
- Treasure Jump:** Target object of 1 lb. or less teleports 10 ft./level to a location of your choice.
- Tripping Stick:** Animates a stick or pole to trip a nearby opponent.
- Tunneling Swarm:** Insects create a 5-ft.-diameter tunnel through earth or wood.
- Twistmap:** Renders a map seriously inaccurate for 2 hrs./level.
- Uncanny Reach:** Extends your reach an additional 5 ft.
- Veil Companion, Greater:** As *veil companion*, but with protection from divination.
- Vital Mark:** Places a bloodstain on a magic item, making its abilities function only for you.
- View the Past:** You experience events from the past.
- Witch's Escape:** Touched creature gains 60 ft. fly speed for 3 rounds.

### 3rd-Level Witch Spells

- Anger of Many Faces:** Target sprouts one or more extra heads that grant bite attacks.
- Animate Cloth:** Your clothing provides bonuses to your combat maneuvers, AC, and some skills.
- Aspect of the Demon:** Gain qualities of a demon at the risk of attracting the Abyss's notice.
- Black Dog Curse:** Target takes -2 penalty to all rolls for duration.
- Blind Spot:** Target creature cannot see you.
- Blindflies:** Cloud of fruit flies erupts from touched object, blinding those in a 20-ft. radius.
- Burning Monkey Swarm:** Summons a quasi-real swarm of burning monkeys that attack.
- Debilitating Stare:** Target takes 1d6 nonlethal damage, can't talk, and drops held items.
- Enslave Thrall:** Calls a more powerful, evil familiar.
- Fangbox:** Container up to Large size becomes a box with a bite attack.
- Fire Claws:** Your hands deal 1d6 hp fire damage/3 caster levels (max 5d6).
- Heavy Chains:** Dense tendrils of earth drag and impede a target's movement.
- Mother Margase's Impending Doom:** Target suffers when continuing a certain action.
- Mindquake:** Negative energy burst shakes creatures.
- Ogrekobold:** One Small-sized creature grows to the size, height, and weight of an ogre.
- Patron's Aspect:** Conjures a fiendish image, causing an enemy to flee or freeze with fright.
- Potency of the Pack:** Bestows lupine traits on a group of living creatures.
- Prison Without Walls:** Prevents a target from moving farther than 100 ft.-5 ft./caster level.

- Ravenous Urge:** Target becomes overcome with urge to eat the living.
- St. Ravovik's Hive Mind<sup>M</sup>:** Creatures touched gain group knowledge and abilities.
- St. Ruzger's Eldritch Crucible:** Turns 2 magic items into another item.
- St. Whiteskull's Steal Power<sup>M</sup>:** Steals one of a creature's senses, abilities, etc.
- Sanguine Horror II:** Calls creature as *summon monster II* or *summon nature's ally II*, but made of blood.
- Share Skins:** Target becomes an exact physical replica of you.
- Snakeball:** Shoots snakes that bite and possibly poison enemies in a 20-ft.-radius cone.
- Spell Suppression:** Diminishes the power of any spell cast within its area.
- Spellcaster's Recoil:** Target teleports in a random direction when it casts a spell.
- Starfield:** Conjures night sky and calls down falling stars on enemies.
- Strength of Madness:** Trades a -2 penalty to Will saves for +1 to attack and damage rolls.
- Summon Wondrous Item:** Summons a random minor wondrous item for 1 round/level.
- Symbol of Condemnation:** Symbol makes others unfriendly toward targets.
- Thunderbolt<sup>M</sup>:** Deafens creatures within 15 ft. and deals 1d6 hp/level sonic damage to one target.
- Vomit Tentacles:** Tentacles spewed from your mouth can grapple or damage opponents.
- Wotan's Rede:** You recite a poem that grants you supernatural advice.

### 4th-Level Witch Spells

- Abyssal Globule<sup>M</sup>:** Touch attack deals acid damage and possibly poisons target.
- Animal Contagion:** A Tiny animal travels to a destination, spreading disease along the way.
- Baleful Conjunction:** Forces enemies to group together or take penalties to rolls.
- Beguiling Bauble:** Enchanted object conceals your alignment.
- Binding Oath:** You seal an agreement on pain of a curse between two willing creatures.
- Charm of Secrets:** Target takes 10 hp/level if they divulge a specific secret.
- Confound Senses:** Reduces targets' speed by half and imposes -4 on ranged attacks.
- Cursed Gift:** Imbues an object with a curse, which is transferred to the recipient.
- Dance of the Dead:** At the expense of 2d4 of your hp, animate remains that can attack enemies.



## Ley Line Magic

For more information about the ley descriptor and ley line spells, including a full list of similar spells, see page 40 in the Ley Lines and Magic section.

- Deific Vision:** Transports your eyes into another dimension, allowing augmented vision.
- Devouring Shadow:** Target creature becomes a shadow.
- Dimensional Bleed:** Slashes target's artery, causing 1d6 hp and 1 bleed hp damage/round.
- Doom of Serpent Coils:** Afflicts creatures in a 10-ft. radius (including you) with deadly poison.
- Ensnare Ley Line:** Grants a measure of control over volatile ley line effects.
- Fluctuating Alignment:** Target's alignment changes each minute for the spell's duration.
- Gecko's Grip:** Touched target can traverse vertical surfaces and ceilings temporarily.
- Giant to Kobold:** Changes a Medium-sized creature to Tiny.
- Herd Plague:** As *contagion*, but only affects herd animals.
- Illemak's Switchskin:** Renders you invisible and makes an adjacent creature look like you.

## Ink Magic

Ink magic is an esoteric but complex art that involves the scribing of arcane ciphers—on scrolls, books, or even rocks—to cast spells. Those who practice ink magic are often called scribes, and the history of their tradition is long and complex. More information about this strange but powerful alternative practice can be found on page 288, in the Symbolic Magic chapter.

The following spells in this chapter were created by scribes, and they are marked with the [ink] descriptor. They are available only to sorcerers and wizards.

Cantrip—*inky ray*

1st Level—*harrying cipher, ink cloud, skinbook*

2nd Level—*mind's eye map*

3rd Level—*inkblot, marauding cipher, scrawl bones, sea of ink*

4th Level—*fugue script*

5th Level—*memory echo*

6th Level—*aegis*

**Lift:** Levitates unwilling creatures 5 ft./round until they reach an obstacle or the spell ends.

**Of Two Minds:** Implants gibberish into a target's thoughts, protecting it against mind-reading spells.

**Revitalizing Word<sup>M</sup>:** Heals a creature that just took damage up to 1d6+10 hp.

**River of Moonlight:** Shimmering moonlight fascinates living creatures for 2d4 rounds.

**Sacrificial Monkey:** Animated object stops critical melee attacks confirmed against you.

**Sacrificial Waves:** Damages yourself to deal up to 5d6 hp damage to creatures in a 30-ft. radius.

**St. Mirolch's Water Snakes:** Creates or controls surface currents within 1 mile.

**Sanguine Horror III:** Calls creature as *summon monster III/summon nature's ally III*, but made of blood.

**Skinchange:** Transfers your consciousness into an animal's body indefinitely.

**Spell Trap:** Turns a spellcaster's spells of 4th level and lower against them.

**Summon Venomous Swarm:** Summons a swarm of venomous snakes.

**Wall of Viscera:** Conjures a wall that strikes fear into those that would pass through it.

### 5th-Level Witch Spells

**Bone Shards, Greater:** You fire shards that deal 1d6 hp/caster level damage + 1d4 hp bleed.

**Burrowing Boost:** Gives creatures a burrow speed of 10 ft./round.

**Chain of Bones:** Bone chains impede and can attempt to grapple, disarm, or trip creatures nearby.

**Chaotic Spell Lash:** Magical whip inflicts a random status condition each time it strikes an enemy.

**Coin Swarm:** Turns a pile of coins into a swarm of flying metal shards.

**Cruor of Visions<sup>M</sup>:** Your blood forms a pool that acts as a crystal ball.

**Diabolical Temper:** One humanoid target becomes mindless with rage.

**Eldritch Blood<sup>M</sup>:** An enemy's blood grants an ally limited abilities of a specific sorcerer bloodline.

**Grasp of the Tupilaq:** Steals one or more prepared spells from a target and deals damage to it.

**Heart Skewer:** Deals up to 12d6 hp damage +1/caster level by skewering an internal organ.

**Lightning Rod:** Grants immunity to electricity and electricity damage is drawn to you.

**Mindquake, Greater:** As *mindquake*, but allies are excluded and duration doubles.

**St. Sanchari and Innessa's Body Meld:** You can subsume another creature.

**Sanguine Horror IV:** Calls creature as *summon monster IV/summon nature's ally IV*, but made of blood.

**Shadowself:** Creates a duplicate of yourself that is 1/5 your level has 1/5 your HD, hp, etc.

**Share Skins, Greater:** As *share skins*, but the caster and target can swap places once.

**Stalls of the Pharaoh:** Your fingers can fire lightning bolts that deal 1d6 hp/caster level.

**Steal Breath Weapon:** Allows you to use a dragon's breath weapon (up to 15 dice of damage).

**Suffocating Void:** Sucks the air out of a 40-ft.-radius void so creatures cannot breathe.

**Terrifying Gaze:** Grants gaze attack that causes enemies to be shaken or panicked.

**Visage of Madness:** Your gaze attack makes enemies attack their own eyes.

**Voracious Vermin:** Conjured vermin threaten and attack target creatures.

**Wall of Bones:** Creates a wall that covers a 10-ft.-square area/caster level.

**We Are A Rock:** Several Small or Medium humanoids are glamered to look like rocks or trash.

### 6th-Level Witch Spells

**Blade of My Brother<sup>M</sup>:** Animates a melee weapon to fight beside the target.

**Blind Seer's Madness:** Paralyzes, fascinates, and blinds targets for 1 min./level.

**Create Tupilaq:** Creates a construct to track and kill an enemy.

**Curse of Boreas:** Turns a target and its equipment into an inert statue of ice.

**Essence Jar:** Transfers one of your organs into a jar, granting specific protections.

**Faerie Ring:** You warp magic and time within the ring.

**Gnashing Floor:** Creates a field of gnashing maws that bite creatures in the area.

**Glyph of Remembrance:** Glyph can store spells with a total of 1/3 your caster level.

**Red Dragonfly Swarm<sup>M</sup>:** Summons a swarm of deadly red dragonflies.

**Sanguine Horror V:** Calls creature as *summon monster V/summon nature's ally V*, but made of blood.

**Shadow Slaves:** You vomit forth 1d3 shadows and take 1 point Str damage/shadow.

**Star Swarm<sup>M</sup>:** Stones burst from your hand, dealing 4d6 hp damage and inflicting a random effect.

**Summon Greater Wondrous Item:** Summons random medium wondrous item for 1 round/level.

**Wall of Runes:** Ephemeral wall curses those who pass through it.

### 7th-Level Witch Spells

**Acidic Grease:** 40-sq.-ft. area is covered in slippery grease that causes 1d6/caster level.

**Call Voidling:** Summons a voidling to fight for you.

**Cannibal Compulsion<sup>M</sup>:** Target eats its own flesh, damaging it and sickening allies.

**Crawling Corruption:** Blast of rot entangles creatures and deals Strength and Constitution damage.

**Fiery Sandstorm:** Generates sandstorm that deals bludgeoning and fire damage.

**Sanguine Horror VI:** Calls creature as *summon monster VI/summon nature's ally VI*, but made of blood.

**Summon Black Gnash:** Summons a powerful, unique Nessian warhound.

**Triumph of Ice:** Transforms natural elements to ice or snow, affecting creatures in the area.

### 8th-Level Witch Spells

**Insanity Void:** Traps creatures in the area into a void, where they can fly but are confused.

**Mask of the Pharaoh:** Your gaze can turn foes to stone or stagger them.

**Sanguine Horror VII:** Calls creature as *summon monster VII/summon nature's ally VII*, but made of blood.

**Wyvern's Sting:** You grow a whip-like tail with a stinger on the end.

### 9th-Level Witch Spells

**Evulsion:** Extracts skeleton, dealing 2d6/level (max 40d6) and stunning for 1d4 rounds.

**One with the Cosmos:** Grants *true seeing*, *freedom of movement*, immunity to several effects, a +10 bonus to Knowledge checks, and you treat all Knowledge checks as if you were trained.

**Sanguine Horror VIII:** Calls creature as *summon monster VIII/summon nature's ally VIII*, but made of blood.

**Summon Supreme Wondrous Item:** Summons random major wondrous item for 1 round/level.

**Unholy Word:** Deals 1d6 hp/caster level damage to creatures in area plus other effects.

## Shadowflesh Subschool

Shadowflesh is a rakshasa-created subschool of magic that is usually found within the illusion and conjuration schools. Shadowflesh spells are imbued with a spark of the horrible life force that rakshasas command; these spells infuse flesh (either the target's or the caster's) with a shadowy essence that warps it to achieve twisted results.

For more information about shadowflesh and rakshasa magic, see page 55 in Chapter 1: New Magic Options.

# Spell Descriptions

The following spells may be used to augment all spellcasting classes. Although some spells may indicate that only members of certain races may use them, other appropriate characters may cast them at the GMs' discretion.

Note that spells of the new clockwork and illumination schools are listed under their variant schools here; if you are not using these variant schools, the standard school is provided in parentheses after the variant school.

See Chapter 1: New Magic Options for additional details of these schools, and see Chapter 6: Archetypes for additional themes related to these schools.



## ABERRANT ESSENCE

**School** conjuration (dimensional); **Level** magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

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

You angle your body into and out of an alternate dimension in quick succession. Your outer surfaces (and those of your equipment) disappear and reappear in a disturbing peeling effect that reveals inner layers, including your musculature and circulatory systems. At times, parts of your body disappear entirely. At other times, they reappear as roiling layers of disjointed innards that merge and split apart with lightning speed.

While under the effects of this spell, physical attacks against you have a 50% miss chance and spells that individually target you have a 50% chance to fail. You take only half damage from area-of-effect attacks. You also have a 50% chance of ignoring solid objects during each move action. Force effects and abjurations affect you normally.

Although you are only partially visible, you are not considered invisible and enemies retain their Dexterity bonus to their AC against your attacks. You receive a +2 bonus on attack rolls and cannot be flanked, but opponents' piercing and slashing weapons have a 50% chance per attack of being treated as keen due to your exposed organs.

The Blind-Fight feat does not help your opponents because you are in an alternate dimension and not merely invisible. Your senses while you are affected by this spell remain perfectly intact.

## ABSOLUTE COMMAND

**School** clockwork (transmutation); **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a pair of small gloves fitted with a conduit and worth 100 gp)

**Range** touch

**Effect** mechanical construct touched

**Duration** 5 min. +1 min. per level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You can control a construct you have built with Hit Dice equal to or less than your level. You can manipulate objects with your construct as precisely as its construction allows.

The construct uses the caster's base attack bonus (modified by the construct's Strength and Dexterity scores) and saving throw modifiers for Reflex and Will saving throws. You can use the manipulators of the construct to perform any number of skill-based tasks, using the construct's Strength and Dexterity modifiers when using skills based on those particular abilities.

Your body remains immobile, as if paralyzed, for the duration of the spell. The construct must remain within 100 ft. +10 ft. per level of the caster. If it moves beyond this distance the spell immediately ends and the caster's mind returns to his body.

### ABYSSAL GLOBULE

**School** conjuration (creation) [acid, evil, poison]; **Level** sorcerer/wizard 4, summoner 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one poisonous globule

**Duration** instantaneous and 6 rounds (see below)

**Saving Throw** Fortitude negates (see below); **SR** no

You create a poisonous glob of disgusting and pulsating green flesh that thrums with the power of Abyssal corruption, and you lob it at your enemy.

With a successful touch attack, the globule deals 1d4 hp acid damage per caster level (maximum 10d4), and the target must succeed on a Fortitude save or become poisoned. This poison deals 1d3 points of Constitution damage for 6 rounds. Poisoned creatures can make a Fortitude save each round to end the affliction, but they become sickened for the remaining duration.

**Mythic:** The initial acid damage increases to 1d8 hp per caster level (maximum 10d8). Those who successfully save are sickened for the duration of the spell, and those who fail the save are nauseated and take the Constitution damage. Creatures that must save each round to end the affliction receive a -4 penalty to those saves, and those who make the save are still nauseated for the remaining duration.

### ACIDIC GREASE

**School** conjuration; **Level** bard 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S

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

**Duration** 1 min./level

**Saving Throw** see text; **SR** no

You conjure a solid surface (up to a 40-ft. square) of slippery, highly acidic grease that can make creatures in the area slip and burn their flesh. Any creatures caught in the area must make a Reflex save or fall prone. A creature can walk within or through the area at half normal speed with a DC 10 Acrobatics check. Failure means the creature can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means the creature falls (see the Acrobatics skill for details). Immobile creatures do not need to make this check and are not considered flat-footed.

\* Creatures that fall in the area and unattended objects touching the grease take 1d6/caster level hp acid damage (maximum 15d6). On your turn in each of the next 2 rounds, creatures and objects that have taken

acid damage take an additional 1d6 hp acid damage per 2 caster levels (maximum 8d6) unless the acid is neutralized, dispelled, or washed away.

### ACOUSTIC DAMPENING

**School** abjuration (sonic); **Level** bard 1, inquisitor 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (a bit of cotton or wax)

**Range** touch

**Targets** 1 creature/3 levels

**Duration** 10 min.

**Saving Throw** Will negates (harmless); **SR** yes

This spell creates an aura of white noise around the target's senses that reduces the passage of sound. The target gains a +2 bonus on saves vs. sonic and sound-based effects.

Additionally, the target immediately gains another saving throw against any existing sonic effect (including a harpy's captivating song, deafness, etc.), if the effect initially granted a save. If this second save is successful, treat the target as if its first save had succeeded.

Each round, at the end of its turn, the target may attempt a new saving throw to end an ongoing sonic effect; this does not provoke attacks of opportunity. The target also receives a -2 penalty to Perception skill checks to hear sounds for the spell's duration.

### ADELIAN TORCHBEARERS

**School** conjuration (creation); **Level** bard 2, cleric/oracle 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of ruby dust)

**Range** close (60 ft. + 10 ft./2 levels)

**Effect** 1d6 floating torches

**Duration** 1 hr./2 levels (D)

**Saving Throw** none; **SR** no

*Adelian torchbearers* combines effects from *continual flame* and *unseen servant*. After casting it, you conjure 1d6 mindless, floating force servants. Each emits the equivalent of a heatless, smokeless torch.

They appear wherever you desire within range, and you can verbally or mentally order the invisible servants to move anywhere within range. Otherwise, they automatically spread out in a 30-ft.-radius circle, starting in the square behind you.

The servants emit only torchlight; they may not be commanded to perform other tasks or errands. If they are attacked, the servants are immediately dispelled.

This spell may be made permanent on a person, place, or object with the use of a *permanency* spell at a cost of 2,500 gp and a minimum caster level of 9th.

### AEGIS

**School** abjuration [ink]; **Level** sorcerer/wizard 6

**Components** S, M; see text

**Casting Time** 10 min./level of the spell countered

**Range** personal

**Target** creature or object

**Duration** see text

**Saving Throw** none; **SR** no

You inscribe a sigil of any one arcane spell you know (up to 6th level) on any portable surface. Anyone or anything with such an *aegis* is protected; if the selected spell or spell effect is cast on the recipient of the *aegis*, that spell is instantly countered (as per a *ring of counterspells*).

The spell requires infusing diamond dust into the ink while inscribing the sigil, costing 100 gp per level of the spell countered. Only spells up to 6th level may be countered. After the spell is countered, the *aegis* is destroyed. The *aegis* may be physically destroyed, and the effect persists only as long as the possessor retains the *aegis* and the *aegis* remains undamaged.

A character may be protected by one *aegis* at a time. If a second is carried by a character or inscribed on the same object, the first expires.

### AGONIZING SPHERE

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** creature or object

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

A palm-sized translucent sphere with a black core shoots forward. You must succeed on a ranged touch attack to hit your target. If it hits, the sphere inflicts 2d6 hp electrical damage + 1d6 for every two caster levels beyond third.

A creature struck by the sphere is also stunned for 1 round plus an additional round per three caster levels as electricity courses through it. On a critical hit, the target is initially stunned for 2 rounds plus the additional round per three caster levels.

A successful Fortitude save negates the stunned condition, but it does not reduce the damage.

### ALTERED CONSCIOUSNESS

**School** transmutation; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 min./level

Imbibing this extract elevates your consciousness to a higher realm, allowing you to perceive the flow of time differently. As a result, you can anticipate the actions of others, granting bonuses to your armor class. You gain a +1 dodge bonus to your AC plus an additional +1 per 4 levels after 1st (maximum bonus of +5 at 17th level).

### AMPLIFY LEY FIELD

**School** abjuration; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Area** 30-ft.-radius emanation

**Duration** 10 min./level (D)

**Saving Throw** none; **SR** no

You create a shimmering field of charged ley energy within a 30-ft. radius. This energy enhances the natural power of ley lines within its area, increasing their power from non-existent to weak, weak to strong, or strong to titanic for the spell's duration.

### ANALYZE DEVICE

**School** clockwork (divination); **Level** sorcerer/wizard 0

**Casting Time** 1 hr.

**Components** V, S, F (a complete set of clockworker's tools)

**Range** touch

**Targets** one touched object

**Duration** instantaneous

**Saving Throw** none; **SR** no

You discover all mechanical properties, mechanisms, and functions of a single construct or clockwork device, including how to activate or deactivate those functions, if appropriate.

### ANALYZE DEVICE, GREATER

**School** clockwork (divination); **Level** sorcerer/wizard 2

**Casting Time** 1 hr.

**Components** V, S, F (a complete set of clockworker's tools)

**Range** touch

**Targets** one touched object

**Duration** instantaneous

**Saving Throw** none; **SR** no

You discover all mechanical and magical properties, mechanisms, and functions of a single construct, clockwork device, mechanical trap, or magic item, including how to activate or deactivate those functions, if appropriate, and how many charges are left, if any.

### ANGELIC SEAL

**School** abjuration [good]; **Level** cleric/oracle 7, inquisitor 6, paladin 4, sorcerer/wizard 7

**Casting Time** 10 min.

**Components** V, S, M (5,000 gp worth of powdered silver, gold, and gemstones), DF

**Range** touch

**Effect** a hemisphere with a diameter of 10 ft. per caster level, or up to one 10 ft. cube per caster level

**Duration** permanent; see text

**Saving Throw** see text; **SR** no

You ward a location with angelic power to prevent the entry of evil. During the casting, you inscribe an *angelic seal* on a solid surface—such as the ground, floor, wall, or ceiling—and infuse the area with holy energy. Outdoors, this creates a protective hemisphere in a radius centered on the seal. Indoors or underground, the seal conforms to the shape of the building, including floors, ceilings, walls,

and doorways, up to the maximum area allowed. If the structure is too large to be covered by the spell's area, you may shape the area as you see fit.

Evil creatures cannot enter the warded area using extradimensional travel, as per the *forbiddance* spell. Any evil creature attempting to enter the area warded by the seal, or coming into physical contact with doors, windows, or walls under its effects, immediately takes 10d6 hp damage, is flung back 5 ft. for every 5 hp damage taken, is knocked prone, and is stunned for 1 round. A successful Fortitude save halves the damage and negates the stunning effect. Evil creatures with the extraplanar subtype must also make a Will save or be forced back to their home plane. If the *angelic seal* is visible to such a creature, the DC of the save increases by 4.

The *angelic seal* is well-guarded against physical attacks, and it resists any damage done by weaponry, unless that weapon has the holy property or is good-aligned, whether manufactured or a natural weapon. A successful *greater dispel magic*, *limited wish*, *miracle*, or *wish* spell can remove an *angelic seal*. Also, any Lawful Good outsider can remove the seal as a standard action by simply touching the seal and speaking a word.

### ANGELIC SEAL, GREATER

**School** abjuration [good]; **Level** cleric/oracle 9, sorcerer/wizard 9

**Casting Time** 10 min.

**Components** V, S, M (10,000 gp worth of powdered gold, mithral, and gemstones), DF

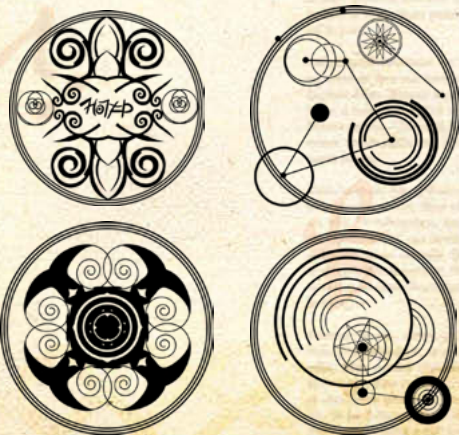
**Range** touch

**Effect** up to one 10-ft. cube per caster level

**Duration** permanent; see text

**Saving Throw** see text; **SR** no

This powerful spell defends against the greatest evils, warding a location with angelic power. It acts in all ways as an *angelic seal* with the following exceptions: Damage suffered by an evil creature touching or entering the warded area is 20d6 hp; evil, extraplanar creatures that fail their Fortitude saves are instantly killed, and they only make a Will save against being forced back to their home plane if they survive the Fortitude save. Only a *miracle* or *wish* can remove a *greater angelic seal* magically. The physical means are identical to the less powerful version of the spell.



Also, a greater angelic seal can instead be focused inward, trapping any evil creatures within the area of effect at the time of casting. Any attempts to leave the area trigger the spell's effects.

### ANGER OF MANY FACES

**School** illusion (shadow; shadowflesh); **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

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

**Range** touch

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will disbelief (if interacted with); **SR** yes

The recipient gains an extra head, which is made from shadowflesh and sprouts from the creature's shoulders. This extra head can deliver bite attacks as the base creature (either a tiger, panther, viper, cobra, or jackal). The target makes this bite attack as a primary natural weapon, with a bonus equal to its own base attack bonus. The bite attack always deals 1d6 hp damage/2 caster levels (max 5d6). The recipient cannot be flanked while the spell is in effect.

For every 4 caster levels you possess, this spell produces a further head (maximum of 5 heads). All bite attacks are primary natural weapons, meaning you can make attacks with all of them as part of a standard attack action.

### ANIMAL CONTAGION

**School** necromancy (evil); **Level** bard 3, druid/shaman 3, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Target** one creature

**Range** close (12 ft. + 2 ft./4 levels)

**Duration** 2 hrs. + 1 hr./4 levels

**Saving Throw** Will (harmless); **SR** yes (harmless)

You compel a Tiny animal to go to a spot you designate within one day's travel. Once it arrives at its destination, the creature remains there for the remaining duration of the spell. If the animal cannot reach its destination before the spell's duration ends, it travels in the destination's direction but travels randomly once the spell ends.

Any humanoid creature that comes within 30 ft. of the animal during the spell's duration must make a Fortitude save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, mindfire, red ache, shakes, or slimy doom (you choose which at the time of casting). The disease sets in immediately; there is no onset period, but only one save is required to cure the disease. All other disease effects proceed normally.

### ANIMATE CLOTH

**School** transmutation; **Level** magus 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

You bring a semblance of life to your clothing, making it aid you in combat and otherwise. Your clothing grants you a +2 circumstance bonus to CMB for dirty trick, disarm, grapple, steal, or trip combat maneuvers. The cloth also provides you with a +1 shield bonus to AC. Finally, you gain a +2 circumstance bonus on all Climb and Sleight of Hand checks, Perform checks that would benefit from your animated cloth (such as dancing, acting, or physical comedy, at the GM's discretion), and Bluff checks to feint. The animated cloth can only assist you in a single action each round, and you cannot direct the cloth to perform independent actions.

*Animate cloth* has no effect when you wear medium or heavy armor.

### ANIMATE CONSTRUCT I

**School** clockwork (transmutation); **Level** cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, F (an oil can and a set of bellows)

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

**Effect** one animated object or construct

**Duration** 1 round/level (D) or special; see text

**Saving Throw** none; **SR** no

This spell animates an object or a carefully prepared construct. The object acts immediately, on your turn, and may attack your opponents to the best of its ability. You can direct it not to attack, to attack particular enemies, or to perform other actions as a move action. You choose the object to animate, and you can change that choice each time you cast the spell.

If you wish, you may animate a prepared construct rather than a mass of metal or stone. This requires preparing a carefully crafted form. The cost of this form

is half the usual gp cost of building such a construct, for it is not animated permanently. In this case, the duration is 1 hr./level outside of combat and 1 round/level during combat, and the spell animates one of the creatures from the animated constructs list (see below).

With this spell, a caster may animate no more than twice his level in Hit Dice of constructs; animating more simply means that a previously animated construct becomes immobile and lifeless. A construct destroyed in combat cannot be reanimated until a *repair metal* spell is cast on it, or (in the case of stone or wood) until it has been rebuilt at the same cost as the original construction.

In the below table, for entries with a (2) after them, two creatures of that type are animated by the spell. The table contains superscripts as follows: AB for Green Ronin's *Advanced Bestiary*, B2 for *Pathfinder Bestiary 2*, B3 for *Pathfinder Bestiary 3*, TOH for *Tome of Horrors*, and MB for *Midgard Bestiary for Pathfinder RPG*. Entries without superscripts are from *Pathfinder Bestiary*.

### ANIMATE CONSTRUCT II THROUGH IX

These spells are identical to *animate construct I* but are of 2nd through 9th level and *animate constructs* as shown in the animated constructs list.

### ANIMATE DEAD I

**School** necromancy (animation); **Level** cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components:** V, S, M/DF (fistful of graveyard soil or a tombstone fragment)

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

**Effect** one or more animated undead

**Targets** corpses, no two of which can be more than 30 feet apart [see below]

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

**Saving Throw** Will negates (object); **SR** no

## Animated Constructs Level/Construct Source

### 1st Level

Animated object, Tiny  
Clockworks overseer<sup>TOH</sup>  
Clockworks scout<sup>TOH</sup>  
Clockwork spy<sup>B3</sup>

### 2nd Level

Animated object, Small  
Clockwork scullion<sup>MB</sup>  
Clockwork servant<sup>B3</sup>  
Clockworks warrior<sup>TOH</sup>  
Homunculus

### 3rd Level

Animated object, Medium  
Caryatid column<sup>B3</sup>  
Golem, junk<sup>B4</sup>  
Necrophidius, rattler<sup>TOH</sup>

### 4th Level

Animated object, Large  
Clockwork choker<sup>AB</sup>  
Clockwork soldier<sup>B3</sup>  
Clockwork steed<sup>B4</sup>  
Clockwork watchman<sup>MB</sup>  
Graven guardian<sup>B3</sup>  
Terra-cotta soldier<sup>B3</sup>

### 5th Level

Animated object, Huge  
Golem, bone<sup>B3</sup>  
Golem, wood<sup>TOH</sup>  
Tupilaq<sup>B3</sup>

### 6th Level

Animated object, Gargantuan (2)  
Clockwork mage<sup>B4</sup>

Tophet<sup>B3</sup>

Taotieh<sup>B3</sup>

### 7th Level

Animated object, Colossal (2)  
Clockwork leviathan<sup>B3</sup>  
Juggernaut<sup>B4</sup>

### 8th Level

Clockwork dragon<sup>B4</sup>  
Steam golem<sup>MB</sup>  
Golem, brass<sup>B3</sup>  
Golem, cannon<sup>B3</sup>

### 9th Level

Clockwork goliath<sup>B3</sup>  
Golem, greater stone (2)

This spell temporarily infuses the remains of a once-living creature with negative energy, animating it in a mockery of its former life. The resulting undead creature acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions within the limits of the creature to obey or understand.

The spell animates one of the creatures from the 1st-level list on the accompanying table. You choose which kind of undead to animate, and you can change that choice each time you cast the spell.

To animate a particular type of undead, the correct remains must be available for each creature created. Remains must be mostly intact. A soul is present in any corporeal remains for which the creature has not been resurrected or previously animated as an undead. A soul can also be obtained from *trap the soul*, *magic jar*, or similar magic.

Unlike most spells, line of effect is not required to animate the remains, as long as their location is known. This allows a body to be animated in its grave. An animated undead cannot summon or otherwise conjure another creature, create spawn, or use any teleportation or planar travel abilities.

When you use an animation spell to create an air, chaotic, earth, evil, fire, good, lawful, or water subtype creature, it is a spell of that type. Within the area of a *desecrate* spell, the duration of *animate dead I* is doubled.

#### ANIMATE DEAD II

**School** necromancy (animation); **Level** cleric/oracle 2, sorcerer/wizard 3

This spell functions like *animate dead I*, except that you can animate one creature from the 2nd-level list or 1d3 of the same option from the 1st-level list.

#### ANIMATE DEAD III

**School** necromancy (animation); **Level** cleric/oracle 3, sorcerer/wizard 4

This spell functions like *animate dead I* except that you can animate one creature from the 3rd-level list or 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 of the same option from the 1st level list.

#### ANIMATE DEAD IV

**School** necromancy (animation); **Level** cleric/oracle 4, sorcerer/wizard 5

This spell functions like *animate dead I*, except that you can animate one creature from the 4th-level list or 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 of the same option a lower level list.

#### ANIMATE DEAD V

**School** necromancy (animation); **Level** cleric/oracle 5, sorcerer/wizard 6

This spell functions like *animate dead I* except that you can animate one creature from the 5th-level list or 1d3

## Animation Subschool

*Animate dead I-IX* are spells in the animation subschool, which can aid in creating undead. For more information about this practice, see page 352 in Chapter 7: Magical Constructs.

creatures of the same kind from the 3rd-level list, or 1d4+1 of the same option from a lower level list.

#### ANIMATE DEAD VI

**School** necromancy (animation); **Level** cleric/oracle 6, sorcerer/wizard 7

This spell functions like *animate dead I* except that you can animate one creature from the 6th-level list or 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 of the same option from a lower level list.

#### ANIMATE DEAD VII

**School** necromancy (animation); **Level** cleric/oracle 7, sorcerer/wizard 8

This spell functions like *animate dead I* except that you can animate one creature from the 7th-level list or 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 of the same option from a lower level list.

#### ANIMATE DEAD VIII

**School** necromancy (animation); **Level** cleric/oracle 8, sorcerer/wizard 9

This spell functions like *animate dead I* except that you can animate one creature from the 8th-level list or 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 of the same option from a lower level list.

#### ANIMATE DEAD IX

**School** necromancy (animation); **Level** cleric/oracle 9

This spell functions like *animate dead I* except that you can animate one creature from the 9th-level list or 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 of the same option from a lower level list.

#### ANIMATE DEAD, IMPROVED

**School** necromancy (animation) [evil]; **Level** cleric/oracle 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (one onyx gem per body part worth at least 25 gp per hit dice of the undead)

**Range** touch

**Target** one or more body parts

**Duration** instantaneous

**Saving Throw** none; **SR** no

This spell turns the separated body parts of dead creatures into animated undead. The spell is similar in all respects to *animate dead*, except that it does not require complete bodies. The resulting undead operate as Small zombies with the following modifications:

- Any class-based HD become racial HD (d8).



## Gearforged

The gearforged are the children of Rava, the Gear Goddess of Fate and Industry. Her priests were the first to forge bodies of brass and copper with cunningly wrought gears and well-balanced mechanisms to support thought and action. Each such body is the safe harbor of a soul that once lived in flesh; a special ritual is required to transfer a living creature's soul into the housing that makes it gearforged.

The following spells are reserved for gearforged characters, although other appropriate races may use them at the GM's discretion. For more information on the gearforged, including stats for gearforged PCs, see *Advanced Races: Gearforged*.

### Alchemist Gearforged Formula

3rd Level: *sparkfist*

### Inquisitor Gearforged Spells

3rd Level: *sparkfist*

4th Level: *inevitables' rampage*

### Magus Gearforged Spells

3rd Level: *sparkfist*

4th Level: *Asaraf's carapace*

### Sorcerer/Wizard Gearforged Spells

2nd Level: *bone machine*

3rd Level: *sparkfist*

4th Level: *Asaraf's carapace*

### Summoner Gearforged Spells

3rd Level: *sparkfist*

- They retain class-based Reflex saves but use the Fortitude and Will saves of a zombie of equal HD.
- They retain the defensive abilities of their base creature, including Dexterity bonus and natural bonuses to armor.
- They gain DR 5/slashing, any size bonuses and penalties to AC, and the natural armor bonus of a zombie by size.
- They fly at 30 ft. (poor). Fast movement affects their speed.
- They retain all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature(s). They gain a slam attack as a zombie one size larger.
- If this spell is cast on a spellcaster's arm, the arm retains the last spell cast by the original creature in life at its original caster level, which it may cast once per day without need for material or verbal components.
- They retain any of the base creature's special attacks feasibly usable by the body part animated.
- They retain the original Dexterity and add +2 to Strength.
- They have no Constitution or Intelligence score, and their Wisdom and Charisma become 10.

- Their base attack bonus is as per their original class.
- They have no skill ranks.
- They gain Toughness as a bonus feat and retain all feats from their former life that are still useable in their current form, including Improved Initiative.
- They retain the special qualities of their base creature(s) that remain useable in their current form, unaffected by the zombie staggered special quality.

**Mythic:** Add your tier to the caster level when determining how many Hit Dice of zombies you can animate with a single casting of this spell. This does not increase the total number of Hit Dice worth of undead you can control. By expending a second use of mythic power, you can ignore the spell's material component.

**Augmented (6th):** If you expend two uses of mythic power, the zombies you animate gain either the agile or savage mythic template for a number of days equal to your tier. At 8th tier, you can expend 10 uses of mythic power and apply either the agile or savage mythic template permanently to the zombies you create with this spell.

## ANIMATE GHOUL

School necromancy (animation) [evil]; Level antipaladin 2, cleric/oracle 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (piece of rotting flesh and an onyx gemstone worth 100 gp)

**Range** touch

**Target** one corpse

**Duration** instantaneous

**Saving Throw** none; **SR** no

You raise one humanoid corpse as a ghoul under your control. As long as the corpse is a Medium humanoid, it rises as a standard ghoul, regardless of any class levels, HD, or abilities it had in life. This spell can also be used on a Small humanoid to create a Small ghoul. If you are 11th level or higher, it can be used on the corpse of a Large humanoid to create a Large ghoul. If you are at least 13th level, this spell can be used to create a ghast instead, but the material component changes to an onyx gemstone worth at least 200 gp.

Undead created by this spell are loyal to the caster, but are subject to the usual Hit Dice limit for the number of undead that can be controlled (as per *animate dead*).

## ANIMATE GLYPHS

School transmutation; Level sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one Small glyph/caster level

**Duration** 1 hr./level or until expended (see text) (D)

**Saving Throw** none; **SR** yes

You may trace a number of glyphs equal to your caster level, each corresponding in size to a Small object. As you increase in levels, you may inscribe larger glyphs as follows: a Medium glyph counts as two Small glyphs, a



Large glyph as four, and a Huge glyph as eight.

Once the glyph or glyphs are complete, they remain immaterial and adjacent to you, floating silently until activated as a move action. When so activated, they spring to life as animated objects (see *Pathfinder Bestiary*) appropriate to the size of the glyph or glyphs traced. These animated glyphs remain for 1 round/level or until destroyed.

Glyphs created by this spell have hp equal to half that of an animated object of their size category, and the animated glyphs have a touch attack that deals acid, cold, fire, electricity, or sonic damage (your choice at time of casting). The damage depends on the size of the glyph; Small glyphs deal 2d8 damage, and each successively larger glyph deals 1d8 more damage. Spell resistance applies to this damage.

For more information about glyphs, see page 277.

### ANIMATE LIVING SKELETON

**School** necromancy (animation) [evil]; **Level** cleric/oracle 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (an onyx gem worth at least 25 gp per HD of the target)

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

**Target** one living creature

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

**Saving Throw** Fortitude partial (see text); **SR** yes

The target's bones take on a life of their own and move within the target's flesh. The target must make a Fortitude save each round this spell is in effect as the target's skeleton animates from within. Each failure means the target takes 1d6 hp of negative energy damage and 1 point of Constitution damage, and it becomes staggered and sickened for 1 round. If the target makes its save, it takes no hp or Constitution damage but is still sickened for 1 round.

If the target creature dies during the duration of this spell, its remaining flesh immediately falls away and its type changes to undead as it becomes an animated

skeleton (wearing and wielding all of the target's equipment). Starting on your next turn and lasting until the spell ends, the skeleton is under your direct control. When the spell duration expires, the controlled skeleton collapses into a heap of bones.

*Protection from evil* negates this spell's effects for as long as the two durations overlap. *Dispel evil* automatically ends the spell.

This spell has no effect on creatures without internal skeletons.

**Mythic:** This spell deals 2d6 hp negative energy damage and 2 points of Constitution damage upon each failed saving throw, as well as the target becoming staggered. A successful saving throw results in 1d6 hp negative energy damage, no Constitution damage, and the target is sickened for 1 round.

If the target dies during the duration of a *mythic animate living skeleton* it becomes an animated skeleton under control of the caster as per the *animate dead* spell.

### ANIMATE WATER

**School** transmutation; **Level** druid/shaman 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

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

**Target** a body of water equal in volume to a Small creature/caster level; see text

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You imbue water with cohesiveness, giving it a humanoid shape and a semblance of life.

The volume of water affected determines the possible sizes of the creature you create. You can animate a larger amount of water based on the following: A Medium creation counts as two Small or smaller creatures; a Large creation as four; a Huge creation as eight; a Gargantuan creation as 16; and a Colossal creation as 32. You can change the size and number of the creations as a move action, as if directing an active spell.

The creations have the statistics of animated objects as described in the *Pathfinder Bestiary* with the following difference: Instead of hardness the animated water has DR 10/magic and takes half damage from piercing and slashing weapons. This spell cannot affect any liquids carried by a creature.

*Animate water* can be made permanent with a *permanency* spell at a cost of 17,500 gp and a minimum caster level of 13th.

### ANOMALOUS OBJECT

**School** clockwork (conjuration) [temporal]; **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, F (an hourglass worth 2,000 gold)

**Range** touch

**Target** one non-artifact object touched

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

**Saving Throw** Will negates (object); **SR** no (object)

You touch an object and bend time to create an exact duplicate of the object for the duration of the spell. If another creature is holding the object, you must succeed on a melee touch attack against that creature to successfully create the duplicate. Any effect that affects the original object also affects the duplicate (charges spent, damage taken, etc.), and any effect that affects the duplicate also affects the original object. If either object is destroyed, both are destroyed.

### ARCANE BULWARK

**School** abjuration; **Level** magus 4, sorcerer/wizard 4, summoner 4

**Casting Time** 1 standard action

**Components** V, S, F

**Range** touch

**Duration** 1 round/level

**Saving Throw** none; **SR** no

The caster sacrifices a spell of up to fourth level to gain greater defense in battle. The caster gains damage reduction and a bonus to saving throws equal to the level of the spell sacrificed. Magic damage bypasses the damage reduction. Cantrips may not be sacrificed for this spell.

### ARCANE SIPHON

**School** abjuration; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 min./level

This extract allows your body to absorb and harmlessly dissipate some magic directed at you. As a result, you receive a +1 resistance bonus plus an additional +1 per 4 levels after 1st (maximum of +5 at 17th level) on saves versus spells, spell-like effects, and inherently magical attacks, including supernatural effects.

### ARCHWAY OF ANTS

**School** conjuration (summoning); **Level** druid/shaman 2, ranger 2, witch 2

**Casting Time** 1 round

**Components** V, S, M (a drop of honey or pinch of sugar)

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

**Area of Effect** 10-ft. square/level of the caster

**Duration** permanent until destroyed

**Saving Throw** none; **SR** no

You summon a swarm of non-stinging insects (ants are traditional) that cannot be used to attack, but sacrifice themselves to build a structure such as a bridge, wall, or even a ladder or stairs from one point to another, including between two structures or over empty air, gorges, water, etc. Due to the light-weight nature of the ants, the archway may be moved, but it cannot change shape once built. The archway supports only 10× the maximum encumbrance of the caster; if a single pound more is taken onto the bridge, it crumbles. The archway has AC 5 and the same amount of hp as the caster.

### ARMOR OF THE MOUNTAINS

**School** evocation [earth]; **Level** sorcerer/wizard 2, druid/shaman 3

**Casting Time** 1 standard action

**Components** V, S, M (a miniature helmet carved from basalt worth 5 gp)

**Range** creature touched

**Target** one creature

**Duration** 1 min./level

**Saving Throw** Reflex half; see text; **SR** no

This spell wraps its subject in jagged shards of stone and slabs of slate, granting a +4 natural armor bonus to AC and immunity to the paralyzed and petrified conditions. As the stone and slate created is magical in nature, the armor does not confer an arcane spell failure chance or armor check penalty, nor does it slow movement.

In addition, any creature that moves adjacent to the subject or begins its turn adjacent to the subject takes 1d6 hp slashing damage +1 hp/caster level (maximum +10). A Reflex save halves this damage. The spell does not differentiate between friend and foe, but an *armor of the mountains* spell cannot affect the caster.

If the subject takes more than 10 hp damage in a round from a magical source with the air descriptor, the stone armor crumbles and the spell ends.

### ARMORED SHELL

**School** clockwork (conjuration) [creation, earth]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a rivet)

**Range** touch

**Target** personal

**Duration** 1 hr./level

A suit of heavy armor appears around you, granting you a +8 bonus to AC, but applying a 40% chance of

arcane spell failure, a -5 armor check penalty, and the normal speed reduction for wearing heavy armor. The spell fails if you are already wearing any kind of armor when you cast it.

### ARROW OF THE ANIMAL SPIRIT

**School** transmutation; **Level** elven archer 4, druid/shaman 5

**Casting Time** 1 standard action

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** one touched arrow or bolt

**Duration** 1 round

**Saving Throw** none; **SR** no

You bind powerful animal spirits to an arrow, which you must loose during your next turn for the spell to take effect. If the arrow strikes, ghostly wolves, bears, aurochs, or wildcats appear around its shaft and attack the target. The arrow's successful hit deals 6d6 hp damage; in addition, you may make a combat maneuver check for the ghostly animals and add a +10 competency bonus to your CMB. This maneuver may be a bull rush, grapple (1 round), trip, or feint.

Regardless of whether you make a successful combat maneuver check, the terrible, ghostly spirits cause a struck target to be frightened for a number of rounds equal to your caster level.

**Mythic:** You can target a number of arrows or bolts equal to your mythic tier. You must loose these arrows or bolts in the next minute for the ghostly animals to attack.

**Augmented (4th):** Augmented (4th): You can expend two uses of mythic power to increase the competence bonus to CMB for a bull rush, grapple, or feint you make with these arrows by a number equal to your mythic tier.

### AS YOU WERE

**School** necromancy; **Level** antipaladin 2, bard 2, inquisitor 2, magus 2, sorcerer/wizard 3

**Casting Time** 10 min.

**Components** V, S, M (a piece of flesh of a creature of the target's race)

**Target** one undead creature touched; see text

**Duration** 1 day/level (D)

**Saving Throw** Will negates (harmless) **SR** no

By casting this spell and touching the target, you change the target's appearance to what it was just before the creature died. The target looks, feels, and detects as a healthy, living creature, and it must eat, drink and sleep as a living creature does (although it requires only 2 hrs. sleep per night). The target can benefit from first aid and long-term care (see the Heal skill) but it also becomes susceptible to poisons (treat the target's Constitution score as 0.)

The target is still destroyed when it reaches 0 hp. Positive energy still harms it, and negative energy heals it as is usual for undead. Any amount of positive energy damage, Constitution damage, or energy drain immediately ends this spell.

This spell can also affect a corpse. In this case, treat as *gentle repose*, except for the change of appearance. If this spell is cast on an intelligent undead, the target must be willing or it is entitled to a Will save.

### ASARAF'S CARAPACE

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

**Casting Time** 1 standard action

**Components** V, S, M (100-500 lbs. of metal)

**Range** personal

**Target** you; **Duration** 1 min./level

Casting this spell encases you in a ramshackle layer of armor composed of the spell's material components. While encased, use your touch AC for all AC checks. Your armor absorbs damage before it is destroyed, effectively granting you 10 temporary hp per 100 lbs. of metal used in its construction. While the spell is in effect, you may move normally, though your strength is otherwise unaffected. Once the spell's duration is over (or the armor is destroyed), the metal component crumbles to dust.

### ASPECT OF THE DEMON

**School** transmutation [evil]; **Level** cleric/oracle 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of earth that a demon walked upon)

**Range** personal

**Target** you

**Duration** 1 min./level

You let a fragment of a demon's tainted essence transform your body into something demon-like, although it keeps the same rough shape. You suffer a -4 penalty to Diplomacy and Bluff checks, but you gain a +6 bonus on Intimidate checks. You gain immunity to electricity and poison and resist 10 to acid, cold, and fire. Although your alignment does not change, for the duration of this spell you gain the evil subtype and an evil alignment for the purposes of spell, spell-like abilities, supernatural abilities, and magic item effects.

You can cast this spell up to three times without gaining notice from the powers of the Abyss. Upon casting it a fourth time and beyond, there is a 10% cumulative chance you will attract the notice of an Abyssal lord, which will send minions to either attempt to slay or corrupt you. The minion and the power involved in such a task is entirely up to the GM.

**Mythic:** You do not gain the evil subtype or an evil alignment for spell-like abilities, supernatural abilities, and magic item effects while under the effect of this spell. Casting this spell has no chance of attracting any Abyssal lord's notice.

### ASPECT OF THE DOLPHIN

**School** transmutation; **Level** druid/shaman 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level

You imbue yourself with the speed and hydrodynamics of a dolphin. You gain a swim speed equal to your land speed (including the +8 bonus to Swim checks granted to all creatures with a swim speed). You can choose to take 10 on a Swim check even if you are endangered or distracted. This spell grants no ability to breathe water but doubles the duration you can hold your breath.

### ASPECT OF THE FOUR WINDS

**School** transmutation [air]; **Level** cleric/oracle 1, druid/shaman 1, magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M/DF

**Range** personal

**Target** you

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

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You take on the seemingly discordant characteristics of the four winds, making your actions swift and unpredictable. You gain one of the following benefits based on the aspect you select at casting:

*North Aspect:* +5 enhancement bonus to speed.

*South Aspect:* +2 competence bonus to Acrobatics and Fly skill checks.

*East Aspect:* +1 luck bonus to saving throws.

*West Aspect:* +1 luck bonus to ranged attacks.

### ASPECT OF THE RAM

**School** transmutation; **Level** druid/shaman 4, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 min./level

When you cast this spell, you take on the aspect of a ram, including some aspects of its appearance. Your body hair grows thick and woolly, and a curling pair of horns sprouts from your head. These horns can make a gore attack as a primary natural weapon, dealing  $1d4+1/2 \times$  your Strength bonus. In a charge attack, the damage die increases to  $1d8$ .

You also become more nimble in mountainous environments. You are not hindered by dense rubble, ice sheets, scree, or steep slopes. Additionally, you gain a +8 racial bonus to Climb checks and Acrobatics checks made for jumping or balance for the duration of the spell, and you take no penalty for accelerated climbing. The spell does not give an affected creature a climb speed.

### ASTROLOGICAL CHARTING

**School** divination [language-dependent, mind-affecting]; **Level** cleric/oracle 6, druid/shaman 6, sorcerer/wizard 6

**Casting Time** 10 min.

**Components** V, S, DF/F (an astrolabe and star charts)

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

**Effect** astrological reading for one creature/level

**Duration** 1 hr. plus 12 hrs.; see text

**Saving Throw** none; **SR** no

You must cast this spell on a clear night, allowing you to read and measure the positions of the stars and planets. When you have completed the casting, you gather the creatures you wish to affect with the reading and spend the next hour explaining the intricacies of magical astrological readings and each of the creature's place in your findings. Each creature participating in that explanation has any curse, compulsion, or charm currently affecting them removed. Furthermore, they gain a +4 insight bonus to resist all emotion, curses, compulsions, and charm effects, and are immune to confusion for the duration of the spell.

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

### AVENGE THE PAIN

**School** necromancy; **Level** druid/shaman 4, elven archer 3, ranger 4

**Casting Time** 1 swift action

**Components** V, S, F (an arrow or bolt), DF

**Range** unlimited

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **SR** yes

You pluck an arrow that has damaged you and shoot it back at your attacker. You needn't be able to see your attacker—you don't even need to know its location.

After casting this spell, shoot the arrow into the air; the winds of vengeance propel it back toward its point of origin. The arrow always strikes its target, regardless of distance or intervening obstacles. The spell fails only if the target is warded against scrying or is located on another plane.

The avenged wound must be fresh—less than 1 hr. old. The spell allows the caster to easily extract the arrow in a usable condition. When it strikes its target, it does its normal arrow damage in addition to the damage you originally suffered from it.

### AWAKEN THE DEEP MAGIC

**School** universal; **Level** sorcerer/wizard 0

**Casting Time** 1 full-round action

**Components** V, S

**Range** touch

**Target** an active ley line

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You concentrate on pulling additional magical energy through a functioning ley line as a full-round action. The following round, make a DC 15 caster level check for a weak ley line or a DC 20 caster level check for a strong one. If you succeed, the weak line generates a new effect determined randomly from the Strong Ley Line table (see page 43) and a strong ley line subject

to this spell generates a new effect randomly from the Titanic Ley Line table.

Once the ley line's power is increased, you must concentrate each round to maintain the new level of power. If the concentration ends or when the cantrip's duration expires, the ley line power immediately reverts to its prior level.

**Mythic:** If you expend one use of mythic power and make a DC 25 caster level check, you may awaken additional resonances of a Titanic ley line. A Titanic line awakened through this spell shifts its power from the normal effect to any one Titanic power chosen by the caster.

### AXE STORM

**School** conjuration (summoning); **Level** sor/wiz 7

**Casting Time** 1 standard action

**Components** V, S, M (12 silver axe replicas worth 100 gp each; see text)

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

**Area** cylinder (30-ft. radius, 60-ft. height); see text

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

**Saving Throw** Reflex half; **SR** no

A roiling, clanking cloud appears and rains axes down on all creatures in the designated area. The axes deal 4d6 hp slashing damage to each creature in the area, and they bypass damage reduction as if they were magical, silver weapons. By using as this spell's material component replica axes crafted from different special materials other than silver (which increases the total material component cost), your axes bypass damage resistance or hardness per the special material. As a move action, you can direct the axe storm to move 60 ft. before it rains more axes down on its victims.

The axes conjured by the *axe storm* remain until the spell ends.

### BALEFUL CONJUNCTION

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 3, cleric/oracle 4, inquisitor 3, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, F/DF (a pinch of ash from the ground around a meteorite strike)

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

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

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

You inflict a debilitating fate upon your enemies that stymies them unless they gather together like stars in a constellation. If, while under the effects of this spell, a target is more than 30 ft. away from another target, it takes a -4 penalty to all attack rolls, ability checks, damage rolls, skill checks, and saving throws. While targets are within 30 ft. of at least one other target of the spell, the penalty decreases to -1. The targets suffer no penalty only if all of the targets of the spell are within 5

ft. of at least one other of the spell's targets, but such an occurrence does not end the spell's duration.

*Baleful conjunction* counters and dispels *heroic conjunction*.

### BALLISTA OF FORCE

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

**Casting Time** 1 standard action

**Components** V, S, M (ruby or diamond dust worth 500 gp)

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

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

**Saving Throw** none; **SR** no

This spell creates a glittering ballista of pure force that hovers over your head.

Once per round, on your turn, as a swift action you may direct the ballista to fire one spear made of force energy at any target opponent in the spell's range. The ballista has an attack bonus equal to your character level plus your caster level plus your Dexterity bonus. If you attempt to fire the ballista at an opponent out of the spell's range, the attack automatically fails.

Each bolt deals 8d6 hp force damage, has a threat range of 19-20, and has a critical multiplier of 3. As a force effect, the bolts can strike ethereal targets. Physical attacks cannot damage the ballista, but magical attacks can, and *break enchantment*, *dispel magic*, *disintegrate*, a *sphere of annihilation*, or the draining touch of a *rod of cancellation* can destroy it. The ballista's AC is 10. It has hardness 15 and 90 hp.

### BANEWEAPON

**School** transmutation; **Level** cleric/oracle 4, druid/shaman 4, magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** S, M/DF

**Target** one melee weapon or six projectiles touched

**Duration** 1 min./level

**Saving Throw** none; **SR** no

You grant the *bane* special ability to one melee weapon or up to six projectiles (as in arrows, bolts, or other ammunition) for the spell's duration. The type of creature targeted (such as dragons, undead, and so on) must be chosen at the time of casting. While the spell lasts, the affected weapon is a *bane* weapon, with a +2 bonus against designated foes and the ability to deal an extra 2d6 hp damage.

### BARNACLE ARMOR

**School** conjuration; **Level** alchemist 3, druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a small barnacle shell)

**Range** touch

**Target** creature touched

**Duration** 10 min./level or until discharged

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The touched creature grows a colony of encrusting barnacles that provides protection from cuts and slashes.

The subject gains DR 5/bludgeoning. Once the spell has prevented a total of 5 damage/caster level (maximum 50 hp), it is discharged and the encrustation crumbles off.

In addition, the sharp barnacles allow you to deal an extra 1d6 hp piercing damage on a successful grapple attack. You can also make a regular melee attack (or off-hand attack) with the barnacles, and they count as a light simple weapon in this case, although you can't also make an attack with them if you have already made an attack with another off-hand weapon, and vice versa.

The barnacles provide a +5 to Escape Artist checks to escape soft bonds that can be cut, such as ropes.

### BATTLE PLAN

**School** divination; **Level** cleric/oracle 5

**Casting Time** 1 hr.

**Components** V, S, F (a miniature map representing the combat area)

**Range** personal

**Target** you

**Duration** instantaneous and 1 hr./level

You assess battlefield conditions and general enemy tactics after completing this spell, improving your decisions about a battle, which you specify when casting this spell. Every ally with you during the spell's casting or to whom you directly communicate the spell's information gains a +2 morale bonus on ability checks, attack rolls, saves, and skill checks related to the battle. If these characters disseminate the information (a process that should take a period of time as determined by the GM), the spell grants a +1 morale bonus to characters who receive the secondhand information. No more than 10 characters/caster level can receive this bonus, though.

Unexpected events may interfere with your reading of the future. You have a 75% chance +1% per caster level (maximum 95%) to successfully predict an upcoming battle's initial elements (such as whether the enemy will attack directly or with an ambush, whether the enemy will call reinforcements, etc); the roll is made secretly. For each hour the battle continues, make a new roll. If the roll fails, all bonuses provided by this spell revert to penalties due to the battle's chaos for the next hour. Additionally, the chance of future accurate predictions drops by 10% per hour.

### BATTLEMIGHT

**School** evocation; **Level** cleric/oracle 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** you or creature touched

**Duration** 1 min./level

You or a touched creature gain a flickering aura of countless tiny, whirling, gold-and-silver bolts that provides a +2 armor bonus to AC (this aura doesn't slow or hamper movement). You can confer this protection directly to another touched individual, or you can enjoy it yourself for part of the spell duration and then transfer

it (as a swift action) by touching another creature and passing it to them.

You can regain the aura at the end of any round during which you touch an affected creature, though only one creature can claim the effect at any time. Unlike normal armor bonuses, the bonus to AC that *battlemight* provides stacks with other AC bonuses, but the bonus does not stack with itself. If you or any recipient of *battlemight* is wielding a magical weapon in combat, *battlemight* grants you a +2 morale bonus to attack rolls.

### BATTLEWARD

**School** abjuration; **Level** cleric/oracle 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one shield

**Duration** 1 round/level

You imbue a shield with *battleward* properties. It glows with a shimmering blue radiance, and it reflects non-area-of-effect spells contacting it or its bearer entirely unless the attacking caster makes a touch attack against the shield's bearer. Any reflected spells drain away without further effect.

At any time after its first round of existence, the caster of a *battleward* can, as a swift action, transform the reflected spell into *fly* magic, enabling the shield and its bearer to fly. The magic carries shield, bearer, and any armor and other items worn, strapped, or attached to him or her (up to the bearer's encumbrance limit), plus anything else held by the bearer that is the shield's weight or less. Once this change is made, the spell reflection property cannot be regained.

### BEARD SPONGE

**School** transmutation; **Level** alchemist 2

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 24 hrs.

This extract causes your beard (or your hair or eyebrows, if you don't have a beard) to become incredibly absorbent. After drinking the extract, you may, as a standard action, pour a potion into your beard (or your hair or eyebrows) to store it for up to 24 hrs. At any time during those 24 hrs., you may drink the potion as a swift action.

Alternatively, you may store water, ale, or any other liquid for easy retrieval. Drinking any liquid from your beard (or eyebrows) immediately ends the effect and a new extract must be imbibed to store a new potion. If you don't have any hair on your head or face, this extract fizzles.

### BEGUILING BAUBLE

**School** illusion (glamer); **Level** alchemist 3, bard 4, witch 4

**Casting Time** 1 hr.

## Components V

**Range** touch

**Target** one small, non-magical object you are wearing

**Duration** permanent

When this spell is cast on a target bauble—typically a mundane ring, amulet, or circlet—you may choose an alignment. While you wear the bauble, for all purposes you seem to be of this alignment, including when you are the target of *detect good*, *detect evil*, and similar effects. Your true alignment is concealed from all forms of divination.

The bauble thwarts all magical detection and dispelling, whether you wear it or not (short of a *limited wish*, *miracle*, *wish*, *commune*, or divine knowledge). The enchantment does not work for other creatures wearing the bauble.

If the wearer commits an act that clearly violates the assumed alignment, all witnesses gain an immediate Will save to recognize the deception. If any witnesses' saving throws succeed, the *beguiling bauble* loses its intended enchantment, and the object glows red hot until removed. If the wearer is unwilling or unable to immediately discard it, it inflicts 2d4 hp fire damage each round until the subject is reduced to ash.

### BEGUILING STARS

**School** conjuration (creation); **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** 20-ft.-radius spread of night sky

**Duration** 1 min./level (D)

**Saving Throw** Will negates, see text; **SR** yes

When you cast this spell, you create a twinkling, beguiling section of night sky replete with countless stars 20 ft. above the ground (or just below the ceiling if the ceiling is lower than 20 ft. high). When cast outside during the day, this reduces the light level by two steps in the area of affect.

The twinkling stars hold the attention of creatures viewing them from within the area of affect. Creatures in the area of effect stare at the twinkling stars and are fascinated (as the condition) by them. Affected creatures become drowsy and in the subsequent round must make an additional Will saving throw or fall asleep as *deep slumber*.

Sightless creatures and creatures that do not require sleep are immune to *beguiling stars*. Creatures immune to sleep effects can be fascinated by this spell but do not fall asleep as *deep slumber*.

### BESTIAL LURE

**School** illusion (shadow, shadowflesh); **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 min.

**Components** V, S, M (fur, hair, or skin of the creature)

**Range** touch

**Target** object touched

**Duration** permanent until discharged

**Saving Throw** see text; **SR** no (object) text

This spell inscribes an object with protection, setting a guardian in a similar way to a *glyph of warding* spell. When casting the spell, a faint trace of a pair of tiger claws or a tiger maw is etched into the object. These images vanish when the spell is complete.

The caster chooses the conditions of the *bestial lure* when casting. The lure always leaves a scent, which can be identified with a DC 15 Perception check by those who have the scent ability. This scent hangs within 120 ft. of the lure, and rakshasas often use it to lure prey. The scent of any available creature can be used.

Typically, any creature passing through the area guarded by the lure or opening or using the object protected by the lure triggers it unless a set password is spoken or an object immediately shown.

Triggering the *bestial lure* conjures a phantasmal tiger (see *Pathfinder Bestiary* for base stats), which attacks for 1 round/level of the caster. Unlike most illusory creatures, though, the tiger is imbued with the power of rakshasas and deals full damage. If you are 9th level or above, the phantasmal tiger summoned is a dire tiger and deals full damage. The summoned shadow creature must remain within 60 ft. of the lure.

The phantasmal creature summoned can be partially disbelieved as a standard shadow illusion spell to avoid damage. A creature that succeeds its saving throw sees the tiger as a transparent image superimposed on a vague outline of the object.

### BIND GUARDIAN

**School** clockwork (necromancy); **Level** sorcerer/wizard 5

**Casting Time** 8 hrs.

**Components** V, S, M (sacrifice of 1,000 gp in gems for each HD of the creature), F (a piece of bone from a humanoid and a rivet)

**Range** touched shell; see text

**Target** one unfettered soul or spirit; see text

**Duration** instantaneous

**Saving Throw** Will negates; **SR** no

This exhausting ritual lures and traps a soul to provide a permanent animating force for various constructs such as steam golems, clockwork scullions, and advanced animated objects.

This ancient ceremony provides an alternative to living sacrifices to acquire an animating soul for the construct. The caster must first construct the host shell of an appropriate size for the construct. Once done, casting this spell over the shell creates a powerful lure for loose souls, such as incorporeal undead or other spirits.

There is no guarantee that a soul is near enough to be lured into the shell. Each time the spell is cast there is a 20% chance that a free soul is close enough to be affected by the spell. This chance increases by 2% per rank of Knowledge (arcana) and Knowledge (religion) the caster possesses, to a maximum of 90%. Nearby souls may make Will saves to avoid being lured into the shell. Only after the soul has entered the construct does its true peril become clear. At that point, the soul makes a second Will save to avoid being forever bound as a subservient guardian creature.



Once the soul is bound, the guardian creature is animated and has all of the normal abilities for a guardian of its type. It is also bound to the will of its creator, can understand his commands, and must obey them.

### BINDING OATH

**School** necromancy; **Level** bard 4, cleric/oracle 4, witch 4

**Casting Time** 10 min.

**Components** V, S, M (a miniature toasting glass), DF

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

**Target** two or more willing creatures within range

**Duration** permanent; see text

**Saving Throw** none; see text; **SR** yes

You seal an agreement between two or more willing creatures with an oath, using ritual blessings and toasts during which both oath and consequences are clearly set out. If any of the swearers break this solemn vow, they are struck by a curse. The caster may choose either an effect appropriate for *bestow curse*, a fate affliction, or another penalty at the GM's discretion.

*Binding oath* cannot be dispelled, but it can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Remove curse functions only if its caster level is equal to or higher than the binding oath's level. When the oath is broken or the effect removed from a participant, all targets are immediately aware that this has occurred (but know no other details). Depending on the nature of the oath sworn, this may invalidate the oath for the other targets—if so, the spells end for all other targets, but curses already bestowed remain.

### BITTER CHAINS

**School** conjuration (creation) **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a non-magical, spiked metal ring)

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** none; **SR** yes

With a successful melee touch attack, the ring you wield bursts into chains of sharp, interlocking rings that envelop the target. The target is entangled while chained. If the target moves more than 5 ft. in a round while under the effect of this spell, it takes 1 hp bleed damage/caster level (maximum 10 hp per round) as the rings dig into the creature.

The target must make a concentration check (DC 15 + the spell's level) to successfully cast a spell while chained. As a full-round action, the target can attempt an Escape Artist check to escape the chains or a Strength check to burst the chains. The DC for these checks is equal to the spell's DC. A successful check escapes the spell. A failed check deals bleed damage as if the creature had moved more than 5 ft.

### BLACK DOG CURSE

**School** necromancy [evil]; **Level** sorcerer/wizard 4, witch 3

**Casting Time** one standard action

**Components** V, S, M (black dog fur or a wolf's eye gem)

**Range** 30 ft.

**Target** one creature

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

If the target fails a Will save, it takes a –2 penalty on all attack rolls, damage rolls, saving throws, ability checks, and skill checks for the duration of the spell. Note the target takes a –4 penalty on these rolls if using them against hellhounds or legendary animals such as Old Gnash, an immense black dog that feasts on souls.

### BLACK DUST

**School** conjuration (summoning); **Level** sor/wiz 2

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 40-ft.-radius spread

**Duration** 1 min./level (D)

**Saving Throw** Reflex partial; see text; **SR** no

You cover the ground in thick, black dust pulled from impossibly distant, shining fields. The dust is roughly 2-ft. deep and completely obscures the ground, making it impossible to spot obstacles such as holes, pools, and the like. The black dust makes the area of effect difficult terrain. Flying creatures, incorporeal creatures, and other creatures that do not touch the ground are immune to this effect.

In addition, creatures in the area of effect must make a Reflex save or be coated in the black dust. This outlines invisible things and creatures and bestows a +10 circumstance modifier to Survival checks made to track creatures leaving the area of effect. The dust lasts until the spell's duration ends.

### BLACK HAND

**School** illumination (necromancy); **Level** shadowsworn 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **SR** no

You gather the powers of darkness into your fist and strike with a paralyzing and shadowy chill. Black and purple flames encase your hand.

With a successful touch attack, this spell deals 1d3 Strength, Dexterity, and Constitution damage to an enemy. These points are added to your own attributes as an enhancement bonus. If the victim makes a Fortitude save, it suffers (and the caster gains) just 1 point of Constitution damage. If this spell is discharged into a creature or object without Strength, Dexterity, or

Constitution, the damage is not applied to the applicable attribute or attributes.

**Mythic:** When you gain a bonus to attributes with this spell, you gain that bonus an increased number of rounds equal to your mythic tier.

### BLADE OF MY BROTHER

**School** transmutation; **Level** cleric/oracle 6, inquisitor 4, witch 6

**Casting Time** 1 standard action

**Components** V, S, F (melee weapon owned by a dead creature; see text), DF

**Range** touch

**Target** one unattended weapon

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

**Saving Throw** none; **SR** yes

You animate a touched melee weapon that a dead creature has recently used in battle.

The weapon leaps into the air and fights beside you or an ally with 30 ft. The weapon has an attack bonus equal to your caster level. The weapon's normal bonuses also apply. The weapon fights for 1 round per your caster level or until the effect is dispelled, at which point it drops to the ground.

The weapon shares the same space as the creature it fights beside and never leaves, not even if magically moved. If the item is forced to leave the creature's square for any reason, the spell ends. If spells or maneuvers are used against the weapon, treat it as if you wield it.

**Mythic:** Add your mythic tier to your caster level to determine the weapon's attack bonus. Furthermore, each round the spell is active, you can instruct the weapon to fight beside another creature within your line of sight as a free action, but you can only change targets once per round.

### BLACK WELL

**School** illumination (creation) [shadow]; **Level** sorcerer/wizard 6

**Casting Time** 1 full-round action

**Components** V, S

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

**Effect** a black pit 5 ft. in diameter; see text

**Duration** 1 round/level

**Saving Throw** Fortitude half, see text; **SR** no

You summon a black mass of seething energy that attracts creatures and devours the life force of those it touches.

When the spell takes effect, creatures within 90 ft. of the *black well* are pulled toward it a total number of squares equal to your level. Creatures pulled into the well suffer 1d8 hp negative energy damage per caster level (Fortitude save halves) and are affected as per hold person. A Will save negates this latter effect and the target takes no damage from the spell.

Creatures take damage only upon entering the well; they take no additional damage by remaining within it, but they

do take additional damage by leaving and being pulled back in. Only one creature may be pulled into the well each round, but a total number of creatures equal to your CL can be squeezed into the single square. Other creatures pulled toward it are simply held next to it; any excess pull is deducted from their movement on their turn.

You are never drawn toward the *black well*, and you may stand near it and use it as a form of defensive terrain.

For example, a 13th-level sorcerer casts this spell among a party of adventurers; it centers 40 ft. from the dwarf (who is farthest away), 30 ft. from two humans, and adjacent to an elf. With 13 5-ft. squares to spend moving foes, the caster moves the elf one square into the well to take 13d8 hp negative energy damage. The two humans are both moved six squares adjacent to the well. The dwarf is unaffected.

**Mythic:** Add your mythic tier to your caster level when determining how many squares affected creatures are pulled toward the well. Creatures pulled into the well take 2d8 hp negative energy damage per caster level and must succeed a Fortitude save or be nauseated for 1d4 rounds.

### BLAZE OF VALOR

**School** evocation; **Level** cleric/oracle 6

**Casting Time** 1 standard action

**Components** V, S

**Range** line of sight

**Target** personal

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** no

You envelop yourself in a red-gold aura that shines like bright, fiercely raging flames (but isn't hot or aflame and can ignite nothing). This *blaze of valor* increases your Charisma by 4+1d4 points. All allied creatures that can see you lose all fear and shake off all fear-based effects (and they cannot feel fear while the spell lasts). They stop fleeing if they are retreating, and they rally to you (move toward you, if not prevented from doing so).

Wounded allies regain 2 hp, and unwounded allies are refreshed (regain all lost Strength and Constitution) and heartened. Whenever you speak a command while imbued with *blaze of valor*, it carries to the ears of all who can see you (even if it's whispered), and allies obey you without hesitation unless they save versus the spell.

### BLAZING CHARIOT

**School** conjuration (summoning) [fire]; **Level** cleric/oracle 5, summoner 5

**Casting Time** 1 round

**Components** V, S, DF

**Range** short (25 ft. + 5 ft./2 levels)

**Effect** summons a pair of fiery horses and a flaming chariot

**Duration** 1 hr./level (D)

**Saving Throw** see text; **SR** no

When you cast this spell, a massive, flaming chariot—pulled by a pair of giant, fiery stallions—appears in the spot you designate. The chariot can carry you and three

creatures (up to Medium size) of your choosing. The chariot has a 60-ft. movement rate on the ground and a 120-ft. flying speed (average maneuverability), and moves as you will it on your turn (a move action for you). The flames of the chariot and its team do not harm you or your chosen passengers, but any other creature within 5 ft. suffers 2d6 hp fire damage per round. You must designate your passengers when you cast this spell.

Mounting the chariot is a free action, as the vehicle simply moves through a designated passenger's square, sweeping them up as it goes. Anyone else in the path of the blazing chariot is overrun as if the chariot were a Gargantuan creature with the trample ability. This deals 2d8 hp bludgeoning damage plus 2d6 hp fire, with a successful Reflex save for half.

The stallions are treated as huge fire elementals with the celestial template (though they only serve to pull the chariot and attack only as part of the chariot's trample ability). The chariot itself has hardness 10 and 150 hp (hardness is bypassed by cold attacks). If both stallions are killed or if the chariot is destroyed, then the summoning ends.

### BLESSED CHANCE

**School** evocation; **Level** cleric/oracle 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level

You gain a divine blessing for one action of any type. You must attempt the action before the spell expires. You do not need to designate the specific action affected during casting. Rather, you may choose it anytime while the blessed chance is active.

Once you choose the affected action, this spell allows three rolls to be made for it. You take the most favorable result. This magic can affect only actions you (the caster) take or attempts you make (such as aiding another).

### BLESSED HALO

**School** transmutation [good, light]; **Level** cleric/oracle 4, inquisitor 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Effect** a glowing halo of celestial light that enhances healing and social skills

**Duration** 1 minute/level

**Saving Throw** none; **SR** no

This spell surrounds your head with a nimbus of golden light. The halo gives off light equivalent to a *continual flame* spell, and temporarily represses any darkness effect, even those of higher level, within the radius of its own light.

While the halo is in effect, you gain fast healing 1. This ability increases by 1 for every three additional

levels above 7th (fast healing 2 at 10th, 3 at 13th, etc., to a maximum of 5 at 19th level.) Any cure spells you cast while the blessed halo is active heal 1 extra hp per die. Finally, good-aligned creatures are impressed with your bearing and demeanor and you gain a +4 sacred bonus to all Charisma-based checks towards such creatures for the duration of the spell.

### BLIND SEER'S MADNESS

**School** conjuration (dimensional); **Level** magus 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 round

**Components** S

**Range** 5 ft.

**Area** 5-ft.-radius emanation, centered on you

**Duration** 1 min./level (D)

**Saving Throw** Will negates; **SR** yes

You emanate vibrations that draw the eyes of nearby creatures toward a strange, unknown dimension that exists behind the fabric of reality. All living creatures that begin their turn or end their movement within 5 ft. of you must make a Will save, even if they have previously made a successful save against the effect.

Creatures that fail any Will saves required by this spell are paralyzed, fascinated, and blinded. Their eyes vanish from front to back, leaving empty eye sockets as they turn their gaze to the maddening geometry of the alternate dimension. Neither allies nor potential threats can shake a victim free of the spell's effects. Taking any amount of damage ends this spell and its effects.

### BLIND SPOT

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 2, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a scrap of black cloth)

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

**Target** one living creature

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

This spell convinces its target that you simply do not exist. The target will ignore you for the spell's duration, provided you do nothing to alert the target to your existence.

Even the target's allies cannot effectively alert the target to your presence, as the target sees right through you and your equipment. Objects you pick up during this spell also become invisible to the target, although they immediately become visible when you do or when you put them down.

This spell does not magically silence you to the target's ears, however, and so the target can hear sounds you make, including speech, while this spell is in effect. If you talk within the target's earshot while this spell is in effect, the target receives a new Will save to see you. If you talk or make sounds for multiple rounds while this spell is in effect, the target receives a save each round.

*Dispel magic* does not restore the target's mind; *break enchantment* or a stronger spell is required to dispel *blind spot*. However, if you attack the target or cast a spell that damages the target or requires the target to make a saving throw, the spell immediately ends.

For the duration of the spell, the target is treated as flat-footed with respect to you while it cannot see you.

### BLINDFLIES

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

**Casting Time** 1 standard action

**Components** V, S, M (jar of midges or fruit flies)

**Range** 20-ft.-radius burst

**Target** one object of up to Large size

**Duration** permanent until triggered; 1 min./caster level (see text)

**Saving Throw** Fortitude negates; **SR** no

*Blindflies* can be cast on an object of up to Large size, and its effect is triggered when the object is touched. A huge cloud of millions of midges or gnats erupts from the object. This roiling cloud fills the eyes, nose and mouth of nearby creatures, requiring a Fortitude save or causing blindness for 1 min. per caster level. Creatures affected by this blindness receive a new save each round to recover from the blindness.

### BLINDING SCALES

**School** transmutation; **Level** bard 3, cleric/oracle 3, druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a small scale)

**Range** touch

**Target** one scaled creature

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

**Saving Throw** Fortitude partial (see text); **SR** yes

The target's scales become blindingly bright. Creatures within 30 ft. of the target must succeed at a Fortitude save or become blinded. Every turn, a blinded creature may attempt a new saving throw to end the blindness effect. Creatures that recover from blindness in this way are not dazzled.

A successful initial save causes a creature to become dazzled for 1d4 rounds. When it would first be affected by this spell, a creature can instead choose to avert or close its eyes in the same way it would avoid a gaze attack.

### BLOOD AND STEEL

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

**Components** V, S

**Casting Time** 1 standard action

**Range** touch

**Target** construct touched

**Duration** see text

**Saving Throw** Fortitude special (object); **SR** yes

When you cast this spell, you cut yourself with any immediately available implement (including your fingers, if necessary), and the blood from that wound seeps into the target construct. This cut deals 1d4 hp damage that cannot be healed until after the target construct is destroyed or the spell ends. This wound has no effect on the spell's casting and does not require the spellcaster to make a concentration check.

If the target construct fails a Fortitude save, the blood binds with it to form a false soul, causing the construct to have thoughts and emotions. If the construct is not already under your control, you gain control of it for 1 round/level, starting with the round after you cast this spell.

If the construct is already under your control, you instead give it an Intelligence of 10 for 1 hr./level (unless it already somehow had a higher Intelligence score, in which case it retains its existing Intelligence), and you may assign it one rank for each of its HD in two skills of your choice. The construct is now capable of acting independently, though it remains loyal to you. You may also assign the construct one feat for every 3 HD it has.

The first time you cast this spell, once you have determined which skills and feats to grant the target construct, you always assign those skills and feats whenever you cast the spell. The spell may be learned more than once (counting as an additional spell known each time it is taken, for sorcerers), with each version of the spell granting different skills and feats.

Constructs normally immune to all spells (such as most golems) are not immune to this spell, but do gain





a +10 bonus to their saving throw to ignore its effects. A construct you control may be instructed to intentionally fail its saving throw.

When cast on a construct you control, the spell may be made permanent with the *permanency* spell, for a cost of 15,000 gp and a minimum caster level of 13th.

**Mythic:** When made permanent, this spell acts as an *awaken* spell for the construct, and allows it to develop a personality, earn class levels, become a cohort, etc.

### BLOOD ARMOR

**School** necromancy (necrophagy); **Level** inquisitor 2, sorcerer/wizard 2, witch 2

**Components** V, S, F (foe you have struck with a melee weapon within 1 round)

**Casting Time** 1 swift action

**Range** personal

**Target** you

**Duration** 10 min./level

**Saving Throw** Fortitude special (object); **SR** yes

When you successfully strike a creature with a melee weapon and deal damage to it, you can cast *blood armor* as a swift action. The blood flowing from your foe magically increases in volume and forms a suit of plate armor around you, granting you a +6 armor bonus to AC for the spell's duration. Additionally the armor prevents any of your own blood from flowing too copiously, making you immune to bleed effects.

Unlike mundane armor, *blood armor* has no armor check penalty, arcane spell failure chance, or speed reduction. Unlike *mage armor*, *blood armor* is not a force effect and thus incorporeal creatures can bypass it normally.

The foe you strike must be one that contains blood—targets immune to bleed effects cannot be used as the focus for this spell.

If the focus of this spell has divine blood (demigods, outsiders with 20 or more HD, or characters with godling class levels from *The Genius Guide to the Godling*), the blood armor also gives you a +2 bonus to Will saves.

### BLOOD LURE

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

**Components** V, S, M/DF (blood pool)

**Casting Time** 1 standard action

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

**Target** one pool of blood

**Duration** 1 hr./level

**Saving Throw** Will negates; **SR** none

You point at a puddle that contains at least a quart of ordinary blood. For a moment, it flashes with sparkling light before regaining its former hue.

Affected blood radiates a powerful compulsion effect. Only predators and creatures that feed on blood are affected by the compulsion, but even blood-feeding undead, which are normally immune to mind-affecting spells, are susceptible to it. (Immunity to mind-affecting effects granted from a source other than creature type still blocks this spell).

Any creature that feeds on raw flesh or blood that moves within 60 ft. of the affected blood can smell it. If the creature has the scent ability, the range of detection is 180 ft. As soon as a creature smells the affected blood, it must make a Will save or be drawn toward it. The creature is fascinated for as long as it can smell the blood, and it moves unerringly towards the source unless impeded. Once it reaches the blood, it attempts to feed on it, foregoing all other actions until the blood is consumed.

A successful attack on the affected creature ends the effect, as does the complete consumption of the blood source, which is a full-round action. Creatures with the scent ability or that feed on the blood take a -2 penalty to the Will save to resist this spell, while any undead creature that feeds on blood gains a +4 bonus.

**Mythic:** It takes three full-round actions for a creature fascinated by this spell's effect to consume the entire pool of blood enchanted by this spell. When a creature consuming the blood is subject to an attack, the duration only ends if that creature makes a successful Will save.

### BLOOD SPOOR

**School** divination; **Level** druid/shaman 4, elven archer 3, ranger 4

**Casting Time** 1 standard action

**Components** V, S, DF (drop of quarry's blood)

**Range** personal

**Target** you

**Duration** 10 min./level

By touching a drop of your quarry's fresh blood (spilled

within the past hour), you can follow its trail unerringly across land or through water, no matter how fast you are moving. If your quarry takes flight, you can follow the trail from the ground or through the air if you have means to fly.

If your quarry moves magically (such as through a *dimension door* or *teleport* spell), you sense its trail as a straight line from where the magical movement started to where it ended, though the line may lead through impassable barriers. This spell even reveals a druid's path, regardless of the trackless step ability.

Successful spells, item effects or other effects that prevent scrying also prevent this spell's effects. In addition, if you quarry moves to another plane, its trail suddenly ends.

### BLOOD TIDE

**School** necromancy (necrophagy); **Level** sorcerer/wizard 0

**Components** V

**Casting Time** 1 standard action

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

**Target** 1 living creature

**Duration** 1d4 rounds

**Saving Throw** Fortitude negates; **SR** yes

When you cast this spell, the targeted creature begins bleeding from its nose, eyes, ears, and mouth.

This bleeding causes no damage but imposes a -2 penalty on all Intelligence-, Charisma-, and Wisdom-based checks while in effect.

A bleeding creature might also inadvertently attract the attention of creatures such as stirges, sharks, or giant mosquitoes, depending on the circumstances.

A *cure light wounds* or DC 10 Heal check can stop the bleeding created by this spell.

### BLOOD TIDE, GREATER

**School** necromancy (necrophagy); **Level** sor/wiz 2

**Components** V, S

**Duration** 1 round/level

This spell functions similar to *blood tide* but lasts longer and has a more dramatic effect. A creature that fails its save against *greater blood tide* suffers a -4 penalty to all Intelligence-, Wisdom-, and Charisma-base checks. It also takes 3 bleed. A creature already suffering from *blood tide* takes a -2 penalty to its save against this spell.

A *cure moderate wounds* or DC 20 Heal check can stop the bleeding created by this spell.

### BLOODSHOT

**School** conjuration; **Level** sorcerer/wizard 2, witch 2

**Components** V, S

**Casting Time** 1 standard action

**Range** 15 ft.

**Effect** stream of boiling blood

**Duration** 1 round/level (see text)

**Saving Throw** Reflex negates; **SR** yes

Immediately upon casting this spell, and once per round

thereafter, you may shoot a 10-ft.-long line of boiling-hot blood from your eyes as a swift action. The blood deals damage equal to 1d6+1 hp per 2 caster levels. Each time you fire a stream of blood, you take 1 hp damage. You cannot use this spell if it would drop your hp to 0; if you try to do so, the spell simply ends.

If you have divine blood (you are a demigod, an outsider with 20 or more HD, or have godling class levels from *Super Genius Games' The Genius Guide to the Godling*), targets damaged by this spell are also dazzled for the spell's duration.

**Mythic:** Once per casting of the spell you may fire a line of blood that is 5 ft. long per caster level.

### BOLD ERRANTRY

**School** evocation; **Level** cleric/oracle 7; **Domain** Glory 7

**Casting Time** 1 swift action

**Components** V

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

**Target** a chosen recipient creature; see text

**Duration** 3 rounds; see text

You gain divine aid for all actions attempted during three consecutive rounds. You choose when the three rounds affected begin to elapse, though you must begin within a number of rounds equal to twice your level.

*Bold errantry* allows three rolls to be made at a +4 luck bonus for every attack or other action you attempt during the three "bright rounds" (so called because you give off a faint, pearly-white glow during them). Of the three rolls made for each action, you may always choose the most favorable result.

Affected actions include games of chance, such as playing cards or dice (in game), finding something hidden (for example, under shells), or drawing a particular card. If a game of chance has been fixed to be impossible (a selection of cards has been altered, dice are "crooked," or there's no hidden marker under any shell), this magic tells you that.

After casting this spell, you can transfer all or any remaining "bright" rounds to a single target creature within range and within your line of sight. The target need not be willing or aware of the magic, its benefits, or your selection of them, and once the transfer is made, you can't call this spell's effects back (and the target can't pass it on to anyone else). If you transfer this spell's effects, the target glows while under its influence (and you do not). The recipient receives the same benefits as described above. If they observe a fixed game of chance, they discover its deceit rather than you.

### BOLSTER SPIRITS

**School** abjuration; **Level** bard 0, cleric/oracle 0

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** one creature

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You instill courage in any shaken, frightened, or panicked subject, speaking words to hearten and strengthen their spirits. If the subject is under the influence of a fear effect when receiving the spell, the subject may roll a second save against that effect.

### BONE MACHINE

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (four intact bones)

**Range** touch

**Target** target construct

**Duration** 10 min./level

This spell transforms all metal in a construct's body into bone. Though easily mistaken for a skeleton, it is not undead, and it retains all statistics and abilities with the exception of any natural armor bonus. Bone's relative lightness grants the construct several enhancement bonuses. While the spell is in effect, the construct's land speed is doubled and it gains a +10 bonus to Climb checks as well as to Acrobatics checks made for jumps or falls.

### BONE SHARDS

**School** evocation; **Level** sorcerer/wizard 2, white necromancer 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Area** one or more bone shards

**Duration** instantaneous

**Saving Throw** none; **SR** yes

A jagged shard of bone bursts from your hand. You may fire one bone shard, plus one additional shard for every four levels beyond 2nd (to a maximum of three bone shards at 10th level). Each bone shard requires a ranged touch attack to hit and deals 1d6 hp piercing damage. You must be within 30 ft. of the target to make a ranged touch attack.

This damage also causes deep gashes that deal an additional 1d4 hp bleed damage to the target each round at the start of the target's turn. Creatures that are not living do not sustain this bleeding damage.

The bone shards may be fired at the same or different targets, but all shards must be aimed at targets within 30 ft. of each other and fired simultaneously. The bone shards vanish immediately after hitting or missing their target.

### BONE SHARDS, GREATER

**School** evocation; **Level** sorcerer/wizard 5, white necromancer 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

Jagged shards of bone burst from your hand, dealing 1d6 hp piercing damage per caster level (maximum

15d6) to all creatures within the burst. Living creatures affected by the bone shards also sustain an additional 1d4 hp bleed damage each round. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The bone shards vanish immediately after hitting or missing their target.

### BONE SWARM

**School** conjuration (creation); **Level** sorcerer/wizard 2, white necromancer 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** 5-ft.-cubic mass of animated bones

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

**Saving Throw** Reflex half; **SR** yes

A 5-ft.-cubic mass of animated bones appears and attacks foes as directed.

These bones strike the opponent you designate, dealing 1d6 hp bludgeoning damage plus an additional 1d6 hp damage per four additional caster levels (1d6 at 4th level, 2d6 at 8th, 3d6 at 12th, etc.). A successful Reflex save halves this damage.

Each round after the first, you may use a move action to redirect the bones to a new target. The bones move 60 ft. per round. As part of this movement, the swarm can ascend up to 60 ft. If not directed to a new target, the bones attack the previous round's target. Casting a spell or concentrating on a spell while within the area of a bone swarm requires a successful caster level check (DC 20 + spell level). Similarly, using skills that involve patience or concentration requires a successful DC 20 Will save.

### BONES OF THE EARTH

**School** transmutation [earth]; **Level** alchemist 5, druid/shaman 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a tiny mithral spade worth at least 100 gp)

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

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

**Saving Throw** Reflex negates; **SR** no

This spell digs a pit through earth, clay, or stony ground, but it cannot dig through walls, worked stone, metal, or other harder materials. The pit is 20 ft. long and wide. It is 10 ft. deep plus 5 ft. per 2 caster levels. All creatures adjacent to the pit edge (or within one of the squares made suddenly into a pit) are entitled to a Reflex save to avoid falling and thus taking damage. The Climb DC is 15.

You can dismiss the spell, but doing so collapses the pit. Creatures caught within a collapsed pit take 1d6 hp bludgeoning damage per minute for every 20 ft. of depth. There is no save to avoid this damage. Affected creatures are immobile and begin to suffocate until they make one successful DC 20 Strength check or DC 25 Escape Artist check for every 10 ft. they must climb.

At the end of the spell duration, you may choose to slowly restore the earth rather than collapsing the pit.

This slow closing is not possible if the pit is closed by external forces, such as a *dispel magic* spell, which instantly collapse the pit.

### BONESHATTER

**School** necromancy; **Level** cleric/oracle 5, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a broken bone)

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

**Target** one corporeal creature or object

**Duration** instantaneous and 1 min./level (see text)

**Saving Throw** Fortitude partial (see text); **SR** yes

The target's bones or exoskeleton shiver and splinter, dealing 1d6 hp damage per caster level (maximum 15d6) to the target, which is also exhausted for 1 min. per caster level from the pain and exertion of the transformation.

If the target makes its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much (+50%) damage from this spell. This spell has no effect on creatures that lack both skeletons and hard carapaces.

### BONESMASHER

**School** evocation (necrophagy) [sonic]; **Level** cleric/oracle 2

**Casting Time** 1 standard action

**Components** V, S

**Range** short (25 ft. + 5 ft./2 levels)

**Area** 10-ft. radius burst

**Duration** instantaneous

**Saving Throw** see text; **SR** yes

This spell creates a jarring resonance in the bones of any creature in the area. Against skeletons, liches, or other creatures made up primarily of bone, this spell deals 1d6 hp sonic damage per caster level, maximum 5d6. Such creatures can attempt a Reflex saving throw to halve the damage. Against living creatures with a skeletal structure, this spell leaves them staggered for one round. Living creatures affected by this spell can attempt a Fortitude saving throw to negate the effect.

### BOULDER TOSS

**School** transmutation; **Level** druid/shaman 2

**Casting Time** 1 swift action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 min./level

You draw the power of the mountains into you, gaining a short surge of strength and skill that allows you to hurl rocks like a giant. You may hurl any suitable object, as if you had the rock throwing ability, up to one size category smaller than yourself. When hurling, you gain a +6 enhancement bonus to Strength.

The hurled rock does 1d6+1 1/2 times your total Strength bonus and has a range increment of 40 ft. At 5th

level, and every four levels afterward, the enhancement bonus to Strength increases by +2 and the range increment increases by 40 ft. At 9th level, you can hurl rocks up to one size category smaller than yourself, increasing the damage die to 1d8. At 13th level, you can hurl rocks the same size category as yourself, increasing the damage dice to 2d6.

### BRAND, GREATER

**School** transmutation; **Level** inquisitor 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 day/level (D)

**Saving Throw** Fortitude negates; **SR** yes

This spell acts just like *brand* (*Advanced Player's Guide*), with the following changes. Creatures who worship the same god as you are unfriendly toward the target of this spell if they can see the brand. You also gain a +4 sacred bonus to checks to track the target.

### BREACHING SPHERE

**School** conjuration (creation) [acid]; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 2

**Components** V, S, F (fang of a serpent)

**Casting Time** 1 standard action

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

**Target** one object or creature

**Duration** 1 round/level

**Saving Throw** see text; **SR** no

You summon a small sphere of energy to breach doors, walls, objects, or to attack creatures. You must succeed on a ranged touch attack to hit a target. The sphere deals 2d6 hp acid damage + 1d6 every two levels beyond 4th. Living creatures may make a Fortitude save to halve the damage.

A *breaching sphere* can reduce the hardness of objects it touches. For casters up to 9th level, it negates 5 hardness; for casters 10th to 14th level it negates 10 hardness; and for casters 15th level or higher it negates 15 hardness.

### BREATH OF THE DEAD

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

**Casting Time** 1 swift action

**Components** S, V

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

**Area** 15-ft. cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half (see text); **SR** yes

When this spell is completed, you breathe forth a noxious cone of foul gas. Creatures caught in the area of effect that fail their saves become sickened for 5 rounds. In addition, each creature takes 1d4 hp nonlethal damage per caster level (maximum 10d4). A successful Reflex save halves the damage and negates the sickness.



## Dwarven Magic

Dwarven magic takes many forms, but it has always grown from roots of stone and earth. Indeed, in Midgard, some of the mages of Allain call dwarven magic “lithomancy,” as it involves various stone magic and gem magic, and the crafting of runes as well as other deep-earth traditions.

The following dwarven spells can be found in the pages of this book. Although typically only dwarves know these spells, other appropriate characters may have access to them, at the GM’s discretion.

### Alchemist Dwarven Magic Formula

5th Level—*bones of the earth*

### Cleric/Oracle Dwarven Magic Spells

1st Level—*Volund’s instant pillar, Volund’s vengeful grasp*

3rd Level—*call of earth and stone, Lada’s sacred servant, mother stone, greater Volund’s instant pillar, Volund’s rending grasp*

4th Level—*speak with ancestors*

5th Level—*call of fire, greater Lada’s sacred servant*

### Druid/Shaman Dwarven Magic Spells

1st Level—*Volund’s instant pillar, Volund’s vengeful grasp*

2nd Level—*armor of the mountains, call of earth and stone*

3rd Level—*mother stone, greater Volund’s instant pillar, Volund’s rending grasp*

4th Level—*speak with ancestors*

5th Level—*bones of the earth*

### Paladin Dwarven Magic Spells

4th Level—*call of fire*

### Sorcerer/Wizard Dwarven Magic Spells

2nd Level—*armor of the mountains*

3rd Level—*mother stone*

4th Level—*breath of the dead, earth glide*

5th Level—*bones of the earth*

## BREATH OF VELES

**School** transmutation; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Fortitude partial (see text); **SR** yes

You exhale a breath of oblivion. Each creature and object in the area is subject to a *disintegrate* spell that deals 2d6 hp of damage/2 caster levels (maximum 20d6). Like *disintegrate*, a successful Fortitude save reduces the damage to 5d6 hp.

When an object is in the cone’s path, *breath of Veles* simply disintegrates as much as a 30-ft. cube of nonliving

matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

## BREATHLESSNESS

**School** transmutation; **Level** cleric/oracle 4, druid/shaman 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Targets** living creatures touched

**Duration** 2 hrs./level (D)

**Saving Throw** Will negates (harmless); **SR** yes

When you cast this spell, the touched creatures do not need to breathe at all. Divide the duration evenly among all the creatures you touch. This spell enables the subjects to survive underwater, in the void of space, and so on without breathing. *Breathlessness* renders the subjects immune to inhaled poisons and provides a +4 bonus to saving throws against abilities, that rely on a sense of smell (such as a troglodyte’s stench attack).

## BRIGHT ERRANTRY

**School** evocation; **Level** cleric/oracle 5, paladin 4

**Casting Time** 1 swift action

**Components** V

**Range** personal

**Target** you

**Duration** 2 rounds; see text

You gain divine aid for all actions attempted during two consecutive rounds. You choose when the two rounds affected begin to elapse, starting within a number of rounds equal to your level.

*Bright errantry* allows three die rolls to be made at a +4 luck bonus for every attack or other action you attempt during the two “bright rounds” (so called because you give off a faint, pearly-white glow during them). Of the three rolls made for each action, you may always choose the most favorable result.

Affected actions include those involving games of chance, such as cards or dice (in game), finding something hidden (for example, under shells), or drawing a particular card. If a game of chance has been fixed to be impossible (a selection of cards has been altered, dice are “crooked,” or there’s no hidden marker under any shell), this magic tells you that.

## BRITTLING

**School** transmutation [cold]; **Level** druid/shaman 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one stone or metal item of Large or smaller size

**Duration** instantaneous

**Saving Throw** Fortitude negates (object); see text; **SR** yes

This spell uses biting cold to make a metal or stone item brittle and easy to shatter. It permanently reduces the item's hardness by 1 point per 2 caster levels. The item can be repaired as normal.

### BROKEN MIND

**School** transmutation; **Level** alchemist 5

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 hr./level

When you drink this extract, your mind shatters and partitions itself into multiple personalities, some of which are less than sane.

For the duration of the extract, you gain a +8 resistance bonus on saving throws against all mind-affecting spells and effects. You are also immune to attempts to read your mind or detect your alignment. Attempts to do so via spells such as *detect thoughts* result only in hearing an endless stream of insane tittering and giggling. Spells such as *detect evil/good* detect only chaotic and indcipherable auras.

While under the influence of this extract, you suffer from a tendency to laugh inappropriately and argue with yourself. As a result, you suffer a -5 penalty to Stealth, Diplomacy, and Bluff checks and -2 penalty to Intelligence-based skill checks.

### BUOYANT

**School** transmutation; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

No matter how hard you try, you cannot be submerged in any kind of liquid. With a successful Acrobatics check of DC 10 (calm water), DC 15 (slowly moving water) or DC 20 (fast or rough water) you can walk on water as if moving through difficult terrain.

### BULWARK OF BLADES

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (one dagger)

**Range** personal

**Target** you

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You hold up a single dagger sized for you; it vanishes and is replaced by 1 dagger/caster level that orbits your body, remaining within your space but in no way impeding your actions. Each of these magically created daggers is made of the same material and quality as the original (although all magical enhancements, weapon abilities, and poison coatings are lost).

Any creature that provokes an attack of opportunity from you also suffers a single attack from one of these daggers. The dagger strikes with a base attack bonus equal to your caster level, with Strength and Dexterity scores equal to your primary spellcasting attribute (Intelligence for a wizard, Charisma for a sorcerer, and so on).

No more than one dagger retaliates against any one action that provokes an attack of opportunity from you, but several of them can make these attacks in a single round. A single creature may provoke multiple attacks of opportunity if it takes multiple actions.

As a move-equivalent action, you can order a dagger to strike at a single target within melee range, or even to hurl itself at a foe at range. Hurlled daggers vanish at the end of that round, whether a hit or miss, but the others remain available for the full duration.

### BURNING MONKEY SWARM

**School** illusion (shadow, shadowflesh); **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a monkey's paw)

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

**Effect** 1 summoned swarm

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

**Saving Throw** none and Will partial (see below); **SR** no

You summon a shadowy, quasi-real swarm of monkeys (*Pathfinder Bestiary* 2). These creatures appear as a howling mass of primates and flames, and the entire swarm is burning for the duration of the spell. The illusory flames cause no damage to the monkeys despite their screaming and chattering. The swarm appears on your turn and understands and obeys your commands.

The monkey swarm deals three-fifths (60%) of normal damage to disbelievers, and non-damaging effects are 60% likely to work against disbelievers. The monkeys attack as a normal monkey swarm but cause a further 1d6 hp fire damage in melee. The save DC for distraction is increased to 18.

Characters within 30 ft. of the screaming swarm must make a Will save each round or be confused (as the condition). Once the saving throw is made, the character is no longer susceptible to the confusion effects.

### BURROWING BOOST

**School** transmutation; **Level** druid/shaman 5, sorcerer/wizard 4, witch 5

**Casting Time** 1 standard action

**Components** V, S,

**Range** short (25 ft. + 5 ft./3 levels)

**Target** 2 HD of creatures within range per caster level

**Duration** 2 rounds/caster level

**Saving Throw** Will negates; **SR** yes

This spell gives any affected creature a burrow speed of 10 ft. per round. When the spell's duration ends, the target becomes exhausted and cannot have this spell cast on it again until it loses this condition. The targets can

burrow through dirt, stone, or any kind of earth except for metal. The burrowing leaves behind a tunnel the same size as the target (Small, Medium, Large, and so on) and disturbs the ground with ripples if it is within 20 ft. of the surface.

A *move earth* spell cast on the target while burrowing flings the target back 20 ft., stunning the creature for 1d4 rounds unless it succeeds on a DC 15 Fortitude save. Evil overlords and taskmasters often employ multiple casters to speed up mining operations using this spell.

### CALM THE WAVES

**School** transmutation; **Level** cleric/oracle 6, druid/shaman 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M/DF (a fish scale)

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

**Area** 20 ft./level radius sphere

**Duration** 30 min./level

**Saving Throw** none; **SR** no

This spell reduces the size and strength of waves in a body of water, making it easier to swim or sail through the affected area. Stormy or rough water conditions, including tides and undertows, whether above the surface or below, immediately become calm for the duration of the spell, requiring DC 10 Swim checks to move through and adding 1 mph to the speed of sailing ships.

### CALL OF EARTH AND STONE

**School** divination [earth]; **Level** druid/shaman 2, cleric/oracle 3

**Casting Time** 1 min.

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** see text

Upon completing this spell, you momentarily commune with the Elemental Plane. You may ask 1d4 questions, which are answered by any earth spirit (creatures with the earth subtype, Intelligence 3 or greater) closest to you at the time. You have no control over the creatures that answer, but those that do must answer honestly, in a language you understand, and cannot attack you or your allies while the spell lasts. Any offensive action by you or your allies immediately breaks the spell, allowing the creature to retaliate or retreat.

The GM should roll secretly to determine how many questions you may ask and whether the earth creature that answers the summons knows the answers you seek. The responding earth creature has a 60% chance of knowing the answer plus 1% for every point of the creature's Intelligence score plus 1% per caster level, to a maximum of 99%.

Earth elementals, mephits, and xorns commonly answer this call, with xorns sometimes trading additional questions or details for precious gems and minerals.

### CALL OF FIRE

**School** evocation [fire]; **Level** cleric/oracle 5, paladin 4

**Casting Time** 1 standard action

**Components** V, DF

**Area** you and all allies within 30 ft.

**Duration** 1 round/level

**Saving Throw** none; **SR** yes (harmless)

This spell grants *flaming* to all weapons held by you and your allies at the time of casting for the duration of the spell. These weapons deal an extra 1d6 hp fire damage. Missile weapons affected by this spell bestow the fire energy on their ammunition.

If a weapon affected by this spell is set down, sheathed, dropped, disarmed, given away, or otherwise lost, the spell effect ends for that weapon. A weapon that already has the *flaming* special ability gains no benefit from this spell. An ally with the Two-Weapon Fighting feat wielding two weapons gains the spell's benefit on both weapons. An ally without the feat wielding two weapons gains this benefit only once and must choose which weapon is affected.

### CALL OF THE GRAVE

**School** enchantment (charm, necrophagy) [evil, mind-affecting]; **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (vampire's fang)

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

**Targets** all creatures in a 30-ft. spread

**Duration** concentration

**Saving Throw** none; **SR** no

This charm makes a target creature regard you as its trusted friend and ally (treat the target's attitude as friendly), and the creature moves toward you even if the terrain is threatened, difficult, or otherwise dangerous (such as magma or a pit). The creatures continue to move toward you on following rounds if you maintain concentration. If you or your allies attack the creatures, however, they gain a +5 bonus on their saving throws.

The spell does not enable you to control the charmed creatures as automatons, but they always consider your words and actions in the most favorable light. You can attempt to give orders or instructions, but you must succeed on an opposed Charisma check. (Retries are not allowed.) Foolhardy or dangerous suggestions are followed; suicidal directions are always ignored.

### CALL THE DEAD

**School** necromancy (necrophagy) [evil]; **Level** cleric/oracle 8, sorcerer/wizard 9

**Casting Time** 4 hrs.

**Components** V, S, M (skull of a powerful undead creature, onyx gemstone worth 5,000 gp)

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

**Targets** all corpses in a 100-ft. spread

**Duration** 1 hr./level (D)

**Saving Throw** none; **SR** no

Calling on the grim powers of death, you cause all corpses in the area to rise up as skeletons under your control. This spell affects corpses buried underground as well, up to a depth of 10 ft., although such undead take 1d4 min. to claw their way up to the surface. These skeletons can be made into burning or bleeding skeletons at the time of casting by reducing the duration to 10 min. per level. These undead do not count against your HD limit for the amount of undead you can control. These undead must be commanded as a single group and cannot be split up to perform multiple tasks.

If you are slain, these undead immediately crumble to dust.

### CALL VALKYRIE

**School** conjuration (calling) **Level** cleric/oracle 7, sorcerer/wizard 7

**Casting Time** 1 min.

**Components** V, S, M (a circle on the ground drawn with a metal weapon)

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

**Duration** instantaneous

Save Will negates, see text; **SR** see text

You attempt to call forth a valkyrie (see *Pathfinder Bestiary* 3). If you know a valkyrie's name, you can attempt to call that valkyrie specifically. The valkyrie always appears when called during or immediately before a great battle.

A valkyrie may choose to assist its caller in battle if the caller is particularly honorable or if the caller is fighting against particularly tricky or evil enemies. The valkyrie may always refuse to help, at the GM's discretion.

You can attempt to force a valkyrie to perform a task; if you do, you must use a *magic circle* and follow the process of the *planar binding* spell. Compelling a valkyrie in this manner earns the caster the enmity of a good-aligned deity as well as the valkyrie.

### CALL VOIDLING

**School** conjuration (summoning) [evil]; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 round

**Components** V, S

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

**Effect** one summoned voidling

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

**Saving Throw** none; **SR** no

This spell summons a voidling from the Dark Tapestry. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. See the sidebar for the voidling's statistics.

## Dark Tapestry Spells

Far away, in the cold darkness between the stars, lies the place many consider the heart of madness. It is called the Dark Tapestry, and although the alien beings that inhabit its vast void are terrible beyond comprehension, some spellcasters still choose to risk their sanity by drawing from its essence. Magic fueled by the Dark Tapestry is strange and corrupting indeed—so much so that the prolonged study of it has driven more than a few spellcasters to the brink of insanity and beyond.

Nevertheless, there is power to be had for spellcasters who dare to wade into the study of these arts. The following Dark Tapestry spells can be found in this chapter.

### Bard Dark Tapestry Spells

2nd Level—*mindquake*, *voidmote*

5th Level—*enemy within*, *greater mindquake*

### Cleric/Oracle Dark Tapestry Spells

1st Level—*voidmote*

3rd Level—*strength of madness*

5th Level—*enemy within*

7th Level—*call voidling*

### Magus Dark Tapestry Spells

3rd Level—*strength of madness*

### Sorcerer/Wizard Dark Tapestry Spells

Cantrips—*deepen shadow*

1st Level—*voidmote*

2nd Level—*horrid revelations*

3rd Level—*mindquake*, *strength of madness*

5th Level—*enemy within*, *greater mindquake*

6th Level—*black well*

7th Level—*call voidling*

### Witch Dark Tapestry Spells

Cantrips—*deepen shadow*

1st Level—*voidmote*

2nd Level—*horrid revelations*

3rd Level—*mindquake*, *strength of madness*

5th Level—*greater mindquake*

7th Level—*call voidling*

## Honor and Reputation in Midgard

The *Midgard Campaign Setting* and *Northlands* books discuss honor and reputation as they are viewed in the Northlands region. These descriptions are useful in adding flavor and background to spells such as *call valkyrie* (on this page), and useful when determining how others might view use of such spells.

## CALLING CARD

School conjuration (dimensional); Level magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 min.

Components S

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

Target one creature

Duration instantaneous

Saving Throw none; SR no

You attempt to place a hyperdimensional object under the skin of a target creature without breaching its actual skin. While staring at the target, you feel for the edges of reality and grab a small object, and then you plunge your hand forward.

When you do so, your forearm disappears, leaving a ball of roiling flesh where your elbow passes into extradimensional space. To implant the item beneath the target's skin, you must succeed on an incorporeal ranged touch attack (although you do not become an incorporeal creature while casting this spell). If you hit, your hand bypasses the target's armor and skin and positions the implant. This attack ignores target cover bonuses, natural armor, shields, and most armor, but it does not ignore armor bonuses granted by force effects, such as *arcane bulwark* (see page 122), *mage armor*, and *bracers of armor*.

The object implanted must be four or more size categories smaller than the target, and it must be flat enough to fit just under the target's skin. For example, you could implant a throwing star or a note with *explosive*

## Voidling CR 11

XP 12,800

CE Large outsider

Init +11; Senses darkvision 60 ft.; Perception +27

### DEFENSE

AC 27, touch 24, flat-footed 17; (+5 deflection, +9 Dex, +1 dodge, -1 size, +3 natural)

hp 88 (16d8+16)

Fort +3, Ref +12, Will +9

Defensive Abilities natural invisibility (see below), fed by darkness; Immune magic (see below)

### OFFENSE

Speed fly 50 ft. (perfect)

Melee 5 tendrils +18 (1d8+5 plus grab)

Space 10 ft. Reach 15 ft.

Special Attacks negative burst

Spell-Like Abilities (CL 11th)

Constant—*detect magic*, see *invisibility*

At will—*cause fear* (DC 15), *deeper darkness*, *black tentacles*

3/day—*reverse gravity* (DC 19), *quicken magic missile*

1/day—*horrid wilting* (DC 22), *waves of fatigue*

### STATISTICS

Str 20, Dex 29, Con 10, Int 15, Wis 16, Cha 14

Base Atk +9; CMB +13; CMD 27

Feats Alertness, Blind-Fight, Dazzling Display, Dodge, Improved Initiative, Skill Focus (Perception), Toughness, Weapon Finesse, Weapon Focus (tendrils)

Skills Acrobatics +21, Bluff +18, Intimidation +18,

Escape Artist +21, Fly +31, Perception +27, Stealth +28

Languages telepathy 60 ft.

SQ fed by darkness

### SPECIAL ABILITIES

**Fed by Darkness (Su)** In magical darkness, a voidling gains fast healing 5.

**Immunity to Magic (Ex)** Voidlings are immune to all spells and spell-like abilities that allow spell resistance, except for spells with the light descriptor.



**Natural Invisibility (Ex)** Voidlings are made of darkness and thus receive a +40 bonus to Stealth checks made while in complete darkness, even while moving.

**Negative Burst (Su)** Once per round as a standard action, a voidling can release a burst of negative energy negative that deals 2d8 hp damage to adjacent creatures and objects. A DC 21 Fortitude save halves this damage. The save DC is Constitution-based.

runes into a Medium target. You could not implant a mace or a helmet, however.

The target suffers 1 hp nonlethal damage per round the implant remains. Removal requires a sharp blade and causes 1d6 hp damage.

### CANNIBAL COMPULSION

**School** enchantment (necrophagy, compulsion) [evil, mind-affecting]; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one living creature and his allies (see below)

**Duration** 1 round/level

**Saving Throw** Will negates (see below); **SR** yes

With a successful touch attack, the target must do nothing but start to consume its own flesh in the most sickening manner. If it lacks exposed flesh (because the target is wearing armor), it must first strip itself of any impediments to its gruesome compulsion. It does this in the most violent fashion possible.

It takes one full-round action to strip out of light or medium armor and two-full round actions to strip out of heavy armor. Once any armor is discarded, the target gnaws and rips at its flesh, shoving pieces in its mouth.

When eating its own flesh, the target gains a +2 morale bonus to Strength, and it must spend a full-round action each turn to start gnawing on exposed pieces of its own flesh. This deals hp damage equal to 2d6 + 2 × its Strength modifier for each full-round action spent consuming flesh.

Each round, allies within 50 ft. that can see and hear this activity must succeed on a Will save or become sickened for the duration of the spell. If an ally successfully saves, they are immune to the sickened effect for the duration of the spell's effect.

Each round, the spell's target can attempt a Will saving throw to end this effect, with a penalty equal to the number of rounds it has already been affected by the spell.

**Mythic:** The target of the spell does not gain a Will saving throw each round to end the effect, and even if somehow the effect ends before the end of the spell's duration, the target becomes confused (as the condition) for the remainder of the spell's duration.

### CANNIBALIZE

**School** necromancy; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M

**Area** 20-ft. radius + 5 ft./2 levels

**Duration** instantaneous

**Saving Throw** see below; **SR** no

Up to 4 HD of undead creatures within this spell's area of effect are destroyed, and you steal hp from them to heal your injuries. For each HD of undead creatures destroyed by the spell, you gain 2 hp. You cannot gain hp beyond

your maximum, and you cannot regain hp lost due to Constitution damage.

Undead you have commanded with the Command Undead feat receive no save to avoid this spell's effects. If undead you do not command make a successful Fortitude save, they still suffer 2d6 hp damage. Undead killed by this damage heal you as if they had failed their save.

Gaining hp via this spell is dangerous because it involves infusing negative energy into your living body. If this spell grants you hp equal to two-thirds of your maximum, you must make a Fortitude save (DC 19). Failure results in immediate transformation into a free-willed undead creature—typically an intelligent skeleton or zombie. Undead casters can use this spell without risk.

### CATAPULT

**School** clockwork (transmutation); **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a small platinum lever and fulcrum worth 400 gp)

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

**Targets** one object or creature per 2 caster levels

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

You violently hurl one or more objects or creatures into the air. You can hurl one object or creature per every 2 caster levels (maximum 10). You must hurl objects or creatures that are within the spell's range and that are within 40 ft. of each other. The target must be within 400 ft. of all objects thrown.

You can hurl up to a total weight of 50 lbs. per caster level (maximum 1,000 lbs. at 20th level). Objects hurled at moving targets require an attack roll (one per creature or object thrown) to hit, using your base attack bonus plus your Intelligence (if a wizard) or Charisma (if a sorcerer) modifier. You deal 1d4 hp damage to the target creature per 50 lbs. of the object or creature thrown.

Creatures within the spell's weight capacity can be hurled, but they receive Will saves and spell resistance, if applicable, to negate the effect, as do held objects targeted by the spell. If a catapulted creature is hurled against a solid surface, it takes 1d6 hp damage per every 3 caster levels you possess.

### CAUSTIC BLOOD

**School** transmutation (necrophagy); **Level** antipaladin 3, druid/shaman 2, inquisitor 3, ranger 3, sorcerer/wizard 2

**Components** V, S

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 10 min./level

You cause your blood to spray and become caustic whenever it is exposed to the air. While you and items in your possession are immune to your caustic blood, others can be badly damaged by it.

When you take damage, as a free action you may make a single ranged touch attack at any target within 30 ft. (even if it is not your turn). On a successful hit, you deal acid damage equal to 1d6 hp plus your Constitution modifier (minimum +0). If you are suffering from a bleed effect, you add double your Constitution modifier (minimum +0), and you may make one such attack at the beginning of each of your turns. After the spell has been in effect for 10 min. or after you have made a number of attacks equal to your caster level (whichever comes first), the spell ends.

### CELESTIAL FANFARE

**School** evocation (good) [sonic]; **Level** bard 6, cleric/oracle 7, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, F/DF (a miniature golden trumpet worth 100 gp)

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

**Effect** all creatures in a 30-ft. radius

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

A great blaring of trumpets from on high blasts down upon the area you designate. All evil creatures

within the area of effect take 1d6 hp damage per caster level (maximum of 15d6 hp damage) and are blinded and deafened for 2d4 rounds. A successful Fortitude save halves the damage and reduces the blindness and deafness to 1d4 rounds.

Neutral creatures within the area of effect take half damage and are blinded and deafened for 1d4 rounds. A successful save reduces the damage to one-quarter the total and negates the blinding and deafening effects. Good-aligned creatures are not affected by this spell.

Half the damage this spell causes is sonic damage. The other half results directly from divine power and is not reduced by resistance to sonic-based attacks.

### CHAIN OF BONES

**School** conjuration (creation); **Level** sorcerer/wizard 5, white necromancer 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** 20-ft.-radius spread

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

**Saving Throw** none; **SR** no

Writhing chains of bone appear floating in a 20-ft.-radius space of your choosing within range and wrap around or otherwise impede hostile creatures in the area of effect. Every creature within or entering the area of the spell becomes the target of a combat maneuver (see below), as determined when the spell is cast.

The bone chains can target each individual creature within range with a different combat maneuver if desired, although a creature may only be affected by one such combat maneuver at a time. If not otherwise directed, the spell attempts a grapple combat maneuver. A bone chain will attempt to maintain a successful combat maneuver, or continue attempting the same unsuccessful combat maneuver, until the spell ends or otherwise directed by the caster of the spell.

The bone chains are Medium size and do not provoke attacks of opportunity when making combat maneuvers. Their CMB is equal to your caster level plus 5. Bone chains suffer no penalty or miss chance due to darkness, invisibility, or other forms of concealment. They cannot be damaged physically, but they can be dispelled as normal.

**Grapple:** A bone chain can attempt to grapple a foe using the grapple combat maneuver. If the bone chain succeeds in grappling a foe, that foe takes 1d8+4 hp damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The chain receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move or pin foes. Each round the bone chain succeeds on a grapple check, it deals an additional 1d8+4 hp bludgeoning damage. The grappled foe can attempt to break free by making a combat maneuver check or Escape Artist check as a standard action.



The bone chain's CMD for the purposes of escaping the grapple is equal to 10 + its CMB.

*Disarm:* A bone chain can use the disarm combat maneuver. Weapons or items disarmed drop at the foe's feet and cannot be picked up by a bone chain.

*Trip:* A bone chain can use the trip combat maneuver.

As a standard action you may change any or all of the combat maneuvers targeting foes within the spell's area of effect. This immediately ceases the current combat maneuver and replaces it with a new one of your choice which requires a new CMB attempt as normal.

### CHANNEL SCROLL

**School** transmutation [force]; **Level** cleric/oracle 3, magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action + the casting time of the scroll

**Components** V, S, F (the target scroll)

**Range** touch

**Target** one scroll

**Saving Throw** none; **SR** no

This spell enables you to channel your own power through a scroll to activate its magic. If the spell is on your spell list, you can expend a free spell slot or a prepared spell of the same level to cast the spell without expending the scroll's magic. Alternatively, you can expend a prepared spell or a spell slot of two levels higher to cast the spell at your own caster level using your DC.

If the scroll's spell is not on your spell list, or if you don't have a spell or spell slot of the appropriate level available, you can still try to channel the scroll, but success is not guaranteed. In that case, expend a prepared spell or spell slot of at least first level and make a Spellcraft check.

The DC for this check is 15 + twice the level of the spell on the scroll. If the spell is on your caster list, you gain a +5 bonus to this check. If the check is successful, the spell is cast without consuming the scroll. If the check fails by 5 or less, the spell is still cast, but the magic of the scroll is consumed in the process. If the check fails by 6 or more, the spell is not cast, and the scroll is destroyed in the attempt.

*Channel scroll* can't affect scrolls of 4th level or higher. A scroll can only be targeted by this spell once per day.

### CHAOTIC SPELL LASH

**School** evocation [force]; **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5, witch 5

**Casting Time** standard action

**Components** V, S

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

**Effect** magical whip

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

**Saving Throw** none; **SR** yes

A shimmering, magical whip appears in your hand, as multihued as a rainbow. When used to strike an enemy's touch AC as a standard action, it randomly inflicts a condition on that enemy for one round. To determine the condition, roll 1d10. The whip inflicts a different

condition every time it successfully strikes an enemy, even if it strikes the same enemy more than once.

**Table 2-1: Random Conditions**

D10	CONDITION AFFLICTED
1	Nauseated
2	Frightened
3	Entangled
4	Blinded
5	Confused
6	Fatigued
7	Shaken
8	Sickened
9	Exhausted
10	Stunned

### CHAOTIC VITALITY

**School** conjuration [chaotic]; **Level** cleric/oracle 2, druid/shaman 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** you and creature touched

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

Make a melee touch attack against a creature with a number of HD no more than 50% higher than your caster level. If the attack hits, you conjure chaotic pulsating waves of energy within the creature and yourself. After a brief moment that seems to last forever, you and the creature's current hp total changes.

Roll on the following table, adding or subtracting your caster level from the roll if desired, and apply the result to both yourself and the target creature.

**Table 2-2: Hit Point Flux**

D%	HIT POINT FLUX
1-9	Current hp changes to 0.
10-39	Current hp changes to 1.
40-69	Current hp changes to 25% of maximum hp total.
70-84	Current hp changes to 50% of maximum hp total.
85-94	Current hp changes to 75% of maximum hp total.
95-99	Current hp changes to 100% of maximum hp total.
100	Current hp changes to 200% of normal maximum hp and both creatures gain the effects of a <i>haste</i> spell. The hp beyond normal maximum are temporary hp that last for 1 round/caster level.





### CHAOTIC VITALITY, MASS

**School** conjuration [chaotic]; **Level** cleric/oracle 6, druid/shaman 6, sorcerer/wizard 6

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

**Target** You and one creature/level, neither of which can be more than 30 ft. apart

This spell functions like *chaotic vitality* except that this spell affects multiple creatures. You only roll on the chart once; this roll affects all targets that fail their save.

### CHARM OF SECRETS

**School** enchantment (charm) [mind-affecting]; **Level** sorcerer/wizard 5, witch 4

**Casting Time** one round

**Components** V, S, M (lock of hair)

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw** Will negates; **SR** yes

The target becomes unable to divulge secrets without paying a terrible price. You may name one secret for every four levels that you possess; the target cannot reveal these secrets without suffering great pain.

If the target willingly or unwillingly divulges the secret(s) named, they take 10 hp damage per caster level unless they make a successful Fortitude saving throw. In this case, the target only takes 4d4 hp damage +1 point per caster level.

### CHERUB'S BURNING BLADE

**School** evocation [fire, good]; **Level** cleric/oracle 4, inquisitor 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Effect** A sword-shaped blade of holy fire

**Duration** 1 min./level (D)

**Saving Throw** Reflex partial; **SR** yes

You summon a sword of holy fire to wield against your enemies. Attacks with the *cherub's burning blade* are resolved as touch attacks with an attack bonus equal your base attack bonus plus your caster level. The blade deals 4d6 hp fire damage + 1 hp per two caster levels. The target must succeed at a Reflex save or catch on fire if struck.

Half of the damage inflicted by the sword is fire damage, but the other half is positive energy, as it is the product of divine power and unaffected by fire resistance or immunity; this includes the damage from catching on fire.

### CHILL HEART

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 1, cleric/oracle 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** touched creature

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

A chill settles into the target's heart and he or she gains a +4 profane bonus on saving throws against spells and effects that generate emotions (such as *crushing despair*, *rage*, and *fear* effects). Any effects that grant a morale bonus are suppressed for the duration of the spell.

### CHRONAL LANCE

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a spring)

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

**Target** one or more creatures

**Duration** instantaneous and 1/round level

**Saving Throw** none; **SR** yes

You compel temporal energy to coalesce into one or more glowing lances of pure force that hover next to you. With a gesture, you send them streaking toward their targets. You create one lance plus one additional lance every 3 caster levels past first (maximum 4).

For each lance, make a ranged touch attack against a target creature. If hit, the target creature is staggered for 1 round/level. You can target a single creature with more than one lance and make an attack roll for each lance used the stagger effect duration does not stack. As force effects, the lances can affect incorporeal and ethereal creatures.

### CHRONO LOCATION

**School** clockwork [temporal] (transmutation); **Level** bard 3, cleric/oracle 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a working clock)

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates; see text; **SR** yes

This spell moves the target forward or backward in time but not space. Instead, space moves around the creature, depositing it directly east or west from its starting point. The target may move forward or backward 1 min. per caster level, each minute equaling 15 miles. If too close to the edge of the world, *chrono location* transports the target into space.

A caster who travels into the past and prevents themselves from ever casting *chrono location* must make a Fortitude save DC 20 as the two essences merge. A failed save destroys the caster, while a successful save renders the caster sickened and exhausted for one week.

### CIRCLE OF WIND

**School** evocation [air]; **Level** cleric/oracle 1, druid/shaman 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a crystal ring)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

Light winds encircle you, leaving you in the center of a mild vortex. You receive a +2 deflection bonus to AC against ranged attacks. You also receive a +4 bonus on saves against very hot conditions, including the negative impacts of mundane heat (see the Environment portion of the *Pathfinder RPG Core Rulebook*), and saves against cloud vapors and gases (such as *cloudkill*, *stinking cloud*, and inhaled poisons). This spell does not function without air or underwater.

### CLAWS OF THE EARTH DRAGON

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

**Casting Time** 1 standard action

**Components** V

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

**Target** 1 creature

**Duration** instantaneous

**Saving Throw** Fortitude half; **SR** yes

You transmit force siphoned straight from the earth to slam the target into the ground, even if it is flying. A creature that fails its save is knocked prone and takes 1d6 hp damage/2 caster levels (maximum 10d6). A flying creature additionally takes falling damage (1d6/10 ft. it falls). A creature that makes its saving throw takes half damage and is not knocked prone.

### CLEANSING RAY

**School** necromancy; **Level** cleric/oracle 0, druid/shaman 0, inquisitor 1, witch 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **SR** yes

You direct a ray of negative energy that is harmful to simple organisms. You must make a ranged touch attack to hit, and if the ray hits an ooze or plant creature, it deals 1d6 hp damage. You may instead target a square (AC 5), destroying a 5-ft. patch of non-creature fungus, mold, or slime and disinfecting unattended, non-magical objects in the square. Objects tainted with magical or unusual diseases, parasites, or infestations are unaffected by this spell.

### CLOCKWORK TIMER

**School** clockwork (transmutation); **Level** sor/wiz 2

**Casting Time** 1 swift action

**Components** V, S, M (an hourglass filled with mithral sand worth 25 gp)

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

**Target** one spell

**Duration** instantaneous

**Saving Throw** see text; **SR** no

You delay a spell by up to 1 min./caster level. This delay affects an area or instantaneous spell that you cast immediately after casting clockwork timer.

When the time expires, the delayed spell is immediately activated. The spell generates a distinctive ticking sound that can be heard with a DC 15 Perception check within 50 ft. of the spell effect.

A successful *dispel magic* removes both *clockwork timer* and the spell it is delaying. A caster who spends 10 min. crafting a clockwork timer and then succeeds on a Spellcraft check (DC 15 + the spell level) makes the timer more resistant to *dispel magic* and similar effects, increasing the dispel DC by +4.

### COIN SWARM

**School** conjuration (summoning); **Level** druid/shaman 5, sorcerer/wizard 4, summoner 3, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (1,000 or more coins)

**Range** medium (50 ft. + 10 ft./4 levels)

**Effect** one swarm of flying coins

**Duration** concentration + 2 rounds

**Saving Throw** none; **SR** no

This devastating spell turns any pile of 1,000 coins or more into a swarm of flying shards of metal with a fly speed of 30 ft. per round. The swarm is under the mental command of the caster as long as he or she concentrates, and it deals 1d6 hp damage for every 4 caster levels of the spellcaster. The damage is treated as magical for the purposes of penetrating damage resistance.

If the pile contains any coins of unusual metals, such as cold iron, mithral, or adamantium, the swarm can penetrate the relevant damage resistance. Otherwise treat as a standard summon swarm spell, and the swarm follows the rules for the swarm subtype in the *Pathfinder Bestiary*.

### COMPELLING FATE

**School** illumination (divination); **Level** alchemist 3, cleric/oracle 3, shadowsworn 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S, M (a sprinkling of mithral dust worth 200 gp)

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

**Target** one creature

**Duration** 1 round

**Saving Throw** Will negates; **SR** no

You view your own actions or those of a single creature through the influences of the stars, and you read what is written there. If the target creature fails its saving throw, you can predict that creature's actions.

This has the following effects:

- The creature is automatically flat-footed against you.
- For each square the creature moves, you can move one square (up to your normal movement) on the creature's turn when it has completed its movement. This requires using your move action for that round out of sequence.
- You warn others of the affected creature's offensive intentions as a free action, and any creature targeted by a spell or attack by the affected creature gains a +2 circumstance bonus to a saving throw or AC.
- You gain a +4 circumstance bonus to your AC and any saving throws against attacks or spells originating from the affected creature.

### COMPELLING QUESTION

**School** illumination (enchantment) [language-dependent, mind-affecting]; **Level** cleric/oracle 1, inquisitor 1, shadowsworn 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V

**Range** close (25 ft. + 5 ft./two levels)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

You ask another creature one simple question that it can answer with a single word. On the target's next turn, if it fails the save, it must answer you as truthfully as possible as a free action. The GM may assign modifiers to the saving throw based on how important the target considers the information. Asking someone whether she is the king's murderer, for example, involves a closely guarded secret and provides a +2 circumstance bonus. An assassin or inquisitor always gains a +4 competence bonus to this saving throw.

### CONFOUND LANGUAGES

**School** enchantment (compulsion) [mind-affecting];

**Level** alchemist 2, bard 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a drop of alcohol)

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

**Target** 20 ft. radius burst, centered on one creature

**Duration** 1 hr./level

**Saving Throw** Will negates; **SR** yes

Sometimes simply called *babble*, this enchantment temporarily replaces each affected creature's previously known languages with new languages. For the duration of this spell, the target cannot read or comprehend their previous languages. Randomly assign a new language (or multiple languages, if applicable) to each creature affected by this enchantment separately. Any effort the target makes to communicate (written or spoken) will instead be in this new language. The affected creature can only read this language if he/she was previously literate. This spell has no effect on telepathic communication, or the vocalizations of creatures that lack a spoken language.

Creatures under the effect of *confound languages* cannot benefit from the *comprehend languages* spell.

### CONFOUND SENSES

**School** enchantment (compulsion) [mind affecting];

**Level** cleric/oracle 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a broken compass)

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

**Targets** all creatures in a 20-ft. burst

**Duration** 10 min./level

**Saving Throw** Will negates; **SR** yes

This spell befuddles the minds of the targets. Those that fail their Will saves have their speed reduced to half, as they find moving difficult. In addition, the targets take a -4 penalty on ranged attack rolls.

Affected creatures find it impossible to keep track of their location as well. They automatically fail any Survival skill checks to avoid getting lost and cannot remember where they have recently been in relation to where they are now. Whenever the affected creatures must choose between one or more paths, they choose at random and do not remember which direction they chose. At the end of the spell duration, they are lost.

### CONSUME LIGHT

**School** illumination (necromancy) **Level** shadowsworn 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** S

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

**Target** mundane light sources

**Duration** 1 round/level

**Saving Throw** none; **SR** no

Upon casting this spell, you may target any mundane light source no bigger than a campfire within range, feeding upon its destruction using a swift action. For every light source you consume, you gain 1d4 temporary hp. Light sources so consumed snap out of existence in a burst of cold, dealing 1d4 hp cold damage to the wielder (if any) and adjacent creatures.

### CONTAGION OF RUST

**School** transmutation; **Level** druid/shaman 8

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Targets** all ferrous objects in a 20-ft. radius

**Duration** 1 round/level

**Saving Throw** Reflex partial; **SR** yes

A red, oxidizing cloud erupts at the point you designate, and any iron or iron alloy item within the cloud bursts into a cloud of rust. A new rust cloud spreads 10 ft. from the destroyed item and applies the same effects at the beginning of your next turn. If an affected object is attended and the creature succeeds at a Reflex save, the object takes 1d6 hp damage that bypasses its hardness. Objects whose wielders succeed at this Reflex save gain no immunity to this spell and must be removed from the spell's initial area (as well as any new clouds generated by destroyed items) to avoid any further risk.

Against a ferrous creature, this spell deals 6d6 hp damage +1 hp per caster level (maximum +30), but a Reflex save negates half this damage. A ferrous creature destroyed by this spell creates a cloud with a radius based on its size (Small or smaller: 10 ft.; Medium: 20 ft.; Large: 40 ft.; Huge or larger: 80 ft.).

### CONVERSE WITH DRAKE

**School** divination; **Level** bard 2, druid/shaman 2, ranger 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

**Saving Throw** see text; **SR** no

You gain a limited form of telepathy, which allows you to communicate with any lesser dragon within 100 ft., regardless of the creature's capability. Communicating with a companion dragon has an unlimited range with this spell as long as the creature is on the same plane. An unwilling dragon must succeed at a Will save to ignore your telepathic contact.

*Converse with drake* does not change the disposition of the creature contacted. Unpredictable or aggressive drakes may react strongly to intrusive thoughts, shifting their attitude down one step. A caster can attempt a Diplomacy check to alter attitudes as normal.

### CONJURE ENERGY ARROWS

**School** conjuration [creation]; **Level** druid/shaman 2, elven archer 1, ranger 2

**Casting Time** 1 swift action

**Components** V, S, DF (bow or crossbow string)

**Range** touch

**Target** one bow or crossbow string touched

**Duration** 1 round/level

**Saving Throw** none; **SR** no

At the start of each round, *conjure energy arrows* equips your bow or crossbow with an energy arrow or bolt when its string is drawn. You select the energy type (acid, cold, electricity, fire, or sonic) at the time of casting. The weapon deals the same amount of damage as its standard ammunition, but the spell turns the damage into that of the chosen energy type. You may shoot as many energy arrows or bolts per round as you have attacks. Each arrow evaporates into a wisp of mist one round after being created, so they must be used quickly.

### CONJURE GIANT EAGLE

**School** conjuration (summoning); **Level** druid/shaman 4, ranger 4

**Casting Time** 1 round

**Components** V, S, DF

**Range** short (25 ft. + 5 ft./level)

**Effect** 1 summoned giant eagle

**Duration** 1 round/level

**Saving Throw** none; **SR** no

This spell summons a Large-sized giant eagle to aid you. The eagle appears where you designate and acts on your turn. It will attack your opponents to the best of its ability. If you can communicate with the eagle (it only understands Auran), you can give it specific commands. The eagle can be commanded to engage in particular tactics, to target specific enemies, or to perform other actions as you command, such as bearing you or an ally away from combat.

### CONSTRUCT BODY

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

**Casting Time** 1 standard action

**Component** V, S, F (a small brass gear worth 50 gp)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

You take the form of a clockwork construct of your same size and approximate shape. You gain the construct type. You also gain a +2 bonus on Strength and a +4 natural armor bonus. Your unarmed strike damage increases by one die type (1d4 becomes 1d6, 1d6 becomes 1d8, and so on).

**Mythic:** Your construct body gains one of the following augmentations. You can spend additional uses of mythic power to gain additional augmentations, but you cannot spend more mythic power uses than a number equal to half your mythic tier.

**Acid Breath (Su):** You gain a 30-ft. cone breath weapon. Using it is a standard action, but you may use it only a number of times equal to half your mythic tier. The cone deals 4d6 hp acid damage to each creature in the cone. A Reflex save (DC 15 + your Intelligence modifier) halves the damage.

**Enhanced Senses (Su):** Your darkvision extends to

120 ft., you gain blindsense 30 ft., and you gain a +4 bonus on saving throws to disbelieve illusions.

**Increased Strength (Ex):** The bonus to Strength increases by half your tier (minimum 1).

**Increased Durability (Ex):** Your natural armor bonus increases by a number equal to your mythic tier.

**Powerful Smash (Ex):** Your unarmed strikes increase by another die type and are considered to be adamantine.

### CORPSE REBELLION

School necromancy; Level sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** short (25 ft. + 5 ft./2 levels)

**Target** one corporeal undead creature

**Duration** 1 round/level

**Saving Throw** Will negates, see text; **SR** yes

With the help of this spell, the once-living spirit of an undead creature tries to regain control of its body. This functions as the confused condition, affecting the undead creature. In addition, if the “act normally” result is rolled and the spirit of the creature would be opposed to being undead, it instead deals damage to itself as if it had rolled that result instead. If the undead fails its Will save, it receives a new saving throw at the end of each of its turns to end this effect. Mindless undead creatures take a –4 penalty on their saving throws against this spell.

### CORPSEWALL

School conjuration (necrophagy); Level cleric/oracle 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (flesh from a corpse) or DF

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

**Effect** wall of corpses whose area is up to four 5-ft. squares/level

**Duration** 1 min./level

**Saving Throw** see text; **SR** no

This spell conjures a wall of heaped corpses. This wall must be created on a suitable, stable surface and cannot share space with any creature or object, excepting other corpses. Any corpses in the area do not form a true part of the *corpsewall* spell and remain after the spell ends. The wall is 6 ft. high and can be climbed by those who don't find the whole idea disturbing.

The wall is buoyant and can be summoned on top of a body of water, remaining in place even on a strong current. If conjured under water, it floats to the surface within 1 round. The wall is held together magically and does not disperse into individual corpses when damaged.

The *corpsewall* can be animated with an *animate dead* spell or a similar effect. Unlike a standard *animate dead* spell, this requires no material component. An animated *corpsewall* will lash out at anyone within 5 ft., making an attack using the caster's base attack bonus plus Intelligence modifier.

On a successful hit, the attack deals 1d6 + your Intelligence modifier hp damage and starts a grapple using its attack bonus as its CMB. Grappled targets can attempt a Reflex save to escape each round. On your turn, any grappled targets take an amount of damage equal to 1d6 + your Intelligence modifier.

### CORVID'S CUNNING

School transmutation; Level bard 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (feathers or droppings from a crow, raven or jackdaw)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **SR** yes

This spell functions like *fox's cunning*. In addition, once while the spell is in effect, the target can roll twice on a single Intelligence-based skill or ability check and use the more favorable result.

### CORVID'S CUNNING, MASS

School transmutation; Level bard 7, sorcerer/wizard 7

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

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

*Mass Corvid's cunning* works like *Corvid's cunning*, except that it affects multiple creatures.

### COSMIC REALIGNMENT

School enchantment (compulsion) [mind-affecting];

Level cleric/oracle 5, inquisitor 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one creature

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

The target of this spell is temporarily disconnected from its cosmic fate, and it takes on yours for a short time. You and the target creature swap your alignments for a short time, each taking on the other's fate and cosmic trajectory.

If the target already shares your alignment or is one step away, this spell grants it a +2 moral bonus on all attack rolls and saving throws. If the target is of any other alignment, it instead bestows a –2 penalty to attack rolls and saving throws. Furthermore, if the target is two or more alignment steps removed from yours, it must succeed on a Will save each round at the beginning of its turn or become confused for the spell's duration.

Lastly, if the target has one or more alignment subtypes that is different than your alignment (for example, if you are lawful good, this affects creatures with the chaotic and/or evil subtype), they are automatically confused each round.

### COSTLY VICTORY

**School** evocation [fire]; **Level** cleric/oracle 8  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one creature/level, no two of which can be more than 100 ft. apart, and see text  
**Duration** 1 min./level  
**Saving Throw** Will negates; see text; **SR** yes; see text

Choose between two effects: Either you cause affected opponents to burst into flames when they slay an ally, or you set your own allies alight. This effect must be chosen when you cast this spell and cannot be reversed.

If you choose to target opponents with this spell, each foe that fails its Will save and subsequently kills one of your allies while this spell is in effect takes 1d8 hp damage per caster level (maximum 30d8). Half the damage is fire damage, while the other half results from divine power and is not subject to fire resistance. If the target creature takes fire damage, it catches on fire.

If you choose to target allies with this spell, the spell creates a nimbus of fire around each recipient. The fire deals no damage to the spell's recipients, but it deals 2d6 hp damage—half fire, half divine—in a 10-ft. radius to all other creatures. A creature that succeeds at a Reflex save takes half damage.

### CRAWLING CORRUPTION

**School** conjuration [evil, poison]; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Effect** A 10 ft./level radius circle of corruption, centered on the caster  
**Duration** instantaneous  
**Saving Throw** see text; **SR** no

You call upon the power of a demon lord of corruption, which sends a blast of rot and corruption from your body in all directions. This covers everything in a carpet of vile fungal growths, which climb up and over walls if the area of effect is great enough. Creatures caught in the path of *crawling corruption* must make a Reflex save or be covered by a rapidly growing riot of fungus, becoming entangled. A successful save negates the entangled effect but does not keep the creature from being coated in fungus unless it has evasion or improved evasion. The caster is not affected.

The fungus rapidly breaks down organic materials, causing decay and rot. Creatures in the area of effect must succeed at a Fortitude save or begin to rot away, taking 1d4 points of Strength damage and 1d4 points of Constitution damage every round. This is a poison effect; creatures immune to poison are unaffected. Unattended objects made of organic materials such as wood, leather, or cloth suffer 4d6 hp damage per round of exposure. This damage ignores hardness.

A full-round action spent scraping away the fungus can remove the effect from a single creature or object of

Medium or smaller size. A *neutralize poison* or *heal* spell removes the fungus from a creature, object, or up to a 5-ft. section of terrain. The fungus remains until removed or adversely affected by local conditions (e.g. killed by exposure to the sun if cast in a desert environment). Any area coated with fungal growth counts as difficult terrain for purposes of movement and increases the DC of any Acrobatics checks made in the area by 5.

### CREATE DARK CREEPER

**School** transmutation (necrophagy); **Level** cleric/oracle 5; sorcerer/wizard 6  
**Casting Time** 1 hr.  
**Components** V, S, M/DF (rags treated with unguents worth 2,500 gp per dark creeper created)  
**Range** touch  
**Target** dead creature touched  
**Duration** instantaneous  
**Saving Throw** Will save; **SR** yes

With this spell, you bring a single dark creeper or more to life from a creature's corpse, as long as the creature has been dead for a week or less. After wrapping the corpse in the treated rags and performing a macabre ritual (which requires concentration for 30 consecutive min.), the creature melts and reforms into a number of dark creepers depending on the creature's size.

A Small creature transforms into one dark creeper, a Medium creature becomes two dark creepers, and each size increase adds an additional dark creeper, to a maximum of six. The newly created dark creepers are typical representatives of the race, and they carry no afflictions, illnesses, or memories from the former creature. When created, the dark creepers attack your opponents to the best of their ability. If you can communicate with them, you can direct them not to attack, to attack particular enemies, or to perform other actions.

The corpse receives a Will save with the same modifier the creature had in life to resist this magic. As time passes, though, the former inhabitant of the corpse loses its connection to the body. For every day that passes from the creature's death, the Will save DC increases by 1. Once the spell has been successfully cast, the only way to restore the original creature to its former state is through a *miracle* or *wish*, regardless of whether the dark stalkers created from the corpse still lives.

### CREATE TUPILAQ

**School** necromancy; **Level** cleric/oracle 6, sorcerer/wizard 6, witch 6  
**Casting Time** 9 hrs. per night for 9 consecutive nights  
**Components** Components V, S, M (see text), F (tupilaq construct)  
**Range** touch  
**Target** tupilaq construct  
**Duration** permanent; see text  
**Saving Throw** none; **SR** no

This infamous grudge magic spell creates a tupilaq (see *Pathfinder Bestiary* 3), which is a construct used to track and

kill a hated enemy who is usually a rival spellcaster. The spell captures a hungry spirit to animate the construct.

This spell requires the caster to construct a body for his *tupilaq*. This takes nine consecutive nights, built from the body parts of recently dead animals and children wrapped in seaweed or vines, and a bony outer shell treated with icy unguents and sealing salves worth 20,000 gp. The construct remains inanimate until the creator inserts an idol in the shape of your rival to serve as its heart. The verbal component is a long, ancient song of revenge, sung over the construct's body each night.

### CREATE WORMHOLE

**School** conjuration (teleportation); **Level** bard 5, sorcerer/wizard 6, magus 5

**Casting Time** 1 standard action

**Components** V, S, F (a platinum key worth 100 gp)

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

**Effect** two entrances to the wormhole

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You create a temporary wormhole between two points in space within range and your line of sight. Each side of the wormhole takes up a 5-ft. square space, and it must be placed on a spot of stable ground. If a creature or object enters that space, it is instantly transported to the other space. If it does not move out of the other space as part of its movement, it is automatically shunted to an unoccupied square adjacent to that space as part of this teleportation.

If there is no unoccupied space on the other end of the wormhole, creatures and objects cannot pass through it. Effectively, its passage is cut off.

### CROWN OF EMPYREAL GLORY

**School** evocation [good, light]; **Level** cleric/oracle 5, inquisitor 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Effect** A bright aura of light, centered on you

**Duration** 1 round/level

**Saving Throw** none; **SR** yes

You crown yourself with a shining aura of light. The *crown of empyreal glory* sheds light equal to sunlight in a 30-ft. radius, bright light in the next 60 ft., and dim light for another 90 ft. Creatures that are damaged, weakened, or destroyed by light (i.e. vampire weaknesses) are subject to such effects if they are within 30 ft. Creatures that take penalties in bright light take them while within the first 90 ft. of the crown's light.

If you channel positive energy while *crown of empyreal glory* is in effect, you add 2d6 to any rolls for healing or damage. You also increase the save DC by 2 for any effects using positive energy channels, including feats such as Channel Smite or Turn Undead.

The light this spell produces counters or dispels any darkness spell of equal level or lower.

### CRUMBLEWALL

**School** evocation; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S, M

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

**Target** one structure; see text

**Area** see text

**Duration** instantaneous

**Saving Throw** see text; **SR** no

This arcane siege spell is similar to *earthquake*, but it topples large structures made of masonry or hewn stone, including castles, fortifications, temples, and so on. The target structure or structure portion may be of any height, but it cannot be more than 80 ft. in length or width.

When cast, this spell instantaneously opens a running fissure in a straight line from you to the target structure. The fissure remains about 5 ft. wide and 20 ft. deep until it reaches the target, at which it becomes a gaping chasm.

Any creature in the straight line between you and the target structure must make a Reflex save to avoid falling into the fissure. Creatures that fall into the fissure take 2d6 hp damage. The target structure takes damage equal to  $2d4 \times 100$ . Because this damage is magically bound to affect structures, this damage is not halved as with object damage and bypasses any of the structure's hardness. If the damage exceeds the hp of the masonry or stone structure, then the structure collapses.

Anyone standing in or on the collapsing structure or within a distance equal to the height of the structure takes 8d6 hp damage with a DC 15 Reflex save for half damage. Creatures failing the saving throw are pinned beneath rubble, as per the *earthquake* spell.

If this spell would affect a portion of a structure, only the creatures inside that portion or within a distance of its height take damage when that portion falls.

### CRUOR OF VISIONS

**School** divination; **Level** cleric/oracle 5, sorcerer/wizard 5, witch 5

**Components** V, S, F (a bone needle)

**Casting Time** 1 min.

**Range** special; see text

**Effect** magic pool of blood

**Duration** 1 min./level

**Saving Throw** Will negates (see text); **SR** yes

When casting this spell, you prick yourself with the focus and deal 1 hp damage (if that damage is somehow prevented or negated, this spell is not cast). This drop of blood grows into a pool that is 1 ft. in diameter. You must have some horizontal surface that can accommodate the pool without spilling the blood, otherwise the spell ends (a platter or even a flat rock will do).

This pool can act as a *crystal ball* for anyone adjacent to it, though only one creature can use it at a time (if more than one creature wishes to use it, the final decision is yours).

If you have a drop of a creature's blood (or dried flakes of preserved blood) and place it into the *cruur of visions*, the creature suffers a -4 penalty to any Will save to

prevent you from scrying on it. (This is in addition to the -10 penalty built into the *scrying* function of a *crystal ball* for having a bit of a creature.) Additionally, you gain the ability to treat the pool of blood as a *crystal ball* with *telepathy* (see the item's description).

If you have divine blood (you are a demigod, an outsider with 20 or more HD, or have godling class levels from *Super Genius Games' The Genius Guide to the Godling*), the pool of blood acts as a *crystal ball* with *see invisibility*.

**Mythic:** The pool of blood acts as a crystal ball with detect thoughts and true seeing.

### CRUSHING DEPTHS

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

**Casting Time** 1 standard action

**Components** V

**Area** 30-ft. radius burst, centered on you

**Duration** instantaneous

**Saving Throw** Fortitude half, see text; **SR** yes

With a grand gesture, you send a rippling wave of crushing pressure toward your enemies. This deals 1d6 hp bludgeoning damage/level to anyone in the area (max 20d6). If cast above ground, any creature that fails the Fortitude save must also make a Reflex save to avoid being knocked prone. If cast underwater, any creature that fails its Fortitude save must also make an additional Fortitude save or become fatigued.

### CRUSHING TRAMPLE

**School** transmutation; **Level** cleric/oracle 3, druid/shaman 3, ranger 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** see text

Upon completing this spell, you are filled with a desire to overrun and trample your foes. You immediately move up to twice your speed in a straight line, trampling every foe in your path. During this movement, you can overrun any creature equal to your size or smaller. This works like the combat maneuver, but you do not need to make the check. You simply move through foes. Trampling a foe deals 1d6 hp damage plus 1-1/2 your Strength modifier (1d8 if you are Large).

If you possess hooves, you add twice your Strength modifier to the damage instead. Targets you overrun can take an attack of opportunity against you, but at a -4 penalty. Targets that forego their attack of opportunity can attempt a Reflex save to halve the damage (DC as for this spell).

### CRUSTACEAN CARAPACE

**School** transmutation; **Level** druid/shaman 2, magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, C (pinch of crustacean shell)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

You gain a hard, non-metallic exoskeleton, which grants you a +4 natural armor bonus and allows you to ignore penalties to attack and damage caused by being underwater.

### CURSE OF BOREAS

**School** transmutation [cold, evil]; **Level** cleric/oracle 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one corporeal creature

**Duration** permanent

**Saving Throw** Fortitude negates; **SR** yes

The target and its equipment are frozen solid, becoming a physically inert statue of ice. If the target is broken or damaged while frozen, it suffers similar damage or deformity when returned to a non-frozen original state.

While the target cannot move, mental activity does not cease and the target still registers as alive for spells such as *deathwatch*. *Dispel magic* cannot end this spell, although casting both it and *remove curse* allow the target to speak (but not move or cast spells) for 1 round per caster level. *Break enchantment* or more potent magic is needed to free a creature from the ice.

Boreas, God of the North Wind, and some of his followers can use *greater scrying* at will to spy through the target's senses. The target receives no saving throw or spell resistance against this effect. Those touching a frozen target may also request a mental audience with Boreas through the magic of this spell.

Use the scrying rules to represent getting Boreas' attention, except that the character may not cast any spells through the link (although Boreas can as if it were *greater scrying*). Prolonged imprisonment via this spell may result, at the GM's discretion, in a target suffering from madness or despair. Creatures imprisoned indefinitely with this spell receive a new Fortitude save each month.

### CURSE OF INCOMPETENCE

**School** necromancy; **Level** cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** 1 hr./level

**Saving Throw** Will negates; **SR** yes

With a mocking set of gestures, you leave the target incapable of performing at or even near its best. For the spell's duration, the target takes a -6 penalty on all skill checks based on Intelligence, Wisdom, and Charisma.

Additionally, if the target gives directions or orders to other creatures, those creatures incur a -3 penalty on attack rolls and skill checks related to these orders.



### CURSE RING

**School** necromancy [curse]; **Level** cleric/oracle 5, sorcerer/wizard 5; **Domain** Rune 5

**Casting Time** 1 standard action

**Components** V, S, M (1,000 gp worth of diamond dust)

**Range** touch

**Target** unattended ring touched

**Duration** permanent until discharged

Save none (object); see text; **SR** no (object); see text

You curse a ring, causing the next person who willingly wears it to suffer the effects of the curse.

When you cast this spell, you select any of the possible effects of *bestow curse*. The next creature to willingly put on the ring suffers this effect with no saving throw. The curse is discharged from the ring once it is worn. This curse can be removed from the ring or from the affected individual by any method used to remove *bestow curse*. A Spellcraft check (DC 25 + your caster level) identifies the item as cursed.

This effect is subject to spell resistance as soon as the ring is worn. This spell affects magical and non-magical rings, but rings that are intelligent receive a Will save.

### CURSED GIFT

**School** abjuration; **Level** bard 4, sorcerer/wizard 5, witch 4

**Components** V, S, M (any object of masterwork quality)

**Casting Time** 1 standard action

**Range** touch

**Target** item or creature touched

**Duration** 1 day per level

**Saving Throw** Will negates; **SR** yes

*Cursed gift* imbues an object with a curse or another, unwanted harmful magical effect from which the caster or a touched creature currently suffers. If transferring an unwanted magical effect from a creature, the creature must be touched immediately before the caster touches the item that is to be imbued with that effect.

If an item cursed in this way is given to someone who freely accepts it during the duration of the spell, the curse temporarily transfers to the item's recipient. A successful Will save negates this effect.

If the item's recipient fails this Will save, the curse's original target no longer suffers from their affliction for the duration of this spell. Instead, the curse affects the item's recipient as normal. Returning or giving away the cursed item has no effect on a creature that has received a curse in this manner, nor does breaking the curse on the spell's original target.

This spell can also be cast on a cursed object, allowing the owner to be rid of it if someone else freely accepts it as a gift.

### DANCING WAND

**School** evocation; **Level** magus 5, sorcerer/wizard 5

**Casting Time** 1 round

**Components** V, S, F (1 wand)

**Range** touch

**Target** 1 wand

**Duration** 4 rounds

**Saving Throw** None; **SR** No

This spell animates one of your wands in a fashion similar to a *dancing weapon*. For the duration of the spell, you can utilize a wand with a move action as if you were holding it, leaving you free to take standard actions such as casting a spell, using another item, making an attack, etc. Using the wand requires charges to be spent at twice the normal rate.

While animated, the wand shares the same space as you and is considered wielded or held by you for all maneuvers and effects that target items. The wand accompanies you everywhere, whether you move by physical or magical means.

You can grasp the wand as a free action at any time, including when the spell ends, though this effectively ends the spell even if the duration has not yet expired. If you cannot grab the wand at the spell's expiration, it clatters to the ground unharmed (subject to GM discretion).

The caster may only have one wand animated at any given time; a second casting of the spell cancels the initial spell.

### DANCE OF THE DEAD

**School** necromancy; **Level** sorcerer/wizard 4, white necromancer 3, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Targets** one Medium skeleton or zombie per caster level; see text

**Duration** 1 round/level

**Saving Throw** no; **SR** no

You imbue normal humanoid remains with mobility and a bit of your life essence. On casting the spell, you lose 2d4 hp that return when the spell ends. Each animated skeleton or corpse immediately attacks any target you designate or performs simple tasks as directed.

These animated creatures must be created from existing skeletons or corpses. You may animate one Medium skeleton or zombie per caster level. These skeletons or zombies immediately revert to their previous, inanimate state when the spell ends or they move out of the spell's radius.

If used to attack enemies, treat as standard human skeletons or zombies (alignment neutral). You can change the designated target or targets as a move action, as if directing an active spell.

If used to perform basic tasks, treat the skeletons or zombies as having capabilities similar to an *unseen servant*.

### DARK BRAND

**School** necromancy; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (black ink)

**Range** touch

**Target** creature touched

**Duration** permanent (D)

**Saving Throw** Will negates; **SR** yes

This spell marks the target as either an enemy or friend of the dark folk. Beyond merely marking the target, *dark brand* has a tangible effect depending on your choice: A target marked as a friend gains a +4 profane bonus on Diplomacy and Sense Motive checks dealing with dark folk, while one marked as a foe incurs a -2 penalty on saving throws against dark folk spells or effects. Additionally, a target designated as a foe sheds light per *faerie fire* that only creatures possessing darkvision can see.

Creatures able to read Dark Folk understand the brand's meaning. In bright light, the brand created by this spell becomes invisible and the *faerie fire* effect is suspended.



### DARKBLINDNESS

**School** necromancy; **Level** cleric/oracle 2, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** 1 hr./level

**Saving Throw** Fortitude negates; **SR** yes

You employ primal darkness to render your target unable to see in conditions of darkness, but you leave it otherwise unharmed. Whether the target has darkvision or can see in darkness as a racial trait or as a spell or item effect, *darkblindness* removes the ability and prevents subsequent spells or effects from granting the ability. This spell does not actually dispel spells that grant darkvision, so undoing the effects of *darkblindness* restores any such spells, item effects, etc. *Remove blindness/deafness* restores the target's ability to see in darkness, but *heal* or stronger magic is required otherwise.

### DEBILITATING STARE

**School** necromancy [electricity]; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** one creature

**Duration** 1 round/level (D, maximum 10 rounds)

**Saving Throw** Fortitude partial (see text); **SR** yes

With a glance, you cause every muscle in the target's body to contract and relax in violent waves.

The target takes 1d6 hp nonlethal electricity damage, loses the ability to speak coherently, and drops anything it is holding unless it makes a Fortitude save. Spellcasters can attempt spells with verbal components with a 50% chance of spell failure; if the spell fails, it is lost.

If the Fortitude save is successful, the target takes 1d3 hp nonlethal electricity damage each round for the

spell's duration, but it can still talk and does not drop held items.

If you actively concentrate on the target while this spell is in effect, you inflict a non-cumulative -2 penalty to the target's Fortitude save each round.

### DECEITFUL PRESENCE

**School** illusion (glamer); **Level** bard 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

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

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The target appears to be slightly farther away than it actually is. If an opponent fails its Will save when interacting with the target, it perceives the creature to be 5 ft. farther away. This enables the target to cast a spell or use a ranged weapon without provoking an attack of opportunity. A creature that believes the illusion will automatically miss if it attempts to attack with a reach weapon.

Additionally, Tiny or smaller creatures appear to be in an adjacent space rather than the same space.

### DECELERATE

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 2; Domain time 2

**Casting Time** 1 standard action

**Components** V, F/DF (a toy top)

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will partial (see text); **SR** yes

You slow the flow of time around a creature. The target's speed is halved each round at the beginning of his or her turn, rounded up to the nearest 5-ft. increment. This reduction to speed is treated as a penalty.

For example, a character with a speed of 30 ft. begins the next turn with a speed of 15 ft., the following round with a speed of 10 ft., and the following and subsequent rounds with a speed of 5 ft. This spell cannot reduce a creature's speed to less than 5 ft. The target may spend a full-round action each round to attempt another saving throw. If the target successfully saves on the initial or subsequent saving throws, the reduction to speed lasts for the following round and then ends.

### DEEPEN SHADOW

**School** illumination (transmutation); **Level** shadowsworn 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. per caster level)

**Duration** 1 min.

**Saving Throw** none (harmless); **SR** no

You designate a 5-ft. square in which shadows converge. This grants anyone attempting a Stealth check in that square a +4 circumstance bonus.

### DEFENDING GLYPH

**School** abjuration; **Level** cleric/oracle 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (25 gp of rare ink)

**Range** personal

**Target** you

**Duration** 1 hr./level or until discharged

**Saving Throw** none; **SR** no

You trace a glowing, animated glyph in the air before you with arcane inks that vaporize almost instantly. The resulting glyph hovers near your body and intercedes against physical attacks. This esoteric symbol grants you DR 5/piercing. Once the glyph has prevented a total of 5 hp damage/caster level (maximum 50 hp), it fades away and the spell is discharged.



### DEFY DEPTH

**School** transmutation; **Level** cleric/oracle 2, druid/shaman 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a preserved male angler fish)

**Range** touch

**Target** one creature/2 levels

**Duration** 1 hr./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell grants protection from the crushing pressure and cold temperatures of the deep ocean. Targets and their equipment are immune to the cold environment of the deep seas and from all depth pressure damage.

### DEIFIC VISION

**School** conjuration (dimensional); **Level** magus 4, sorcerer/wizard 4, witch 4

**Casting Time** 10 min.

**Components** V

**Range** unlimited

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

Your eyes peel away from front to back, leaving empty sockets as your eyes move to another dimension and reorient their gaze. Like looking down at a floor plan, you look down at the world from your hyperdimensional vantage point.

You see the world exactly as you normally would, except dim light replaces all natural lighting conditions. Solids appear translucent. Magical barriers appear opaque. Vision-hampering magic, such as *darkness*, still applies.

By concentrating, you can move your eyes 30 ft. per round in any direction. Solid barriers do not block

your eyes, but magical barriers do. Thus, you can see an arrowhead lodged in a body or a treasure inside a locked chest behind a secret door, but you cannot see or move your eyes through a *wall of force*. You cannot see if you are blinded, and a creature can only notice your roving eyes if that creature exists in or sees into additional dimensions (e.g. with this or similar spells).

### DELAYED BLAST DISINTEGRATE

**School** transmutation; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S, M/DF (a lodestone, pinch of dust, and a gem worth at least 10,000 gp value consumed during casting)

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

**Area** 30-ft. radius spread

**Duration** 5 rounds or less

**Saving Throw** Fortitude partial (object); **SR** yes

A *delayed blast disintegrate* spell generates a green sphere within which all matter is destroyed. A thin, green ray springs from your pointing finger to the middle of the desired blast radius. Any creature within the blast radius takes 2d6 hp damage per caster level (maximum 40d6).

Any creature reduced to 0 or fewer hp by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A creature that dies in this manner cannot be the target of *raise dead*, although *resurrection* and other powerful effects still work. A disintegrated creature's equipment is unaffected. The effect can be delayed for up to 5 rounds, in this case, the area glows green until the effect is triggered.

All unattended, nonliving, non-magical objects within the blast radius are simply disintegrated (including walls and floors). Thus, the spell disintegrates only part of any very large object or structure targeted. The blast affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or *antimagic field*.

Creatures or objects that makes a successful Fortitude save are partially affected, taking only 5d6 hp damage and they are staggered for 1 round. If this damage reduces them to 0 or fewer hp, they are disintegrated.

The spell is distinctive in that a loud percussive boom always rattles the area after the spell goes off, as air rushes in to fill the sudden vacuum.

### DETECT DRAGONS

**School** divination; **Level** druid/shaman 2, ranger 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (draconic scale or tooth)

**Range** 60 ft.

**Duration** concentration, up to 5 min./level (D)

**Saving Throw** none; **SR** no

You can detect the presence of draconic creatures, even if they are disguised, or under the effects of glamor or polymorph spells. The information revealed depends on how long you study a particular area or subject.

*1st Round:* You detect the presence or absence of creatures with the dragon type.

*2nd Round:* You detect the number of such creatures in the area of effect and the condition of the healthiest or most powerful one (HD or CR).

*3rd Round:* You learn the power (HD or CR) of each such creature and its location. If the creatures are in your line of sight, you can make one Knowledge (arcana or dungeoneering) check per creature to determine their ages, types (as in metallic or chromatic), and colors. The true form of a disguised draconic creature appears to you as a faint outline.

### DEVA'S WINGS

**School** transmutation [good]; **Level** cleric/oracle 4, inquisitor 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 min./level

Brilliant, white, feathered wings sprout from your shoulders. These wings allow you to fly at a speed of 90 ft. per round and grant a +8 competence bonus to Fly checks. The wings can be used to buffet opponents as a secondary attack for 1d4 hp damage plus half your Strength bonus (1d3 if you are Small). The damage the wings deal is good-aligned for purposes of overcoming damage resistance.

### DEVIL'S CHARM

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a devil's sweat)

**Range** personal

**Target** you

**Duration** 6 rounds

**Saving Throw** Will negates (harmless); **SR** yes

Glib and full of guile, you suddenly become a paragon of stunning personality—though quite briefly. You gain a +6 bonus to Charisma the round after casting the spell, and this bonus declines by 1 at the start of each following round. The bonus is +5 in the next round, +4 the round after that, and so on, ending in the seventh round after casting.

### DEVOURING SHADOW

**School** illumination (transmutation) **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one corporeal, living creature

**Duration** 1 min./level (D)

**Saving Throw:** Fortitude negates; Will partial (see below) **SR:** yes

Upon the casting of this spell, the target creature's shadow sweeps over and envelops the target. The target's physical body and all worn and carried equipment are fully consumed by its shadow, which retains the size and general shape of the physical body, but in two dimensions.

While in shadow form, the target loses all extraordinary, supernatural, and spell-like abilities, and it may not speak, attack, or cast spells. The target gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. The target's material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply.

The transformation is traumatic, and the target may move only 5 ft. per round, as a full-round action. A successful Will save allows the target to move and act normally for the remainder of the effect. The target may attempt this Will save each round until successful. The target's movement rate is otherwise unchanged, but it cannot burrow, climb, fly, jump, or swim (though it can move across the surface of a body of water). The shadow is functionally two-dimensional and can slip through the tiniest cracks, but it cannot manipulate objects or activate items. The target receives a +10 bonus to Stealth checks.

When the spell effect ends, the target re-emerges from its shadow, along with all its equipment. On emerging, the target is fatigued. This spell may not be cast in an area of total darkness or on a creature not in contact with its shadow (e.g., a bird in flight).

### DIABOLICAL TEMPER

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 4, cleric/oracle 5, druid/shaman 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

Your spell awakens seething rage in a targeted creature, rendering it incoherent and unable to cast even the simplest magic or use any verbal skills or abilities. It splutters, gesticulates, and hops about in a fit of pure temper for the spell's duration. Each round on its turn, the subject may attempt a new saving throw to end the effect.

Non-spellcasting targets gain a +2 bonus to melee attacks and damage rolls they make while under this spell's influence. Affected creatures cannot take any action other than combat attacks while the spell continues.

### DIMENSIONAL BLEED

**School** conjuration (dimensional); **Level** magus 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** S

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

With an outstretched arm that passes into an alternate dimension and a successful incorporeal ranged touch attack (although you do not become incorporeal), you reach into a target creature and slash one of its arteries. This attack ignores the target's cover bonuses, shield, natural armor, and most armor, but it does not ignore armor bonuses granted by force effects such as *mage armor* and *bracers of armor*.

The attack deals 1d6 hp damage per caster level (maximum 15d6 hp damage). If the target makes a successful save, it takes half damage. Otherwise, the target begins bleeding freely into hyperdimensional space, suffering 1 hp bleed damage per round until *mage armor*, *bracers of armor*, or another full-body force effect blocks the hemorrhaging.

A successful DC 24 Knowledge (arcana) check reveals these possible remedies. When 1 hp bleed damage would kill the victim, it receives a final saving throw to prevent further blood loss. This spell has no effect on bloodless creatures.

### DIMENSIONAL SHOVE

**School** conjuration (teleportation, dimensional); **Level** bard 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature touched

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

This spell pushes your target through a dimensional portal, causing it to reappear a short distance away. You must make a successful melee touch attack to use this spell. If the target fails its Will save, it disappears from its current location and reappears 10 ft. away from you per caster level (maximum 100 ft.). It appears in a location directly away from you. This travel can take it through walls, creatures, or other solid surfaces, but if the distance traveled would place the creature inside a solid object, it instead appears in the nearest open square in the path of travel.

**Mythic:** If you expend one use of mythic power when casting *dimensional shove*, the target does not receive a Will saving throw to resist the spell, unless the target is mythic. In addition, you can select the destination of the target, as long as that destination is known to you, on solid ground, and is within the normal range of the shove (100 ft.). The location cannot be within a solid object, otherwise the spell fails.

### DIMENSIONAL WAVE

**School** conjuration (dimensional); **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Area** 30-ft.-radius emanation centered on you

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

When you cast this spell, a powerful wave erupts from your body in all directions, warping space around you. The wave crashes over friends and foes, dealing 1d6 hp force damage per caster level (maximum 20d6 hp damage) to all creatures (except you) within 10 ft. It deals 1d4 hp force damage per caster level (maximum 20d4 hp damage) to all creatures between 11 and 30 ft. A successful save halves the damage.

### DISGUSTING STENCH

**School** transmutation; **Level** alchemist 3

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 10 min./level

You break out in disgusting sores and boils all over your body, and you exude an incredibly foul odor. If a creature swallows you whole, it immediately regurgitates you along with anything else in its stomach. You still suffer any damage you would normally take from being swallowed whole, but no animal or creature with any Intelligence score will attempt to swallow you again for the remainder of the encounter. For the duration of this extract, any creature with the scent ability gains a +5 circumstance bonus to locate or track you.

### DISGUSTING STENCH, GREATER

**School** transmutation; **Level** alchemist 5

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 min./level

**Saving Throw** Will partial; see text; **SR** no

As *disgusting stench*, but in addition to being regurgitated if swallowed whole, no animal or creature with an Intelligence score will bite you more than once if they fail a Will save. For the duration of this extract any creature with the scent ability gains a +10 circumstance bonus to locate or track you.

### DISPELLING GLYPH

**School** abjuration; **Level** sorcerer/wizard 5

**Casting Time** 1 full round action

**Components** S, M (rare inks worth 1,000 gp)

**Range** personal

**Effect** one or more dispelling glyphs

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

**Saving Throw** none; **SR** no

You call forth a writhing, inky glyph of dark force for every four caster levels you possess.



These slithering inscriptions orbit your person to intercept hostile magics. Each glyph counters a single spell, treated as a targeted dispel magic at your caster level. Scribing the glyphs requires inks made with aboleth ichor and powdered stone ioun essence.

No more than one glyph can trigger in a single round, and a glyph is expended regardless of the results of the dispel check. At 14th level, the glyphs are treated as *greater dispel magic* for the purposes of countering spells.

### DISRUPTIVE AURA

**School** evocation; **Level** sorcerer/wizard 8

**Casting Time** 1 round

**Components** V, S

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

**Area** creatures within a 10-ft.-radius burst

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

**Saving Throw** Will negates; see text **SR** yes

A warping, prismatic field surrounds and outlines the subjects, causing creatures to take a -20 penalty on all Stealth checks (no save). Additionally, targets must make a Will saving throw each round the spell is in effect. On a failed roll, the target's next spell or use of a spell-like ability or magic item is suppressed, as if affected by a successful, targeted *dispel magic* spell. If the save is successful, however, the target can cast spells and use spell-like abilities that round as normal.

All spells and spell-like abilities are potentially subject to *disruptive aura's* suppression. (Because of the powerful nature of the energy it harnesses, disruptive aura can affect spells not normally affected by *dispel magic*.)

### DISTRESSING RESONANCE

**School** evocation [sonic]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Effect** 30-ft. radius of subsonic sound

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **SR** yes

You create a field of subsonic vibrations around you. The field is mobile and moves with you. Creatures within or entering this area after you cast this spell must make a Fortitude save or become nauseated while they remain within the area of effect. On a successful save, the target is instead sickened.

These conditions persist for 1d4 rounds after a creature exits the area of effect. This sound is too low for most humanoid creatures to hear. However, the sound does not have to be heard to affect those in the spell's radius, and it will work on deafened creatures. The vibrations also interfere with tremorsense, which is negated within the area of effect.

### DIZZYING BOLT

**School** evocation [sonic]; **Level** magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** short (25 + 5 ft./2 levels)

**Effect** 1 ray of sonic energy

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

A nearly invisible ray—a barely shimmering line in the air—springs from your hand. You must succeed on a ranged touch attack to strike your target. On a successful hit, the bolt inflicts 1d6 hp sonic damage per caster level (5d6 hp maximum) and the target falls prone. A successful Fortitude save negates the prone condition and halves the damage.

The ray is dispelled if it enters the area of a silence spell.

### DOME OF SILENCE

**School** abjuration; **Level** bard 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a piece of cotton or wool batting)

**Effect** 10-ft. radius dome, centered on you

**Duration** 1 min./level

**Saving Throw** none; see text; **SR** no

When you cast this spell, an invisible dome encompasses the area around you, creating a damper for any sound traveling into or out of the area. Creatures and objects can pass through the dome normally, and if they do they receive a +10 bonus to any Perception checks made to notice a slight, wavering sound as they pass through the dome's barrier.

Anyone outside the dome takes a -20 circumstance penalty applied to any Perception checks made to hear noises from inside the dome, and vice versa. This allows for private conversations in public areas. Those inside the dome are only affected by sound-based or language dependent spells, spell-like abilities, and supernatural abilities if they can first make a Perception check (with the dome's applied -20 penalty) to hear them. Any attack that does sonic damage and passes through the dome dispels the dome, but the dampening effect of the dome reduces the attack's damage by half before any saving throw is made.

### DOMINATE CLOCKWORK

**School** clockwork (transmutation); **Level** sorcerer/wizard 9

**Casting time** 1 standard action

**Components** V, S, M (a chunk of crystal wrapped in copper wire, costing 50 gp)

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

**Target** 1 clockwork device, vehicle, or construct

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

This spell brings a clockwork device instantly under your control. A clockwork device affected by this spell will only respond to your commands and activations and no one else's, not even its creator's.

You can command and activate it with your voice only. A construct or vehicle dominated in this way does not attack

you and obeys all your commands, even if the command is to attack the original owner. A construct with a bound soul is still dominated, and the spirit within loses control of its clockwork body unless you allow it any control.

### DOOM OF BLOOD

**School** necromancy [evil]; **Level** antipaladin 1, bard 2, inquisitor 2, witch 1

**Casting Time** 1 standard action

**Components** V, S, DF (unholy symbol)

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

**Target** one living creature with 5 or fewer HD

**Duration** 1 round/2 caster levels; see text

**Saving Throw** Will partial; **SR** yes

On speaking the last unholy word of the *doom of blood*, you begin to bleed from eyes, mouth, and nose and takes 1 hp bleed damage for the duration of the spell. Creatures within the spell's radius of 15 ft. also bleed, taking 2 hp bleed damage as long as the spell lasts. A successful saving throw reduces this to 1 hp bleed damage.

For each round that creatures spend in the spell's area of effect, the bleed increases by 1 hp (for both you and those around you). Creatures leaving the area of effect lock in the bleed damage at whatever rate was current when they left; returning to the area increases the bleed again by an additional 1 hp per round.

### DOOM OF BLUE CRYSTAL

**School** transmutation [evil]; **Level** antipaladin 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a blue crystal)

**Range** personal (aura)

**Target** 15-ft. radius around caster

**Duration** 1 round/level

**Saving Throw** Fortitude; see text; **SR** yes

You generate a glowing field of blue energy that first immobilizes and then petrifies foes. Creatures within the radius of the spell (including the caster) receive Fortitude saving throws; a successful save means the creature suffers no effect from the aura that round. Failing one such saving throw immobilizes the creature, reducing its movement rate to zero and making it flat-footed. Failing a second save petrifies and transforms the creature into a statue of blue crystal. The caster always gains a +2 profane bonus to these Fort saves, and if the caster turns to crystal the spell ends immediately, leaving the caster immobile.

In crystal form, the creatures gain hardness 5 and retain their own hp. Crystal creatures can see, hear, and smell normally, but they do not need to eat or breathe. Feeling is limited to those sensations that can affect the quartz-like substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage, and damage dealt this way should be rolled normally (once the statue's hardness 5 has been accounted for).

Casting *shatter* on such a crystal creature kills it instantly. If the crystal statue resulting from this spell is broken or

damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead while in crystal form, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Creatures transformed into blue crystal can be restored with *cleanse*, *dispel magic*, *transform stone to flesh*, or *heal* spells.

### DOOM OF CONSUMING FIRE

**School** evocation [cold]; **Level** alchemist 3, antipaladin 2, magus 3, sorcerer/wizard 3, summoner 2

**Casting Time** 1 standard action

**Components** V, S, M (a dead coal or fistful of ashes)

**Range** personal plus 5-ft. radius

**Target** you

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

**Saving Throw** no **SR** Yes

This spell wreathes you in cold purple fire and damages each creature near you in melee. When casting this spell, you do subject yourself to severe chilling fire, and the freezing flames cause 1d8 hp cold damage to you each round.

Any creature within 5 ft. of you takes 1d12 hp cold damage + 1 per caster level (maximum +15).

Creatures wielding melee weapons with reach are not subject to this damage if they attack you from more than 5 ft. away.

### DOOM OF COWARDS

**School** necromancy [fear, mind-affecting]; **Level** antipaladin 1, bard 2, inquisitor 2, witch 1; **Domain** fate 1

**Casting Time** 1 standard action

**Components** V, S, DF (unholy symbol)

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

**Target** 10-ft. radius affecting creatures of 5 HD or less

**Duration** 1 round/2 levels; see text

**Saving Throw** Will partial; **SR** yes

Your presence becomes mighty, vile, and terrifying to creatures nearby. All creatures within the spell's radius must make a Will save at the start of their turn; if it fails, they are shaken. They must continue to make saving throws each round, and shaken creatures that fail become frightened; any frightened creatures that fail a save become panicked. The spell's caster must maintain the doom aura via concentration each round.

If the subject succeeds on a Will save, it not shaken but must make another saving throw if it remains within the area of effect. Creatures with 6 or more HD are immune to this effect.

### DOOM OF THE CRACKED SHIELD

**School** transmutation; **Level** antipaladin 1, druid/shaman 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one nonmagical shield

**Duration** permanent

**Saving Throw** none; **SR** no

The next wooden or iron shield you hit in combat crumbles into sawdust and rust. Magic shields are immune to this spell.

Alternately, you may employ *doom of the cracked shield* in combat as a melee touch attack. *Doom of the cracked shield* used in this way instantaneously destroys 2 points of AC gained from armor, but this effect only works once per opponent, and it ends the spell.

**Mythic:** By spending a use of mythic power, you make magical shields susceptible to this effect.

### DOOM OF DANCING BLADES

**School** illusion (figment); **Level** antipaladin 3, bard 3, magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

This spell creates a number of illusory doubles of your weapon that inhabit your square and the squares you threaten. These dancing weapons make it difficult for enemies to move near you and attack you, and they grant you flanking against all foes in the area affected, even if you are fighting alone.

When you cast *doom of dancing blades*, you create 1d4 images plus one image per three caster levels (maximum eight images total). These weapon images remain in your threatened spaces and move with you, mimicking your attacks exactly. They continually shift and spin, covering all directions around you.

Whenever you are hit, one figment weapon is destroyed and you take damage normally. If an attack misses by 5 or less, one of your figment weapons is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figment weapons. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figment weapons. Spells that require a touch attack are harmlessly discharged if used to destroy a figment weapon.

If you make a critical hit while using a *doom of dancing blades*, all your figment weapons become momentarily real and substantial weapons—and they all hit normally (not for double damage). Roll damage for all remaining figment weapons. Only your primary damage does critical multiplied damage, but the figment weapon damage each counts as a separate attack (for instance, against *stoneskin* or similar defenses).

An attacker must be able to see the figment weapons to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

### DOOM OF DISENCHANTMENT

**School** abjuration; **Level** antipaladin 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target or Area** one suit of armor and shield

**Duration** 1 round/level

**Saving Throw** none; **SR** no

When you cast the *doom of disenchantment*, your armor and shield (if any) glow an unearthly, steady shade of bluish-grey, a light that seems unholy. When any foe strikes you with a weapon or a natural attack augmented by a spell that enhances combat (such as *prayer*, *magic fang*, etc.), your doom dispels that augmenting magic or temporarily suppresses the magical abilities of a magic item.

A disenchanting spell ends as if its duration had expired. The magical abilities of an item or a spell that has been made permanent are suppressed for 3 rounds. The *doom of disenchantment* can dispel (but not counter) spell-like and supernatural effects just as it does spells. Spells with an instantaneous duration can't be disenchanting, because the magical effect is already over before the disenchantment can take effect.

You take damage from the attack normally. Your own armor is never disenchanting by this doom.

### DOOM OF THE EARTHEN MAW

**School** evocation [earth]; **Level** antipaladin 4, cleric/oracle 5, druid/shaman 5

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** 20-ft.-radius spread (S)

**Duration** 10 rounds

**Saving Throw** see text; **SR** no

The ground within 30 ft. of the point the caster designates turns to a filthy and slippery muck, drawing all those in the area down into a watery death. Creatures within the area all gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength check. The DC for this check is equal to the DC of the spell. The entire area of effect is difficult terrain while the effect lasts, and all creatures within it are flat-footed.

The depth of the muck grows deeper each round, and some creatures may find it impossible to escape.

In round 1, creatures within the area of effect sink to about 3 ft. deep unless they leave the area of the spell.

In round 2, the earthen maw draws all Small creatures under the surface, possibly drowning them.

In round 3, the maw pulls all Medium or larger creatures under, possibly drowning them.

In round 4, all Large creatures are pulled under the surface of the muck, possibly drowning them.

Creatures of size Huge or bigger may be trapped in the muck, but they are never in danger of slipping below the surface.

Creatures still stuck in the earthen maw at the end of round 10 are sealed in as the ground returns to solid form—however, creatures sunken into the ground



do not take direct damage. Escaping from the earth, stone, forest roots, or other material requires digging or help from others, and creatures trapped this way are often easy prey.

Antipaladins sometimes combine this spell with a magical item that provides easy access to air, such as a *ring of water breathing* or a particular form of *ioun stone*. Others use this spell as an easy way to make a dramatic escape (combined with a hidden tunnel or slowly digging themselves out of the earth long after the duration ends).

### DOOM OF SERPENT COILS

**School** necromancy [evil, poison]; **Level** antipaladin 4, cleric/oracle 4, druid/shaman 3, witch 4

**Casting Time** 1 standard action

**Components** V, S, DF, M (vial of poison)

**Range** personal and 10 ft. radius

**Area of Effect** caster and living creatures within 10 foot radius

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **SR** yes

You drink a bottle of venom or other poisons, and through the unholy power of your dark gods, you share the effects with all living things around you. The caster suffers the effects of the poison normally, but so do all those within a 10-ft. radius.

This poison deals 1d3 points of Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. Once the caster makes such a saving throw (or otherwise neutralizes the poison), the spell ends immediately. Creatures already poisoned by the spell remain poisoned, however, and must make saving throws until they die, succeed on a saving throw, or negate the poison through other means.

The caster may choose to fail the saving throw each round rather than rolling. If he or she does so, all creatures within range suffer a -2 profane penalty to their Fortitude saving throw against this spell.

### DOOM OF THE SLIPPERY ROGUE

**School** conjuration (creation); **Level** antipaladin 2, bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (bacon fat)

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

**Target** one 5-ft. square/level

**Duration** 1 min./level (D)

**Saving Throw** see text; **SR** no

A *doom of the slippery rogue* spell covers a wall or floor with a thin coating of bacon fat or similar oil. Climbers immediately fall from the surface if they fail a DC 50 Climb check. Standing creatures must make a successful Reflex save or fall prone. A creature can walk within or through the area at half normal speed with a DC 20 Acrobatics check. Failure means it must make another Reflex save or fall, while failure by 5 or more means it falls.

Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The caster can move the area affected each round as a swift action on his or her turn. Each 5-ft. square must remain in contact with at least one other square of the spell (or else that square simply stops being slippery), and each square can move up to 10 ft. Creatures that begin their turn in a slippery section must make a saving throw as described.

### DOOM OF SUNDERING

**School** transmutation; **Level** antipaladin 2, druid/shaman 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one nonmagical weapon

**Duration** 1 round/level; see text

**Saving Throw** none; **SR** no

Your weapon glows with otherworldly flames. The damage you inflict on your foe is also applied as object damage to your opponent's weapon hp; with each strike, they see their wooden or iron weapon slowly crumbling into sawdust or rust, driving some foes to panic or despair. Magic weapons are immune to this spell. Weapon hardness still applies.

**Mythic:** By spending a use of mythic power, you make magical weapons susceptible to this effect.

### DOUSE

**School** illumination (transmutation); **Level** druid/shaman 1, shadowsworn 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Area** one light/level in a 40-ft. radius

**Duration** instantaneous

**Saving Throw** Reflex negates (object); **SR** yes (object)

You douse one small source of natural light, such as a candle, lantern, or torch. A caster of 2nd level or higher can extinguish multiple fires at the same time, as long as they are all within the spell's area. Larger fires such as hearth fires, campfires, bonfires, and magical fires are unaffected.

### DRAGONSKIN

**School** transmutation; **Level** druid/shaman 5, sorcerer/wizard 5

**Components** V, S

**Casting Time** 1 round

**Range** touch

**Target** living creature touched

**Duration** 4 rounds/level

**Saving Throw** Will negates (harmless); **SR** no

*Dragonskin* toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing

natural armor bonus. This enhancement bonus increases by one for every three levels above 9th, to a maximum of +5 at 18th level. The spell also grants DR 5 to one type of energy (acid, cold, electricity, or fire). This DR increases by 5 for every three levels above 9th, to a maximum of DR 20 at 18th level.

#### DRAKE FORM I

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

**Casting Time** 1 standard action

**Components** V, S, M (scale from the drake you plan to duplicate)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Saving Throw** see below; **SR** no

You become a Small lesser dragon. You gain a +4 size bonus to Dexterity, a +2 natural armor bonus, fly 40 ft. (poor), darkvision 60 ft., telepathy, and a bite attack that deals 1d6 hp damage.

Additionally, if the drake form has a breath weapon, you gain its breath weapon—albeit limited to 4 dice of damage. The breath weapon allows a Reflex save for half damage; the DC is equal to the DC for this spell.

#### DRAKE FORM II

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

This spell functions as *drake form I*, except you can also assume the form of a Medium lesser dragon. You gain a +2 size bonus to Strength, Dexterity and Constitution, a +3 natural armor bonus, fly 60 ft. (poor), darkvision 60 ft., telepathy, and a bite attack that deals 1d8 hp damage.

Additionally, if the drake form has a breath weapon, you gain its breath weapon—albeit limited to 5 dice of damage—which allows a Reflex save for half damage. The DC is equal to the DC for this spell.

#### DRAKE FORM III

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

This spell functions as *drake form II*, except you can also assume the form of a Large lesser dragon. You gain a +4 size bonus to Strength and Constitution, a +4 natural armor bonus, fly 90 ft. (poor), darkvision 90 ft., telepathy, a bite attack that deals 2d6 hp damage, and two claw attacks that deal 1d6 damage each.

Additionally, if the drake form you take breath weapon, you gain its breath weapon up to to 6 dice of damage. This allows a Reflex save for half damage. The DC is equal to the DC for this spell.

#### DRAKE FORM IV

**School** transmutation (polymorph); **Level** sorcerer/wizard 7

This spell functions as *drake form III*. You gain a +6 size bonus to Strength and Constitution, a +6 natural armor

bonus, fly 120 ft. (poor), darkvision 120 ft., telepathy, a bite attack that deals 2d8 hp damage, and two claw attacks that deal 1d8 hp damage each.

Additionally, if the drake form has a breath weapon, you gain its breath weapon up to 8 dice of damage. It allows a Reflex save for half damage. The DC is equal to the DC for this spell.

#### DRINK DEEP FROM MIMIR'S WELL

**School** divination; **Level** cleric/oracle 0, druid/shaman 0, magus 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Duration** instantaneous

**Saving Throw** Will (negates); **SR** yes

You call on the wisdom of the runes and sky to provide you with guidance. Sometimes, a white feather of insight falls into your hands; more often, the world remains mysterious.

Roll 1d20 and add your Wisdom bonus to the roll (ravenfolk gain a +1 racial bonus to this roll). On a result of 20 or better, the GM provides you with some obscure but useful piece of advice that will apply to your character in the next 24 hrs. On a roll of less than 20, the GM provides some other bit of wisdom that is largely useless to adventuring (“Be kind to animals” or “The GM would like a beverage”).

On an unmodified roll of 1, the caster must make a Will saving throw. If it fails, you lose 1 prepared spell or spell slot for 24 hrs. This is a spell of the highest-level slot you know.

Unlike most cantrips, a caster may only cast *drink deep from Mimir's well* once per day.

#### DUEL

**School** illusion; **Level** sorcerer/wizard 0

**Casting Time** 10 min.

**Components** V, S, M (a drop of the opponent's blood, and a glove or gauntlet thrown in front of the opponent)

**Range** personal

**Target** you; see text

**Duration** 1 hr. or until discharged

**Saving Throw** Will negates; **SR** yes

*Duel* requires a minimum of two arcane casters—you and another willing participant—with no maximum number of participants.

This spell creates an illusionary combat terrain that only the participants of the *duel* can see. Anyone else sees the casters going through all the actions of casting spells and apparently being affected by spells. However, no spells are cast and the participants may appear foolish to those not involved.

The casters involved in the *duel* may cast any spells they know. The spells must be studied that day (for prepared casters) or known (for spontaneous casters) but are not

removed from the casters' daily allotment of spells. The spells' normal casting requirements apply, including the use of material components. The spells cause illusory damage, disability, or enhancements to the caster or opponents. Participants can counterspell normally.

Anyone involved in a *duel* who drops to 0 hp or below by illusory damage (or if they are instantly killed by a spell effect) falls prone until an opponent helps them to their feet. When the injured caster is assisted, all illusory damage and spell effects are removed from both casters.

Any caster that participates in a *duel* for 1 hr. receives an insight bonus of +1 to hit with spells that require an attack roll, or a +1 insight bonus to Spellcraft checks for next 12 hrs. This benefit must be selected at the end of the *duel*.

Any participant that draws a real weapon, uses a magic item that does not benefit spell casting, uses any spell-like, supernatural, or extraordinary ability that causes real damage, or casts a non-arcane spell (or any non-participant that interferes with the *duel*) causes the *duel* spell to end for all participants. In that case, no participants receive a bonus.

A caster may cast *duel* just once per day.

### EARTH SHIELD

**School** evocation [earth]; **Level** magus 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a pebble or pinch of dirt)

**Range** personal

**Target** you

**Duration** 1 round/level

This spell wreathes you in in hard, rocky earth that increases your natural armor by 4. The earthen armor also renders you immune to unarmed/nonlethal and normal ranged attacks (siege weapon attacks affect you normally, but must penetrate a hardness of 15 first). Your base speed is reduced by 10 ft. for the duration of the spell (minimum 5 ft./round), but you suffer no Dexterity penalty or spell failure chance.

### EARTH GLIDE

**School** transmutation [earth]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M, (a slurry of mud and diamond dust worth 100 gp)

**Range** touch

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Reflex negates (harmless); **SR** no

The subject of the spell gains the earth glide special ability as listed in the Universal Monster Rules. The subject can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

A *move earth* spell cast on an area containing the subject flings it back 30 ft., stunning it for 1 round unless the subject succeeds on a DC 15 Fortitude save.

### EARTH WAVE

**School** transmutation [earth]; **Level** druid/shaman 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** see text

**Effect** see text

**Duration** 10 min./level

**Saving Throw** see text; **SR** no

You command the earth beneath your feet to rise and surge forward, carrying you and your companions where you bid while rolling over enemies or obstacles in your path. The earth rises in a 10-ft.-high, 10-ft.-wide swell that can carry you and up to three other Medium-sized creatures, propelling you in whatever direction you choose at a rate of up to 90 ft. per round. Directing the *earth wave* is a move action for you.

Natural obstacles do not impede the spell's movement; trees, rocks and other natural obstacles simply rise up and around the swell and settle back into place behind it. The *earth wave* can travel up or down natural slopes with angles as great as 60 degrees.

You can direct the *earth wave* to surge over man-made obstacles and creatures in its path. The swell washes over walls and other constructed obstacles up to 15 ft. high and 10 ft. thick with no loss of movement, doing 4d6 hp damage to the object as it passes. Creatures of Large size or smaller in the path of the *earth wave* take 4d6 hp bludgeoning damage and are buried as if caught in an avalanche. A successful Reflex save halves the damage and the creature avoids being buried.

You can only create the *earth wave* when standing on natural earth or stone. The spell can be cast underground, but not inside buildings unless they have no floor; even then, all other limitations of the spell apply. That is, the *earth wave* functions in a building with a dirt floor, but it cannot leave unless the door is wide enough to admit it, the wave can break through the walls, or the structure is roofless and the walls are low enough to be bypassed.

### EFFICACIOUS PERCEPTION

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You become more perceptive. At 1st level, this spell grants a +2 enhancement bonus to your Perception and Sense Motive checks. This bonus increases to +4 at fifth caster level and +6 at ninth caster level.

### ELDRITCH BLOOD

**School** transmutation; **Level** alchemist 4, magus 4, witch 5

**Components** V, S, F (fresh blood)

**Casting Time** 1 immediate action

**Range** short (25 ft. +5 ft./2 levels)

**Target** one living creature

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

When you score a critical hit on a creature within this spell's range or cause such a creature to suffer a bleed effect, you can use its spilled blood to forge an eldritch link between the bleeding creature's entire ancestry and one target within range of your choice. The spilled blood serves as the focus for this spell.

The target you select gains access to the bloodline arcana and bloodline powers of either the arcane or destined bloodline (as determined by you), using your caster level as its sorcerer level. The target does not receive any bonus skills, spells, or feats.

Any bonuses that would normally be permanent (such as gaining a familiar or having a bonus to saving throws in a surprise round) last for the spell's duration. Any abilities that can only be used a limited number of times per day may each only be used once by the target of this spell (even if they could normally be used more often). This is true even if the target gains bloodline abilities via this spell multiple times in the same day. For example, a target that gains the touch of destiny ability via this spell can only use it once per day, even if this spell is cast on it multiple times in the same day.

When an alchemist uses this as an extract, the creature injured to create the focus blood must be adjacent to the alchemist. The extract created can be immediately drunk by the alchemist as a free action, or drunk by an ally that becomes the recipient of bloodline powers and abilities (if the alchemist has the infusion discovery) as a standard action later. The extract's duration still runs from the time it is created (rather than beginning when it is drunk).

If the blood used as a focus is from an aberration, you may instead gain the described benefits of the aberrant bloodline.

If the blood used as a focus is from a chaotic evil outsider, you may instead gain the described benefits of the abyssal bloodline.

If the blood used as a focus is from a good-aligned outsider, you may instead gain the described benefits of the celestial bloodline.

If the blood used as a focus is from a dragon, you may instead gain the described benefits of the draconic bloodline. In this case, you gain the breath weapon of the type of dragon whose blood fuels this spell.

If the blood used as a focus is from a creature with the air, earth, fire, or water subtype, you may instead gain the described benefits of a matching elemental bloodline. (Note that elementals are immune to critical hits and bleeds, and thus cannot be the donor of blood for this spell.)

If the blood used as a focus is from a creature with the fey type, you may instead gain the described benefits of the fey bloodline.

If the blood used as a focus is from a non-chaotic and evil outsider, you may instead gain the described benefits of the infernal bloodline.

If the blood used as a focus is divine blood (the creature is a demigod, an outsider with 20 or more HD, or has godling class levels from Super Genius Games' *The Genius Guide to the Godling*), the target of this spell also gains one random bonus feat from the bloodline for the duration of this spell.

**Mythic:** The target may use abilities with a limited number of uses per day as often as a sorcerer of your caster level would be able to.

### ELEMENTAL BLAST

**School** evocation [acid, cold, electricity, or fire]; **Level** druid/shaman 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a bit of the chosen element: earth, water, air, or fire)

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

Elemental energy erupts from your hand and extends outward in a cone. Choose an energy type: acid, cold, electricity, or fire. The elemental blast causes 6d6 hp damage +1 hp per caster level of that energy type to all creatures in the cone. A successful Reflex save halves this damage.

An elemental blast also has a special effect based on its energy type, described below.

**Acid:** Your elemental blast causes 1d6 hp acid damage for the next 2d6 rounds. Those affected must make a Fortitude save or be sickened for the duration of the ongoing acid damage.

**Cold:** Creatures taking damage become fatigued (or exhausted, if already fatigued, such as from a previous elemental blast) for 2d6 rounds.

**Electricity:** Creatures taking damage are staggered for 2d6 rounds.

**Fire:** Your *elemental blast* causes 1d6 hp fire damage for the next 2d6 rounds. Those affected can use a full-round action to extinguish the flames and negate this additional damage.

When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

### ELEMENTAL BOOST

**School** enchantment; **Level** druid/shaman 4, sorcerer/wizard 4

**Components** V, S

**Casting Time** 1 round

**Range** touch

**Target** living creature touched

**Duration** 1 round/4 caster levels

**Saving Throw** Will negates (harmless); **SR** no

This spell allows you to add 1d6 extra damage to a spell, spell-like, or special ability with an elemental damage component (acid, cold, electricity, or fire) for every 4

caster levels you possess for the duration of the spell. All other effects and components of the spell or ability remain the same.

### ELEMENTAL CONVERSION

**School** transmutation; **Level** druid/shaman 5, sorcerer/wizard 5

**Components** V, S

**Casting Time** 1 round

**Range** touch

**Target** living creature touched

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** no

This spell allows the target to convert one spell, spell-like, or special ability with an elemental damage component (acid, cold, electricity, or fire) into another for the duration of the spell. You choose the alternative form of damage at the time of casting (for example, acid instead of fire damage for the fiery body effect). All other effects and components of the spell or ability remain the same.

### ELEMENTAL GLYPHS

**School** evocation [acid, cold, electricity, fire, or sonic]; **Level** sorcerer/wizard 2

**Casting Time** 1 full round action

**Components** S, M (phosphorescent inks worth 30 gp), F (copper plaque)

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

**Effect** one or more elemental glyphs

**Duration** 1 round/caster level

**Saving Throw** none; **SR** yes

You call forth a brightly glowing glyph of white energy, plus one additional glyph for every four levels beyond 3rd.

The glyphs orbit your body in a dazzling display for 1 round/level. As a standard action, you can send a single glyph streaking forth as a ranged touch attack to target a foe within range, dealing 3d6 hp damage of either acid, cold, electricity, fire, or sonic damage, chosen as you unleash the glyph. Once either all of the glyphs are expended in this manner, or the duration ends, the spell is ended.



### ELEMENTAL GRASP

**School** evocation [acid, cold, electricity, or fire]; **Level** magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a vial containing a bit of the chosen element: earth, water, air, or fiery embers)

**Range** touch

**Target** creature or object touched

**Duration** instantaneous

**Saving Throw** none; **SR** yes

Your hand is wreathed in elemental energy. Choose an energy type: acid, cold, electricity, or fire. Your successful melee touch attack deals 1d6+1/caster level hp damage of that energy type per caster level (maximum 10d6+10).

### ELEMENTAL HORNS

**School** evocation [acid, cold, electricity, or fire]; **Level** magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a tindertwig)

**Range** touch

**Target** one living creature with horns

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell causes the target's horns to crackle with elemental energy. Select one of the following energy types: acid, cold, electricity, or fire. The creature's gore attack deals 1d6 hp energy damage of the chosen type in addition to any other damage it deals. If the creature confirms a critical hit with its gore attack, it can choose to end this spell in a burst of elemental power. This deals 4d6 hp damage of the chosen energy type to the target of the gore attack, in addition to the damage from the critical hit.

**Mythic:** If you expend one use of mythic power when casting *elemental horns*, the energy damage dealt by a gore attack increases to 2d6 hp. In addition, if the spell is expended on a critical hit, the target takes 6d6 energy damage. Finally, the target of this spell also gains energy resistance 10 against the selected energy type as long as the spell lasts.

### ELEMENTAL LINE ATTUNEMENT

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

**Casting Time** 1 standard action

**Components** V, S, M (a piece of charred string)

**Target** one weak ley line

**Duration** 1 round/level

You briefly attune a weak ley line to the elements. For the duration of the spell, the ley line is locked to the Elemental Spell feat. If the ley line was already locked, this spell has no effect. Altering such magic is dangerous; roll for ley line backlash (see page 46) once the spell ends.

### ELEMENTAL SCALE

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

**Casting Time** 1 standard action

**Components** V, S, M (a reptile scale)

**Range** touch

**Target** one kobold, dragon, or creature with the reptilian subtype per level

**Duration** 1 min. per level

**Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

*Elemental scale* confers a +1 natural armor bonus to AC that increases by 1 every four caster levels. In addition, the spell provides an energy resistance of 5 for one of the follow types, chosen at the time of casting: Fire, cold, electricity, or acid.

This spell is rather common among dragons and kobolds, and virtually unknown among non-reptilian spellcasters.

### ELEMENTAL SURGE

**School** transmutation [air, earth, fire, or water]; **Level** druid/shaman 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (air, earth, fire, or water)

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** no

This spell allows a caster to manipulate one of the four elements and form it into a ray or sphere to hurl at a target. The element used as the material component dictates the resulting form of the spell.

Using any source of one of the elements (air, earth, fire, water), the caster manipulates and magnifies it into a more dense form suitable for hurling toward a single target. It requires a ranged touch attack to hit and deals 2d6 + 1 hp damage per caster level (maximum +10, type listed below). Each element also has a secondary effect.

**Air:** Bludgeoning damage. If target is hit, it is subject to a bull rush attack from the force of the air. The CMB uses caster level in place of its base attack bonus.

**Earth:** Bludgeoning damage. Debris trail from this attack blinds the target for one round. Fortitude negates.

**Fire:** Fire damage. Intense flames burn the target on the following round for 2d4 fire damage. Reflex negates.

**Water:** Bludgeoning damage. Impact of the water dazes the target for one additional round. Fortitude negates.

### ELEMENTAL VENGEANCE

**School** abjuration [acid, cold, electricity, and fire]; **Level** cleric/oracle 4, magus 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a prism)

**Range** personal

**Target** you

**Duration** 1 min./level or until discharged (D)

You are surrounded by thin, crackling streaks of acid, cold, electricity, and fire energy. You gain resistance 5 to each of these energy types. If an attack or spell drops you below 0 hp during this spell's duration and the attacker who caused that damage is within 100 ft., the energy surrounding you immediately strikes that creature and it takes 2d6 hp damage.

This damage's energy type is the same as the last attack to which you applied energy damage resistance. If a creature would take damage in this way and you have not applied energy resistance to any attacks, roll a d4 to determine this damage's type: A 1 means acid damage, a 2 means cold damage, a 3 means electricity damage, and a 4 means fire damage. Spell resistance applies to this damage.

### ELF LORD'S BATTLE ARMOR

**School** conjuration (creation) [force] **Level** sor/wiz 4

**Components** V, S, F (a miniature gold and mithral shield worth 100 gp)

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 hr./level (D)

Translucent, ornate armor surrounds your form. At the time of casting, you may reasonably alter its visual appearance including its color, ornamentation, and reducing its translucency (although it never looks fully solid).

*Elf lord's battle armor* provides a +8 armor bonus to AC. Unlike mundane armor, this magical battle armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since it is made of force, incorporeal creatures can't bypass it the way they do normal armor. Armor training has no effect.

Allies within 30 ft. and with line of sight to the caster receive a +1 morale bonus to saving throws and attacks. Additionally, the *elf lord's battle armor* may provide a +2 circumstance bonus to Diplomacy or Intimidate checks; depending on the visual appearance selected at time of casting.

### ELF MARKED FOR DEATH

**School** evocation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one or more rays

**Duration** instantaneous

**Saving Throw** none; **SR** yes

When you cast *elf marked for death*, you fire a shimmering, translucent ray shaped like an arrow at any foe. This spell has particularly devastating effects against elves and the elfmarked, the natural enemies of the ancient tieflings who created it.

You may fire one ray every four levels (maximum five rays at 20th level). Each ray requires a ranged touch attack to hit and deals 3d6 hp damage.

If a ray is fired at an elf, half-elf, or other character with the elf subtype, the ray deals 5d6 hp damage. If one or more elves are adjacent to a ray's target, regardless of whether the target is an elf, if the translucent arrow hits it splits into multiple rays and automatically strikes each elven foe, dealing 1d6 hp damage to each.

All rays must be aimed at targets within 30 ft. of each other and are fired simultaneously.

### ENCHANT RING

**School** enchantment (charm) [curse, mind-affecting];

**Level** sorcerer/wizard 6; **Domain** Rune 6

**Components** V, S, M (1,000 gp worth of diamond dust)

**Casting Time** 1 standard action

**Range** touch

**Target** unattended ring touched

**Duration** permanent until discharged

**Saving Throw** none (object), see text; **SR:** no (object); see text

You bespell a ring. The next creature that willingly wears the ring regards you as an ally for 1 day/level. The spell is

discharged from the ring once it is worn. If the creature is directly threatened by you or your allies when it puts on the ring, this enchantment fails.

The spell does not enable you to control the charmed creature as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your commands (or else be good at pantomiming).

This curse can be removed from the ring or the cursed individual by any method that can remove spells with the curse descriptor. A Spellcraft check (DC 25 + your caster level) identifies the item as cursed.

This effect is subject to spell resistance as soon as the ring is worn. This spell affects magical and non-magical rings, but rings that are intelligence receive a Will save.

### ENEMY WITHIN

**School** illusion; **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./caster level)

**Duration** 1 round/caster level

**Saving Throw** Will disbelief; see text; **SR** yes

You spit out a curse and point to the target, which receives a Will save. If it fails, the target feels and sees a swarm of terrifying insects crawling under its skin (the specific insects vary by target, but could include ants, bees, centipedes, or any insects that particularly frighten the target). These insects deal 3d6 hp damage each round; each round the target would take damage, it receives a Fortitude save to halve the damage.

A target affected by this spell may spend a full-round action slashing at its skin (with a weapon or otherwise) to release the illusory insects; if it does so, this spell ends, but the target takes damage equal to 2d6 + its Strength modifier. The target does not take damage from the insects during the round it spends slashing its skin.

### ENERGY ABSORPTION

**School** abjuration; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates (see below); **SR** yes (see below)

*Energy absorption* grants temporary immunity to six energy types when cast: acid, cold, electricity, fire, ley, and sonic; the caster does not need to specify a type.

When the spell absorbs 12 hp per caster level of any energy damage (to a maximum of 120 hp at 10th level), it is discharged.

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

You can also use *energy absorption* as an attack spell to diffuse a foe's energy-based spells or abilities, including channeled energy or spells protecting against energy. If you make a successful touch attack against a foe, the foe must make an opposed caster level check to cast an energy-based evocation spell or energy-based abjuration spell. If the check fails, the foe's spell dissipates; if it succeeds, the foe's spell succeeds but is reduced to half damage or half protection, as applicable.

The energy absorption can be removed with *dispel magic*; otherwise, it dissipates after it absorbs its energy limit or within 1 min./caster level, whichever comes first.

### ENERGY MISSILE

**School** evocation; **Level** cleric/oracle 2

**Casting Time** 1 standard action

**Components** S

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** none **SR** yes

A potent missile of positively or negatively charged energy (depending on which type you channel) darts from your fingertip, automatically striking its target. A positive energy bolt can heal living creatures or harm undead. A negative energy bolt harms living creatures and heals undead. Oracles who cast this spell must decide whether the bolt is made of positive or negative energy when it is cast.

The amount of damage dealt or healed is 1d6+1 hp/caster level. The power of the energy is so pure and powerful that it does not allow its target a saving throw.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Objects are not damaged by the spell.

### ENHANCED JUDGMENT

**School** transmutation; **Level** inquisitor 3

**Casting Time** 1 swift action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 round/level

When you cast this spell, you are considered three inquisitor levels higher for determining the bonuses granted from one active judgment. You may enhance only one judgment in this way, and the judgment must be selected at the time of casting. If you change this judgment for another, the spell ends.

### ENSLAVE THRALL

**School** conjuration (calling) [evil]; **Level** magus 3, sorcerer/wizard 3, witch 3

**Components** V, S, M (a scale, horn, or other bit from the body of the desired familiar)

**Target** see text

You project your dark nature into the distant Hells, allowing you to call a more powerful, evil familiar.

Casting this spell directly before a ritual to replace your familiar allows you to choose a familiar with the demon, devil, or daemon subtype from the Improved Familiar list without taking the feat. You must meet the alignment and level requirements as listed for the familiar you choose.

Once you have completed the familiar ritual, the creature is no longer considered called, and it takes on all the regular properties of familiars with two exceptions. Its type does not change, and it does not gain the ability to speak with other creatures of its kind, even if it has the ability to communicate.

### ENSNARE LEY LINE

**School** divination; **Level** bard 5, cleric/oracle 4, druid/shaman 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Component** V, S

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

**Target** one ley line

**Duration** 1 round/level

**Saving Throw** see text; **SR** no (harmless)

You harness the eldritch energy that naturally flows through you and funnel it toward a nearby ley line, temporarily warping it to your advantage.

When casting this spell, make a caster level check (DC 18) to determine whether the spell ensnares the ley line. For each caster that has successfully used the ley line during the encounter, increase the caster level check's DC by 1.

Upon a successful check, whenever you successfully use that ley line you may either choose the desired effect from the appropriate ley line effects table or you may choose to roll on a table one step higher (If you do the latter, roll normally).

If the ley line you ensnare is locked, you may either use its effect or roll on a table one step higher. If you do, add or subtract 1 to your roll's result if desired.

This spell does not affect the negative effects incurred during ley line burnout or when rolling a natural 1 on a caster level check to use the ley line.

### ENTICING GLEAM

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

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. +10 ft. per level)

**Target** 100 gp of treasure per level (gems, gold, or art objects)

**Duration** permanent

**Saving Throw** see below; **SR** no

This spell makes coins and jewels of a certain value of appear 10× more valuable than their true worth. Art objects seem to show higher craftsmanship and seem to be made of better materials. Copper appears to be gold, and common gemstones resemble rare ones. Appraise checks made without touching the material automatically causes the appraiser to assume a higher value. If the appraiser touches or moves the treasure, the appraiser gets a Will save to determine that the treasure is in fact less valuable.

### ESSENCE JAR

**School** necromancy (necrophagy); **Level** cleric/oracle 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, F (an ornate jar worth at least 100 gp)

**Range** personal

**Target** you

**Duration** 1 day/level (D) (see text)

You transfer one of your vital organs into a protective jar, which serves as the focus for this spell. Your organ remains living and healthy as long as the jar remains unopened, and your body continues to function normally but enjoys a measure of protection based on which organ you chose to remove. Choose one of the following organs and its related effect.

- *Brain*: You gain a +8 bonus on saving throws to resist mind-affecting spells and effects. You are granted a save to negate such effects even if one is not normally allowed.
- *Heart*: You are immune to death effects, such as *finger of death*, as well as negative energy effects including a cleric's negative energy channeling.
- *Liver*: You are immune to all poisons.
- *Lungs*: You no longer need to breathe. You cannot drown or suffocate, and you can hold your breath indefinitely.
- *Stomach*: You no longer need to eat or drink and cannot starve or dehydrate. You are immune to the nauseated and sickened conditions.

You may cast this spell as many times as you like, provided you have a separate jar for each organ you preserve. For each organ you have preserved beyond the first, your maximum hp decreases by 5. This damage can never be healed or overcome in any way until the spell duration ends or your organ returns to your body.

You can return your organ to your body by touching its containing jar at any time. At the end of the spell's duration, the organ is automatically restored to your body. If the jar is opened before the spell duration ends, the organ still automatically returns to your body but you take 5d6 hp damage. This damage cannot be avoided, but the organ's return to your body is instantaneous and cannot be interrupted.

Anyone holding a jar containing one of your organs can cast spells on you as if they could see and touch you. You take a -2 penalty on saving throws to resist spells cast in this way.



## EVULSION

**School** (necrophagy) [force]; **Level** cleric/oracle 9, sorcerer/wizard 9, witch 9; **Domain** Death 9

**Casting Time** 1 standard action

**Components** V, S, M (flensed bone)

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Fort half; **SR** yes

*Evulsion* violently extracts a creature's skeleton, causing 2d6 hp slashing damage per caster level (maximum 40d6 at 20th level) and the target creature is stunned for 1d4 rounds. A successful Fortitude save halves the damage. Exoskeletal creatures take a -4 penalty to this Fortitude save. Creatures without a skeleton, such as oozes and constructs, are unaffected by *evulsion*.

A body of a creature killed by *evulsion* is not intact enough to be returned to life by a *raise dead* spell, although *reincarnate*, *resurrection*, *miracle*, or *wish* will bring back the creature.

## EXALTED CHANCE

**School** evocation; **Level** cleric/oracle 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** you or a lone spell recipient creature

**Duration** 1 round/level

You gain a divine blessing for one action of any type. You may choose the specific action affected at any time while the *exalted chance* is active.

You feel an inner tingling while the spell is active. It becomes a rising, rushing sound ending in a trumpet-like blare (that is audible to you and others) when you call on the *exalted chance*. If the spell's benefit is not used before the spell duration expires, it simply fades away without effect.

Once you choose the affected action, this spell allows five rolls to be made for it. You take the most favorable result. This magic can affect only actions you (the caster) take or attempts you make (such as aiding another). You can choose, during or after casting, to transfer the benefits of the spell to a willing creature you touch. If you do, the target chooses when to call on the *exalted chance* and gains three rolls, choosing the most favorable one.

## EXSANGUINATING CLOUD

**School** necromancy [evil]; **Level** cleric/oracle 6, sorcerer/wizard 5

**Components** V, S

**Casting Time** 1 standard action

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

**Effect** 20 ft. radius, 20 ft. high

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **SR** no

When you cast this spell, a rose-colored mist billows up from the spot you indicate, obscuring sight and draining

blood from living creatures.

This cloud obscures sight as *fog cloud* does and leeches the blood or similar fluid from any creature in the area. Any creature engulfed by the cloud must succeed on a Fortitude save or take 2 points of Constitution damage. Each round the creature remains in the cloud requires a new Fortitude save to avoid additional Constitution damage.

When it absorbs blood, the cloud gets thicker and darkens to a deep crimson color. Once it has absorbed 10 or more Constitution points, it solidifies. This deep crimson cloud gains the same qualities as *solid fog*, limiting vision, movement, and attacks.

Undead creatures within an *exsanguinating cloud* gain a +2 resistance to the Will save allowed by the Turn Undead feat, but otherwise suffer the obscuring effects of being within the cloud.

An *exsanguinating cloud* cannot be cast underwater. Before it solidifies, it can be dispersed by wind as if it were a *fog cloud*. Once an *exsanguinating cloud* has solidified, only very strong winds (50 mph or more) can disperse it. When *exsanguinating cloud* ends, its remnants shower over the spell area as a rain of blood.

Some necromancers and death clerics use this spell to drain blood from large numbers of creatures and collect it for various purposes, using urns, jugs, or other means to hold the liquid.

**Mythic:** This spell's duration is increased by a number of rounds equal to your mythic tier. Undead creatures within the *exsanguinating cloud* either gain +4 channel resistance or, if they already have channel resistance, that channel resistance is increased by 4.

**Augmented (6th):** You can expend two uses of mythic power to deny non-mythic creatures within the cloud the Fortitude save. Such creatures take the Constitution damage each round automatically.

## FACE OF DECEPTION

**School** transmutation (polymorph); **Level** cleric/oracle 1

**Casting Time** 1 swift action

**Components** S

**Range** touch

**Target** you or a touched creature

**Duration** 1 round/level

**Saving Throw** see text; **SR** yes

You or a creature you touch take on all the characteristics of a face of a Medium humanoid you've seen, including a younger version of yourself. This magic affects only the appearance of the head, neck, shoulders, collarbone, and upper chest (front and back). The spell can transform your appearance into another race or gender, but only in the ways described.

The effectiveness of the disguise depends upon the clarity of the memory used to shape it. Consequently, many habitual users of this spell carry detailed miniature paintings (e.g. in lockets) to refer to, or they look at bystanders and copy their features.

*Face of deception* is often used to pass checkpoints, blend

in with guards or officers, and to temporarily disguise identity. If used as part of a disguise, this spell grants a +10 to Disguise checks. Anyone who interacts with a creature disguised this way immediately receives a Will save to recognize the disguised creature (or to simply recognize that the creature is under the effects of this spell).

### FAERIE RING

**School** transmutation; **Level** druid/shaman 5, witch 6  
**Casting Time** 10 min.  
**Components** V, S, F (a natural dirt, wood, or stone altar)  
**Range** touch  
**Area** 40-ft. radius emanating from the touched point  
**Duration** 2 hrs./level  
**Saving Throw** see text; **SR** no

This spell saturates an area with the primordial power of nature and the fey, making arcane magic and the passage of time quite erratic. Any arcane caster casting a spell within (or into) the faerie ring must roll on the following table to determine how the caster and the spell are affected. Arcane casters who are fey creatures, elves, half-elves, or fey bloodline sorcerers may roll twice and take the more favorable result.

Table 2-3: Faerie Ring Effects

D%	EFFECT
0-20	Spell fails and causes the caster 1d6 slashing damage per spell level (Fortitude negates) as the magical backlash warps the flow of time within their body.
21-40	Spell effects appear in slow motion, and are delayed until the start of the casters next turn.
41-60	Spell requires at least a full-round action to cast.
61-80	Spell is cast as normal.
81-	Spell is automatically quickened (as the feat).
100	If a spell has a casting time of more than one full round or this result comes up twice in one round, the spell is instead cast as normal.

It is dangerous for mortals to dwell within the *faerie ring* for long periods of time. For every full hour that passes within its bounds, living creatures without the animal, fey, or plant type are aged one year (Fortitude negates). This aging includes all physical signs that time has passed, such as hair and nail growth. If the creature reaches its maximum age, it dies. Treat this as death from old age for the purposes of *raise dead* or similar effects. The aging caused by *faerie ring* has no effect on any spell durations or conditions affecting the target.

*Faerie ring* can be made permanent with a *permanency* spell (minimum caster level 13, cost 12,500 gp).

### FANGBOX

**School** transmutation; **Level** sorcerer/wizard 3, witch 3  
**Casting time** 1 standard action  
**Components** V, S,  
**Range** touch

**Target** one container (bag, box, flask, container or crate of up to Large size)

**Duration** 1 round/level

**Saving Throw** Fortitude negates (object); **SR** no (object)

This rather vicious spell transforms a container into a hateful, fanged monster for a short period of time. Kobold spellcasters often use this spell to wreak havoc among adventurers by turning *handy haversacks* and scroll cases into biting horrors.

While transmuted, any items held in the case may be accessed by a standard action even if the action would regularly be a free, swift, or move action; when an item is retrieved from it, the *fangbox* gets an attack of opportunity. A *fangbox* gets a base attack equal to 5+ your caster level and has a bite attack (see damage table below). A Strength check (DC 10 + your caster level) is required to retrieve an item from the *fangbox*.

Each round on your initiative, the *fangbox* attacks one creature adjacent to it. If a creature retrieved an item from it and stands adjacent to it, the *fangbox* always attacks that creature. The *fangbox* cannot move.

The *fangbox* deals damage based on its size and the level of the caster.

Table 2-4: Fangbox Damage

FANGBOX SIZE	DAMAGE
Tiny (potion flask, coin purse)	1d4+ 1/2 caster levels
Small (scroll case, small bag, quiver)	1d6+ 1/2 caster levels
Medium (backpack, sack, saddlebag)	2d6 +1/2 caster levels

### FALSE DEATH

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

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 10 min./level; see text

When you drink this extract, you prepare your body for the likelihood of imminent harm. If you are dropped to negative hp but are not killed instantly, you appear to all outside observers to die. Your body becomes pale and cold, your eyes glaze over, you become insensitive to pain and injury and your heartbeat and breathing become undetectable.

While you appear dead, though, you remain aware of your surroundings, and you're stabilized and gain fast healing 3 for 1 round per caster level—as long as you remain unmoving. If you move, stand, or take any actions—or when this extract's duration ends—the extract ends and you may move and act as normal.

### FATE DENIED

**School** divination [mind-affecting]; **Level** bard 1, cleric/oracle 1, druid/shaman 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, DF/F (a small bit of crystal)

**Range** touch

**Target** one living creature

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** yes (harmless)

With a single touch, you align the fates against the target. That target suffers a -1 penalty on attack rolls, skill checks, and saving throws. You can dismiss this spell as an immediate action after the target has made an attack roll, skill check, or saving throw, forcing the target to reroll that attack roll, skill check, or saving throw. When it does so, the target takes a -4 penalty instead of a -1 penalty. The target must be in your line of sight for you to dismiss this spell.

*Fate denied* counters and dispels *fate revealed*.

### FATE REVEALED

**School** divination [mind-affecting]; **Level** bard 1, cleric/oracle 1, druid/shaman 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, DF/F (a small bit of crystal)

**Range** touch

**Target** one living creature

**Duration** 1 min./level

**Saving Throw** none; **SR** yes (harmless)

With a single touch, you cause the fates to smile on

## The Old Margreve Forest

In the Midgard setting, the Margreve Forest in the Crossroads region siphons and feeds from a fraction of every spell's power, visibly channeling the energy through each tree's leaves and roots. Here, spells such as *feed the forest* become particularly potent, although that spell can be used in any forest. Elven forests of great antiquity might have similar properties, as might druid groves, the great world tree Yggdrasil, and other places of numinous mystery.

For more information about the Margreve, see *Tales of the Old Margreve*.

### GIFTED BY THE OLD WAYS (TRAIT)

The Old Ways run true in your family's blood, especially in you. Your speech often falls into the rhythms of old, and you feel a special kinship to the ancient Margreve. You can use the incantation *Wisdom of the Old Ways* (see page 300) without requiring a skill check (1/day).

### TRAINED IN THE OLD WAYS (TRAIT)

Born and bred in the Margreve Forest, you know the old ways of that place. You either know an incantation that originates in the forest (see page 294) or you gain a +1 trait bonus to both Knowledge (nature) checks and Survival checks involving the Margreve. Survival is always a class skill for you.

the target. That target gains a +1 insight bonus on attack rolls, skill checks, and saving throws. Unlike other spells that can be dismissed, this spell cannot be dismissed by the caster, but rather it can be dismissed by the target. As an immediate action, the target can reroll a single attack roll, skill check, or saving throw with a +4 insight bonus. Making this reroll dismisses the spell.

*Fate revealed* counters and dispels *fate denied*.

### FAULT LINE

**School** evocation [earth]; **Level** druid/shaman 6

**Casting Time** 1 immediate action

**Components** V, S, DF

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

**Area** 100-ft. line

**Duration** instantaneous

**Saving Throw** none; **SR** no

This spell thrusts the ground sharply upward along a line you designate, and all spaces affected by the spell become difficult terrain.

In addition, the spell makes a trip attempt against any creature within an affected space at the moment of casting. The CMB for this trip equals your caster level plus your Wisdom modifier +4; make a single check against all affected creatures. Each tripped creature takes 1d6 hp bludgeoning damage due to the suddenness of the ground's upheaval. Regardless of the check result, any creatures approaching the line must stop at an affected square, and creatures cannot charge through the line.

### FEED THE FOREST

**School** evocation; **Level** druid 1-9

**Casting Time** 1 round

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hr./level of the spell (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell may be prepared in any slot of 1st-9th level, though it only appears on your spell list the first time you prepare spells within a deeply forested area. When cast within such a forest, this spell feeds a constant trickle of magical energy into the forest. For the duration of the spell, you can cast spells of the same level or lower without any negative effects the spell might impose on you, including any backlash effects a magical forest might impose. If a forest is magical or sentient, though, the forest still remains aware of you. At the GM's discretion, rangers and witches with a similar tie to ancient powers of nature may also use these spells.

### FERAL SCENT

**School** illusion (shadow, shadowflesh); **Level** sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a bit of fur, hair, or skin from the caster)

**Range** touch

**Duration** 1 day/level

**Saving Throw** none; **SR** yes

You change the scent of a creature to match your own, imbuing the creature with your smell for the duration of the spell. This scent overrides the creature's own scent so that any creature tracking by means of scent assumes the creature being tracked is you. The scent is as strong as your own, but a creature tracking both can differentiate the host from the subject by the strength of the scent with a Perception check (DC 20+1/caster level).

### FEVERISH CONFESSION

**School** enchantment (charm) [mind-affecting]; **Level** inquisitor 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, F, (a ghoulish claw)

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

You touch a creature with a ghoulish claw, and if it fails a Will save it confesses everything it knows about any topic you desire. A creature that makes a successful Will save is immune to this spell's effects for 24 hrs.

Unlike a *charm person* or *suggestion* spell, this spell does not enable you to suggest a course of action to a creature. However, the creature will tell you its weaknesses, where its treasure is hidden, who its enemies are, what its plans are, and where its friends might be. Regardless of its alignment or wishes, the creature pours forth all information that might be valuable.

An affected creature makes no evasions or omissions when confessing its knowledge; on the contrary, it is compelled to add any detail that might be relevant to the caster's subject. In other words, this spell is a perfect confession of that creature's entire state of mind. As a form of extreme magical compulsion, its use is forbidden by faiths of lawful good alignment, and paladins and clerics of such faiths find it repellant.

### FEY'S CURSED COIFFURE

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

**Casting Time** 1 standard Action

**Components** V, S

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

**Target** one creature

**Duration** until hair is removed; see text

**Saving Throw** Fortitude negates; **SR** yes

The fey delight in showing that people are naught but animals, and this spell follows that tradition. Unless the target makes a Fortitude save, all the body's hair bursts forth, growing 1 ft. per round for three rounds—generally to the delight and amusement of onlookers. This spell affects even things not normally considered hairy, such as undead, dragons, or reptiles. Oozes and elementals are immune.

On the first round, the target loses its Charisma bonus; on the second round, it loses its Dexterity bonus. By

the third round, three feet of hair hang off the target's torso, back, head, face, and each limb, allowing the target to move only at half normal speed. The effects are cumulative and last until the hair is removed.

The force of hair growth is sufficient to rip through normal clothing, but not armor, from which the hair pushes out from every opening rather uncomfortably. The hair may be removed naturally via cutting and shaving (some compare it to shearing sheep). A successful *remove curse*, if cast within 24 hrs., causes the extra hair to immediately slough off.

### FIELD OF AXES

**School** conjuration (creation); **Level** sorcerer/wizard 6

**Casting Time** 1 full round

**Components** V, S

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

**Area** 16 contiguous squares

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

**Saving Throw** see text; **SR** no

You create hazardous terrain for any creature crossing through the affected area. All the squares in the designated, contiguous area sprout invisible axe heads that defend the field. These conjured weapons attack creatures that move through the *field of axes* at normal speed or faster or spend a round fighting within them. They make a single attack against each creature as it moves through each square: Flying creatures are struck by hurled axes to a height of 30 ft.

The axes attack using your base attack bonus plus your Intelligence or Charisma modifier, whichever is higher. If they hit, they deal 2d6 hp slashing damage to their target and reduce the target's speed by half (only if the target takes damage). This reduced speed lasts for 24 hrs., until the target is successfully treated with a DC 20 Heal check, or until it receives magical healing equal to the amount of damage dealt by the axes. Finally, any charging or running creature passing through an affected square must stop if hit by the axes (although they are not knocked prone).

### FIERY BLOOD

**School** transmutation [fire]; **Level** druid/shaman 5, sorcerer/wizard 4

**Components** V, S, M (pinch of sulfur)

**Casting Time** 1 standard action

**Range** touch

**Target** one living creature

**Duration** 2 rounds/level

**Saving Throw** Will negates (harmless); **SR** no

The blood of the target becomes fiery and burns with a hot, purifying flame. The target glows as brightly as a torch and acquires fast healing 4 for the duration of the spell. In addition, any opponent that successfully strikes the target with a piercing or slashing attack takes 1 hp fire damage for every die of damage inflicted on the target of the spell.

**Mythic:** The target of the spell gains fire resistance 10. The fire damage that an opponent takes when it hits the



target with a piercing or slashing weapon is increased by a number equal to your mythic tier.

### FIERY LIGHTNING

**School** evocation [fire]; **Level** magus 6, sorcerer/wizard 6

**Components** V, S, M (pinch of sulfur)

**Casting Time** 1 standard action

**Range** 100 ft.

**Area** 100-ft. line

**Duration** instantaneous

**Saving Throw** Reflex for half; **SR** yes

The caster invokes a powerful stroke of green lightning, wreathed in crackling flames, from his or her outstretched fingertips. The bolt does 1d6 hp electricity damage and 1d6 fire damage per level (maximum 10d6 each) to the target. Otherwise treat as a standard *lightning bolt* spell.

**Mythic:** The damage increases to 1d8 hp electricity damage and 1d8 hp fire damage per caster level (maximum 10d8 hp each). Any creature that fails its save is staggered for 1 round.

**Augmented (4th):** You can expend two uses of mythic power to bend the line of the spell once up to up to 90 degrees. Any creature that fails its save is stunned for 1 round and catches on fire.

### FIERY SANDSTORM

**School** evocation [fire]; **Level** druid/shaman 7, sorcerer/wizard 6, witch 7

**Components** V, S, M (pinch of sulfur)

**Casting Time** 1 round

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

**Area** two 10-ft. cubes/level

**Duration** 2 rounds/level

**Saving Throw** Reflex half (see text); **SR** yes

The caster generates a furious sandstorm, with massive wind speeds, that is laced with punishing flames. For every turn that a creature is in the area of effect, it takes 2d6 hp bludgeoning damage for every four caster levels (Reflex save for half) and 1d6 hp fire damage for every 4 levels every round (no saving throw).

Natural flying is impossible, but magical flight (such as levitation) is still possible. Note that if any spellcasters are within the area of effect, they must make a DC 25 concentration check first to attempt spellcasting.

### FINAL COMBUSTION

**School** necromancy; **Level** cleric/oracle 4, sorcerer/wizard 4

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw** Fortitude negates; **SR** yes

You imbue the target with the death throes supernatural ability. When the target is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 hp fire damage to all creatures within a 20-ft.-radius burst. A Reflex save halves this damage; the save's DC is equal to the DC for this spell. The target's gear or any treasure it carries are unaffected by this explosion.

*Final combustion* is a curse effect, and, as such, spells that remove a curse also remove this spell's effects.

### FINAL REST

**School** necromancy; **Level** cleric/oracle 6, inquisitor 6, white necromancer 5

**Casting Time** 10 min.

**Components** V, S, M/DF (a vertebrae)

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

**Target** one undead creature with rejuvenation

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

You speak a holy word and perform a simple ritual to ensure that one undead creature does not return. Once an undead creature with rejuvenation is destroyed, you must cast this spell on its physical remains. In the case of a ghost, you must locate the creature's body, bones, or specific area or item that the ghost haunts and cast the spell there. A failed Will saving throw permanently destroys the undead creature.

### FIND TREASURE

**School** divination; **Level** cleric/oracle 4, druid/shaman 4, inquisitor 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (a rod and a sample of the desired material; see below)

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

**Target** creature touched

**Duration** 10 min./level (D)

The recipient of this spell can find the closest large mass of metal or gems with a volume of 5 cubic ft. or greater. The recipient can find the material outside, indoors, or underground within the spell's range. Though used most often to locate treasure hoards, the spell sometimes locates raw material such as unmined metal, unrefined or refined gems, or worked material primarily composed of one substance, such as piles of gold coins or a large iron cauldron. Unlike *locate object*, lead does not block the spell. Lead can even be the material sought, although magical effects that block divinations work normally.

### FIRE CLAWS

**School** evocation [fire]; **Level** alchemist 3, druid/shaman 3, sorcerer/wizard 3, witch 3

**Components** V, S, M (pinch of sulfur)

**Casting Time** 1 standard action

**Target** you

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** no

Your hands and/or melee weapon become wreathed in searing flames. Your unarmed, touch, or melee attacks made gain 1d6 fire damage for every 3 caster levels (maximum 5d6) for the duration of the spell. You can also set flammable objects alight with a touch. Cold, electricity, and acid variants of this spell are common among some dragon mages and even esoteric orders of druids.

### FIRE UNDER THE TONGUE

**School** transmutation; **Level** druid/shaman 1, ranger 1, witch 1

**Casting Time** 1 standard action

**Components** V

**Range** 5 ft.

**Target** one non-magical fire of campfire size or smaller

**Duration** 24 hrs.

**Saving Throw** see below; **SR** no

You have mastered the art of keeping fire under your tongue. As a standard action, you may consume a non-magical fire that is the size of a typical campfire or smaller. The fire is stored harmlessly in your mouth and dissipates if it is not used within 24 hrs.

You can vomit forth the stored fire as a standard action. If you're trying to hit a particular target, treat this as a ranged touch attack with a range of 5 ft. Campfire-sized flames cause 1d4 hp fire damage, while torch-sized flames inflict 1 hp fire damage. Once out of your mouth, the fire burns normally, dying immediately unless it hits appropriate combustible materials.

**Mythic:** You can vomit forth the fire as a swift action. If you're trying to hit a particular target, treat it as a ranged touch attack with a range of 20 ft. Campfire-sized flames deal 1d6 hp fire damage, while torch-sized flames deal 1d4 hp fire damage.

**Augmented (2nd):** You can expend two uses of mythic power to have this fire damage ignore resistance to fire of 10 or less.

### FIREBURST

**School** evocation [fire]; **Level** elven archer 4, druid/shaman 5

**Casting Time** 1 standard action

**Components** V, S, F (a drop of pitch mixed with sawdust, and an arrow or bolt), DF

**Range** touch

**Target** one touched arrow or bolt

**Area** 20-ft.-radius spread; see text

**Duration** 1 round

**Saving Throw** no; **SR** yes

The next arrow you shoot resembles a *flaming* arrow, and you may choose to have it explode at any point in its trajectory. The explosion scatters burning sawdust and embers in a 20-ft. radius. These burning, colored embers hang suspended in the air for 1 round. After 1 round, nothing remains but a bit of smoke and some light ash.

You choose how loud the explosion is, from a tiny pop to a large boom. You also choose the flame's colors. The arrow may be shot high into the air as a signal, or low over an area to provide 1 round of illumination. *Fireburst* provides clear illumination in a 100-ft. radius. It provides shadowy illumination out to 200 ft.

*Fireburst* does not burn as hot as a wizard's *fireball*. A creature struck by an arrow that has had *fireburst* cast on it takes 1d4 hp fire damage per caster level (maximum 15d4). *Fireburst* does ignite combustibles, but it cannot melt metals.

An arrow enchanted with *fireburst* always explodes on contact with any solid object—thus, an invisible wall or similar barriers can stop it. Objects struck with arrows enchanted with *fireburst* also take 1d4 hp fire damage per caster level with no maximum (no saving throw).

**Mythic:** The arrow deals 1d6 hp fire damage per spell caster level (maximum 15d6 hp) and cause creatures struck to catch on fire.

**Augmented (4th):** You can expend two uses of mythic power to have this fire damage ignore resistance to fire of 10 or less.

### FLESH TO OOZE

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

**Casting Time** 1 standard action

**Components** V, S, M (alchemical reagents worth 100 gp)

**Range** close (25 f. + 5 f./2 levels)

**Target** one creature; see text

**Duration** permanent

**Saving Throw** Fortitude negates, Will partial; see text; **SR** yes

This spell functions like *baleful polymorph*, except the target becomes an ooze of its size. A creature of 3 HD or less becomes a gray ooze, 4–9 HD becomes a gelatinous

cube or ochre jelly, and 10+ HD becomes a black pudding. Alternatively, instead of a creature you may target a quantity of inert flesh (such as that created by the *stone to flesh spell* or a dead body) of sufficient mass, which becomes an ooze of your choice.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hp). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, and spell-like abilities.

Because a target's gear does not transform with it, any items fall under or within the ooze's body, which may mean the items are destroyed. If the ooze has the split ability, splitting the ooze creates one ooze that retains the creature's original identity (for the purpose of memories or restoring the creature) and one normal mindless ooze of that type.

#### FLICKERING FATE

**School** illumination (divination); **Level** cleric/oracle 4, shadowsworn 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** personal or close (25 ft. + 5 ft./two levels)

**Target** you or one creature

**Duration** 1 round

**Saving Throw** Will negates; **SR** no

The target sees the flickering shadows of a few seconds into the future. When the spell is cast, all creatures within range must declare their actions for the round before the subject of the spell declares his. All creatures receive a Will saving throw; those who succeed need not follow the course of action they declared. Those who fail must take their action exactly as declared. The subject of this spell gains a +4 insight bonus to attack rolls, AC, and saving throws against any creature that failed its saving throw.

#### FLOAT

**School** transmutation; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a bit of down or fluff)

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

**Target** you or one willing creature or one object (total weight up to 50 lbs./level)

**Duration** 1 min./level

**Saving Throw** none; **SR** no

*Float* allows you to hover, weightless, above any surface at a distance of about 1 ft. You may be moved by wind or you may use a pole or other means to propel yourself in any direction. Doing so is a move action and generally provides a movement rate of 5 ft.

A floating creature that attacks with a melee or ranged

weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1 penalty to attack. A *float* spell does not lift a creature high enough to provide a higher ground bonus.

*Float* does not reduce or negate falling damage in any way. Creatures stepping into a pit or off a cliff fall normally, and stop suddenly 1 ft. sooner than they would otherwise.

#### FLUCTUATING ALIGNMENT

**School** enchantment [mind-affecting, chaotic]; **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one targeted creature

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

You channel the forces of chaos to taint your target's mind. Every minute the spell lasts, the target rolls a random alignment on the table below. The target's alignment stops changing when this spell ends.

Table 2-5: Alignment Changes

D%	ALIGNMENT
01-10	Chaotic good
11-20	Chaotic neutral
21-35	Chaotic evil
36-45	Neutral evil
46-55	Lawful evil
56-70	Lawful good
71-80	Lawful neutral
81-90	Neutral good
91-100	Neutral

This spell does not engender any particular hostility or friendliness toward the caster in the affected creature.

#### FLURRY

**School** transmutation; **Level** cleric/oracle 1, druid/shaman 1, ranger 1

**Components** V, S, M (a vial of slushy water)

**Casting Time** 1 immediate action

**Range** personal

**Target** touch

**Area** 5 ft.-radius

**Duration:** 1 round

**Saving Throw:** Will negates (harmless); **SR** yes (harmless)

A 5 ft.-radius flurry of snow surrounds you. For 1 round, any creature within this area, including you, receive a -4 penalty on Perception checks. Creatures within this area also have a 20% chance to miss when attacking, as with concealment.

**Mythic:** The area of the spell increases to a 10-ft. radius, and you are not affected by either the -4 penalty to Perception checks nor the 20% miss chance.

**Augmented (2nd):** You may expend an additional use of mythic power to also prevent your allies from being affected by the -4 penalty to Perception checks and the 20% miss chance.

### FLY TRUE

**School** transmutation; **Level** druid/shaman 5, elven archer 4

**Casting Time** 1 swift action

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** one touched arrow or bolt

**Duration** 1 round

**Saving Throw** none; **SR** no

You can disable or destroy a device by directing your next arrow to hit exactly where you want. For example, you can cleave an opponent's arrow in twain with ease, sever a hangman's rope, or snuff a candle's flame without disturbing the melted wax below.

Your target must be a stationary, inanimate object within your weapon's range. The spot you wish to hit must be within your line of sight. When cast, *fly true* grants a +20 to your ranged attack roll, allows your arrow or bolt to ignore 30 points of hardness, and causes it to deal its maximum damage +5 hp/caster level. This spell is most useful against objects hidden behind walls of force.

If you do not make a shot within one round of casting *fly true*, the spell dissipates.

### FORCE PHALANX

**School** conjuration [force]; **Level** cleric/oracle 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (bronze replica of a shield)

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

**Area** 50-ft. line

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

**Saving Throw** none; **SR** no

This spell calls forth dozens of indistinct humanoid forms bearing large shields and readied spears. This phalanx cannot move and provides considerable protection to creatures behind it. The *force phalanx* is treated as a single object, has hardness 30 and a number of hp equal to 10× your caster level. If the phalanx takes damage equal to its hp, it disappears. Creatures behind the phalanx may attack through the phalanx, provided they have reach weapons or can otherwise hit opponents 10 ft. away.

The spears created by the spell do not attack creatures normally, but any creature charging the phalanx takes 2d6 hp damage if one of the spears strikes it. The spear has an attack bonus equal to your base attack bonus plus the modifier associated with your primary spellcasting attribute.

### FOOL'S GOLD

**School** transmutation (polymorph); **Level** cleric/oracle 1

**Casting Time** 1 standard action

**Components** V, S, DF (a small amount of your spittle or blood)

**Range** touch

**Target** small items; see text

**Duration** 1 hr./level

**Saving Throw** none; **SR** no

You temporarily transform two handfuls of small items into counterfeit coins that appear to be worth up to 20 gp.

Working this magic requires a quantity of small, inorganic items to be transformed (usually pebbles, coins, tokens, or glass shards; they need not all be of the exact same size or of the same material, but they must fit in a Medium humanoid's palm). This spell also requires a relatively flat, smooth surface and your own spittle or blood.

To cast this spell, you must smear the spittle or blood across the required surface and place all the items to be transformed there. The spell's magic then turns all of the items into the semblance of gold coins. They all look alike (that is, of the same minting), are all of the same size, and ring, weigh, and handle like gold coins (if they were glass shards, they won't have cutting edges that draw blood).

You can make the transformed "coins" bear any fanciful image and wording you can think of, and you can choose how worn or new they look. If bitten, peered at, treated with acid droplets as an alchemical assayer would, and examined closely, they seem genuine; for all intents and purposes, they are gold coins. However, if such a coin is melted, cut, or crushed, it will revert to its true material (and in damaged condition; melted, cut, or crushed). When the spell expires, fool's gold coins revert to their former state.

A cleric or paladin of your own faith knows at a glance that a gold coin you have created with this spell isn't real, but others (even those familiar with this spell) won't, unless they use magical means to reveal the deception (such as *detect magic* or *true sight*).

### FORTIFIED HOARD

**School** abjuration; **Level** cleric/oracle 2, ranger 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a tiny bell and a bit of gold wire)

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

**Area** 40 ft.-radius emanation centered on a point in space

**Duration** 1 day/level or until discharged (D)

**Saving Throw** none; **SR** no

A *fortified hoard* acts as an advanced *alarm* spell. A hoard fortification lasts longer and covers a larger area than *alarm*. Furthermore, you can choose have another creature notified that the alarm has been triggered rather than yourself, whether or not the alarm is audible. The creature must be selected at the time of



casting and must remain within 2 miles of the spell to receive the mental notice.

### FORTUNE'S FROWN

**School** transmutation; **Level** bard 1, cleric/oracle 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 min./level; see text (D)

**Saving Throw** Will negates; **SR** yes

The target creature becomes unlucky. Any luck bonuses the target possesses are immediately dispelled for the duration of the spell. In addition, when the target rolls a d20, it must roll two d20s and take the worse result. This effect lasts for the duration of the spell or after 1d4 rounds, whichever comes first.

**Mythic:** The target also takes a penalty to attack rolls, saving throws, skill checks, and ability checks equal to half your mythic tier (minimum 1). This effect and all others last for 1 min./level.

### FREEZE

**School** transmutation; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a piece of beach glass), DF

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **SR** yes

A blast of cold air billows around your target, chilling water or moisture around it and freezing it in place. The target is aware and breathes normally, but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity.

The target may also substitute an Escape Artist check (DC equal to the spell's save DC + 5) to break free of its icy sheath. A frozen winged creature cannot flap its wings and falls. A swimmer cannot swim and may drown. A target that successfully escapes still loses its next move action.

**Mythic:** Non-mythic creatures cannot take a full-round action to end the effect, nor can they attempt an Escape Artist check to escape the effect.

### FREEZE, GREATER

**School** transmutation; **Level** bard 4, cleric/oracle 4, sorcerer/wizard 5

As *freeze*, but also coats targets in an icy rime. Affected creatures take 2d6 hp cold damage +1 per caster level (maximum +10).

If an initial Fortitude save is successful, the damage is halved and the freezing-in-place effect is negated, as with *freeze*. Also as with *freeze*, targets are entitled to saves

every round as a full-round action to end the freezing-in-place effect.

**Mythic:** Non-mythic creatures cannot take a full-round action to end the effect, nor can they attempt an Escape Artist check to escape the effect. Non-mythic creatures suffer 3d6 hp damage. A successful Fortitude save still halves this damage.

### FREEZE POTION

**School** transmutation [cold]; **Level** alchemist 1, cleric/oracle 1, druid/shaman 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 immediate action

**Components** V, S, DF

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

**Target** potion vial or flask of Diminutive or smaller size

**Duration** instantaneous

**Saving Throw** Reflex negates (item); **SR** yes

A blue spark flies from your hand into a potion vial, drinking horn, waterskin or similar container, instantly freezing the contents. The contents melt normally and are not otherwise harmed, although it's not possible to consume them in this state.

### FREEZE TIME

**School** conjuration (dimensional); **Level** magus 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 immediate action

**Components** S

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

**Target** One moving object in a 15-ft. cube totaling no more than 25 lbs./level

**Duration** until triggered or 1 round/level

**Saving Throw** none; **SR** yes (object)

You grasp the space between a moving object and its destination and stretch it in a tall arc through an alternate dimension, allowing you to pause surrounding events at will. To all observers, when you trigger this spell's effect, the moving object appears to stop abruptly and pause for 1 round. It then resumes its original velocity. During the paused round, you (or anyone else) might sidestep a killing arrow, kick in a door before letting paused bullets fly, or pull a head free just before a guillotine's blade slams down.

### FREEZING FOG

**School** conjuration (creation) [cold]; **Level** druid/shaman 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium 100 ft. + 10 ft./level

**Effect** fog spreads in a 20 ft. radius, 20 ft. high

**Duration** 1 round/level

**Saving Throw** none; **SR** no

This spell creates a mass of white vapors like the fog cloud spell. However, each creature and object in the fog takes 3d6 hp cold damage each round on your turn, starting when you cast the spell. The ground in the area of

effect quickly freezes over, and is treated as an ice sheet for purposes of movement within the freezing fog. Creatures may move at half speed on the ice sheet. Moving at full speed requires a DC 20 Acrobatics check.

### FREYA'S FALLEN TIMBER RAGE

**School** transmutation; **Level** druid/shaman 5

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Targets** one Huge wooden structure or smaller/6 caster levels

**Duration** 1 round/level

**Saving Throw** none;

**SR** no

Foundations crack and boards snap as homes, barns, and other wooden structures you choose rise like beasts breaking their chains. You command great post-and-beam constructs to shake off their plaster and swing massive timber clubs (treat their attack as a club+11 [1d8+5 hp bludgeoning damage]) at targets you select.

See the *Pathfinder RPG Bestiary* for the statistics of Huge animated objects, and apply the effect of the *rage* spell. Structures animated with this spell have vulnerability to fire, no construction points, and cannot be made permanent with the *permanency* spell.

**Mythic:** If you expend one use of mythic power when casting this spell, you may target one Gargantuan wooden structure or smaller per five levels. Treat the structure's attack as a club+13 (1d10+7 bludgeoning damage).

### FREYA'S INSTANT BALLISTA

**School** transmutation; **Level** druid/shaman 4, ranger 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a thick arrow)

**Range** touch

**Effect** creates one arrow/level

**Duration** 1 hr./level (D)

**Saving Throw** none; see text **SR** no

You turn at least one large, felled tree into blunt arrows that enlarge to the trees' original size moments before they hit their targets (or when the spell expires). When you cast this spell, the arrows you create appear in your hand, and you may throw them at your target as a ranged

touch attack with a +2 competency bonus. Or, you may shoot them from a ranged weapon as +2 *arrows*.

When these arrows hit, they deal damage equivalent to that of heavy ballista bolts (3d8 hp damage/19-20). *Flame arrow* and similar spells affect the arrows this spell creates normally.

At least one naturally or artificially felled tree must exist within 100 ft. of your location when you cast this spell, regardless of how many arrows you create. Otherwise, the spell fizzles.

When this spell expires, if you are still holding the



arrows, they instantly become logs and you must succeed on a number of Reflex saves (DC equal to this spell's DC) equal to the number of arrows you held or be grappled. No matter how many saves you fail, you are only grappled once, and you must make a combat maneuver check (DC 14) to escape the grapple.

**Mythic:** If you expend one use of mythic power when casting this spell, it affects twice as many trees as normal, and each tree deals 3d10 points of damage.

### FUGUE SCRIPT

**School** divination [ink]; **Level** sorcerer/wizard 4

**Components** S, M (25 gp of ink, and a blind man's eye or wheat infected with ergot)

**Casting Time** 10 min.

**Range** personal

**Duration** instantaneous

**Saving Throw** none; **SR** no

Your eyes roll back in his head and you enter a deep

trance, becoming fully rigid save for your writing hand, which must be dipped in ink. You commune with unknown forces and spirits, gleanng a useful piece of advice in reply to a question about a specific goal, event, or activity no more than one week in the future. You record this reply with an ink-stained finger.

The advice takes the form of a mysterious phrase, single word, picture, or rhyme recorded in ink. If the cryptic information is not acted upon, conditions may change that render the information useless.

The base chance for correct information is 60% +1% per caster level (maximum of 80%). If the dice roll fails, the caster does not know whether the information given was false. Multiple trances regarding the same topic produce the same result.

The blind man's eye or infected wheat used as a material component for this spell must be ingested as part of its casting.

### FULL LUNG

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You grant one touched creature the ability to hold its breath longer than normal. The target instantly resets the duration it can hold its breath underwater and gains an additional number of rounds equal to your Intelligence modifier (minimum 1). The target also gains +4 bonus to Constitution checks to avoid drowning.

### FURIOUS HOOVES

**School** transmutation; **Level** cleric/oracle 2, druid/shaman 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a nail)

**Range** touch

**Target** one living creature with hooves

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You enhance the hooves of a target creature, imbuing it with power and swiftness. The target increases its base speed by 30 ft. (up to a maximum of twice its base speed). In addition, this spell grants two hoof attacks that deal 1d6 hp damage plus 1/2 the target's Strength modifier (1d8 if the target of the spell is Large). These attacks are treated as secondary natural attacks, even if they are the target's only natural attacks. Finally, the hoofed creature may deal hoof damage to the target of any successful bull rush or overrun combat maneuver.

### FURIOUS SUMMONING

**School** enchantment (compulsion) [mind-affecting];

**Level** cleric/oracle 5, sorcerer/wizard 5, summoner 5

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

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

While affected by this spell, you cast *summon monster* spells that summon chaotic or evil creatures at one caster level higher than your own. The alignment effects stack, so if you summon chaotic evil creatures, you summon them as two caster levels higher.

Furthermore, when you summon a creature with the demon subtype, you can choose to have it affected as if you had cast the *rage* spell on it, even if that spell is not a known spell to you or on your class spell list. Lastly, when casting *summon monster* you can choose to dismiss this spell as a free action to have the casting time of the summoning spell reduced to 1 standard action.

**Mythic:** While under the effects of this spell, you can cast *summon monster* spells with a casting time of 1 standard action, and all chaotic or evil summoned creatures are affected as if you cast the *rage* spell on them.

### GAZE OF VELES

**School** enchantment [fear, mind-affecting]; **Level** cleric/oracle 9

**Casting Time** 1 standard action

**Components** V, S, DF

**Area** 30-ft. radius burst centered on you

**Duration** instantaneous and 1 round/level

**Saving Throw** Will partial; see text; **SR** yes

You summon the attention of Veles, the World Serpent, for the briefest of instants, and his fury is profound. Creatures that fail their saves are stunned for 2d4 rounds and are then shaken and staggered for the remainder of the spell's duration. A successful save leaves the target shaken for the spell's duration.

Dragonkin, creatures of the draconic subtype, and reptile animals receive a +4 bonus to their Will saves.

### GEAR BARRAGE

**School** clockwork (evocation); **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a small handful of sprockets and gears worth 5 gp)

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

**Effect** 15-ft. cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

The caster launches a cone-shaped burst of telekinetically propelled gears. The spell deals 1d4+1 hp damage per level (maximum 10d4+10). Anyone within the burst may make a Reflex saving throw for half damage.

### GECKO'S GRIP

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

**Components** V, S, M (gecko's claw or talon)

**Casting Time** 1 standard action

**Range** touch

**Target** one living creature

**Duration** 15 min./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject of this spell can climb and travel on vertical surfaces or traverse ceilings as easily as a gecko does. The affected creature must have at least one hand free to climb in this manner. The subject gains a climb speed equal to its base speed and a +8 competence bonus to Climb checks; the target of the spell does not need to make Climb checks to cross a vertical or horizontal surface, including upside down. The subject retains its Dexterity bonus to AC (if any) while climbing, and opponents get no special bonus to their attacks against it. The subject of the spell can use the run action while climbing as a full-round action.

### GEYSER OF THE DRAGON TURTLE

**School** evocation [fire]; **Level** druid/shaman 5, sorcerer/wizard 5

**Components** V, S, M (body of water; see text)

**Casting Time** 1 standard action

**Range** medium (40 ft. + 10 ft./caster level)

**Area** 40-ft. cone

**Saving Throw** Reflex half; see text; **SR** yes

This spell causes a geyser of steaming water to spring forth from any large body of water within range, such as a cistern, pond, lake, sea, or ocean but not a bucket or bathtub. The geyser is a cone that does 1d6 hp fire damage per 3 caster levels. It shoves targets that fail a Reflex save away from the spell's point of origin as if they were bull rushed by the caster, but with a +8 circumstance bonus to their CMB. No size adjustments apply.

### GHOSTLY ARROW

**School** transmutation; **Level** druid/shaman 3, elven archer 2, ranger 3

**Casting Time** 1 round

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** arrows or bolts touched

**Duration** 1 round/level

**Saving Throw** none; **SR** no

Arrows you fire while this spell lasts gain the spiritual power of the forest; they become misty and insubstantial while in flight. They return to normal when they strike a foe's corporeal body. Arrows that miss are lost.

Attacking with *ghostly arrows* requires a successful touch attack. The arrows ignore any AC bonuses from armor or cover from intervening creatures or terrain.

### GIANT TO KOBOLD

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

**Casting Time** 1 standard action

**Components** V, S, M (piece of a fairy's wing)

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

**Target** one Medium-sized creature

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

**Saving Throw** Fortitude negates; **SR** yes

You instantly shrink a humanoid creature, quartering its height, length, and width, and dividing its weight by four. This changes the creature's size category to Tiny. The target gains a +4 size bonus to Dexterity, a -4 size penalty to Strength (to a minimum of 1), and a +2 bonus on attack rolls and AC due to its reduced size.

A Tiny creature has a space of 2 1/2 ft. and a natural reach of 0 ft. (so it must enter an opponent's square to attack). This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size and deals normal damage.

When this spell is cast on prisoners, the kobold tradition is to chase them around and attempt to stomp them flat.

This spell counters and dispels *ogrekobold* (see page 212).

### GLACIAL WIND

**School** evocation [air, cold]; **Level** druid/shaman 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Effect** 60-ft. line of blasted cold

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

This spell creates a severe, freezing blast of air (approximately 50 mph) that originates from you, affecting all creatures in a 60-ft. line. All creatures in this area suffer 1d4 hp cold damage per caster level (maximum 10d4) and are staggered for one round. A successful Fortitude save halves the damage and negates the staggered condition. This spell acts in all other ways like a *gust of wind*.

### GLIDING STEP

**School** transmutation; **Level** druid/shaman 1, ranger 1

**Components** V, S

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

Unless carrying more than your normal heavy load, you can walk on the surface of snow rather than wading through it, ignoring its effects on movement. Ice will also support your weight no matter how thin it is, and you do not need to make an Acrobatics check to move across it at full speed. You still leave tracks as normal.

## GLORIOUS MUSIC

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft./2 levels)

**Target** one creature

**Duration** 10 min.

**Saving Throw** Will negates; **SR** yes

You enchant your target, filling its head with a subconscious score of music that changes to fit the mood of the goings-on around it. The target makes no conscious note of the music, but its themes influence the target's emotions, making it more susceptible to manipulation. This effect provides a +1 circumstance bonus to all Bluff, Diplomacy, and Intimidate checks made against the target for the duration of the spell.

## GLYPH OF REMEMBRANCE

**School** abjuration; **Level** magus 6, sorcerer/wizard 5, witch 6

**Casting Time** 4 min.

**Components** V, S

**Range** touch; see text

**Target** one touched surface; see text

**Duration** 1 hr./level or until discharged; see text

**Saving Throw** see text; **SR** see text

You create a mystic glyph that contains information about other types of magic, much as a scroll does. The glyph occupies 1 sq. ft., and it can only be created on a suitably large surface. After you create the glyph you have 2 min. to cast arcane spells into the glyph.

When casting a spell in this way, the spell slot is consumed but the spell does not take effect and is instead stored in the glyph. The glyph can store a number of spell levels and a number of spells equal to one third of your caster level (round down).

When the glyph is triggered, it will cast all of the spells it contains upon the creature that triggered it. The glyph's triggering condition and target are decided during the casting. The glyph ignores a trigger if the target is out of range of any spell the glyph contains, or if the target does not fulfill the target conditions of any spell the glyph contains. Multiple triggers may be chosen at casting, but only one target type may be chosen.

The possible trigger methods are:

- **Contact:** Something touches the glyph or the surface immediately around it (out to a 5-ft. square).
- **Examination:** A creature reads or examines the glyph.
- **Command word:** A specific command word, set at casting, is spoken.

The possible target types are:

- **Triggerer:** The triggering creature or object is targeted.
- **Nearest:** The nearest creature or object that fulfills the "target" conditions of every spell in the glyph is targeted.



- **Self:** The glyph targets all spells on the surface it is inscribed upon.

If all spells in the glyph require a standard action or shorter casting time, all spells take effect immediately. If any spells have a longer casting time, all spells are delayed until a duration equal to the longest single casting time has passed.

All spells cast from the *glyph of remembrance* have the save DCs they had when cast into it. All attacks made as part of spells and checks against spell resistance are made as though by the original caster of the individual spell.

A *dispel magic* spell can remove the sigil.

## GLYPH OF VENGEANCE

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

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

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

You trace a protective, esoteric glyph on your body that damages creatures that attack you in melee. The glyph grants you a +2 deflection bonus to AC, and any creature hits you in melee takes 1d6 hp sonic damage +1 hp/caster level (maximum +15) as arcane feedback. If the attacker has spell resistance, it applies to this effect.



## GNASHING FLOOR

**School** conjuration (creation) [darkness, shadow];

**Level** cleric/oracle 6, sorcerer/wizard 6, summoner 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a small strip of dretch skin worth 30 gp)

**Range** medium (100 ft. + 10 ft./levels)

**Area** 40-ft.-radius spread

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

**Saving Throw** none; **SR** no

This spell causes a section of floor to sprout a field of gnashing maws that constantly snaps and gibbers. The mouths bite any creature within the area.

Make separate melee touch attacks against every creature within the area each round at the start of your turn, including the round the spell is cast. Creatures entering the area are also automatically attacked. The teeth do not make attacks of opportunity. The teeth use your base attack bonus with a +4 Dexterity bonus and a +1 size bonus when making attacks.

On a hit, the teeth deal 3d8+4 hp piercing and bludgeoning damage and 3 bleed damage. Bitten creatures must also make a DC 20 Reflex saving throw or become entangled for 1 round.

The teeth created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is difficult terrain for as long as the teeth last.

### GOAT'S HOOF CHARM

**School** transmutation; **Level** druid/shaman 1, ranger 1, sorcerer/wizard 1, witch 1

**Components:** V, S, M (a goat's hoof)

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The target creature traverses craggy slopes with the sure-footedness of a mountain goat. When climbing slopes and inclines (but not vertical surfaces), the target can move without penalty at half their normal speed. The target also retains any Dexterity bonus to AC while climbing such surfaces and gains a +2 insight bonus on checks made to catch themselves after falling, or to Acrobatics checks to move along narrow surfaces.

**Mythic:** When climbing slopes and inclines, the target can move at normal speed. The target can move at half speed on vertical surfaces. The insight bonus on checks made to catch themselves is increased by a number equal to half their mythic tier (minimum 1).

### GRASP OF THE TUPILAQ

**School** necromancy [evil]; **Level** cleric/oracle 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (doll shaped like an enemy)

**Range** touch

**Target** spellcaster touched; see text

**Duration** permanent (see text)

**Saving Throw** Will negates; **SR** yes

Infamous for its use among feuding wizards and witches, this spell lets you steal one or more prepared spells from the target. With a melee touch attack, you transfer one or more spells from the target to yourself.

Roll a 1d6: The result equals the level of the spell or spells transferred. If the victim does not have a spell of that level, you receive one of its highest level spells and an additional spell of the roll's remainder. You may cast stolen spells once using this spell's effects.

For instance, if you roll a five and the target's highest spell level is 3rd-level, then you receive a 3rd-level spell and a 2nd-level spell. You can steal from either an arcane or divine spell slot and from either a caster who prepares spells or casts them spontaneously. If you steal from a spontaneous caster, treat it as if it had expended a spell of the stolen one's level. If no spell of the appropriate level is currently prepared or if a spontaneous caster has no more spells of that level available, this spell has no effect.

The theft deals the target 1 hp of damage per level of the spell or spells stolen. Normally you steal spells at random, but if you desire you may steal a particular spell you suspect the caster has prepared or available. In this case, if successful you receive only the target spell if the caster has it prepared or available. If not, this spell fails.

You may cast the stolen spell as normal, but the

transferred magic functions as if cast by the target, not you, and you may not apply metamagic feats to it. You automatically receive knowledge of any verbal and somatic components required. You do not retain this information, however, after the stolen spell is cast.

You do not need material components to cast a stolen spell if they are worth 1 gp or less, but you must supply any more expensive. The target may not prepare spells using the stolen slot or slots and loses an appropriate spontaneous slot until they receive a *break enchantment*, *dispel magic*, or *remove curse*. These all removes the spell from the thief as well, if it has not been cast. If the victim is a prepared caster, it may prepare the same spell using a different slot.

### GRAVE BINDING

**School** enchantment (necrophagy); **Level** cleric/oracle 3

**Casting Time** 1 standard action

**Components** S, M, DF

**Target** 1 undead creature

**Duration** 1 day/level

**Saving Throw** Will negates; **SR** no

You compel an undead creature to remain in or under the earth, and ideally in its grave or sarcophagus (if this spell is cast on a creature currently resting in its grave, mausoleum, or coffin, it suffers a -3 circumstance penalty to its saving throw). The creature can still speak, cast spells, and even attack creatures within reach, but it cannot leave the location it is bound to. If attacked, the creature is entitled to an immediate additional saving throw for each attack, with a +1 cumulative bonus for each further attack.

**Mythic:** The binding is permanent.

### GREATER TO LESSER

**School** transmutation (polymorph); **Level** sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (dragon eggshell)

**Range** close (30 ft. + 10 ft./level)

**Target** one dragon (14 HD or less)

**Duration** permanent

**Saving Throw** Fortitude negates; **SR** yes

A dragon targeted by this spell becomes a lesser dragon determined by the caster of no more than 1/3 its current HD. The creature retains its Intelligence, Wisdom, and Charisma scores, as well as all of its extraordinary and supernatural abilities, which are subject to the new form's HD and physical stats.

Breath weapons are limited to half its new HD (minimum of 1 die of damage). Additionally, it loses any spell-like abilities available to adult or older dragons, and its spell casting is limited to 0- and 1st-level spells.

A creature under the effect of a *form of the dragon* spell that fails the save changes to a drake of the related drake form spell (for example, a creature benefitting from *form of the dragon II* becomes a drake as per *drake form II*).

If you use the eggshell the spell's target hatched from as a material component, the creature suffers -8 to its saving throw.

### GRUDGE MATCH

**School** evocation; **Level** cleric/oracle 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S

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

**Targets** two creatures/level, no two of which may be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You reveal how the fates have entwined the fates of nearby allies and enemies. For every ally targeted by this spell, you must also target an enemy within range. If you do not do this, the spell fails.

For the duration of the spell, every target gains a +2 insight bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls made against opponents also affected by the spell. In addition, all critical hits are automatically confirmed against such opponents and all targets can identify fellow subjects of this spell by sight, as a free action.

If a subject of the spell makes any of the above checks against a target other than those also subject to this spell, the subject suffers a -2 penalty.

### GUARDIAN DEVA

**School** conjuration (summoning) [good]; **Level** cleric/oracle 7, summoner 7

**Casting Time** 1 standard action

**Components** V, S, DF

**Effect** A deva form that defends your person against attacks

**Duration** 1 round/level

**Saving Throw** Reflex, see text; **SR** no

You summon a deva in a form designed to protect you from attack. The deva appears as an angel robed in golden cloth and bearing a flaming sword—but it is flat and angular, more like a stained glass image rather than a living creature. The deva orbits about you at an astounding speed, and others see it as a semi-transparent, whirling barrier of white wings, golden robes, and flaming blades. This barrier moves with you and provides both cover and concealment.

The guardian deva moves to intercept any melee or ranged attack against you, including melee touch attacks and rays. Any opponent attacking you must first make a Reflex save to bypass the guardian deva. On a failed save, the attack instead automatically hits the deva. The deva has 126 hp, DR 10/evil, SR 21, and is immune to acid, cold, electricity, fire, death effects, energy drain, and petrification. It always takes full damage from spell effects that harm it.

If the attacker is within melee range, then the deva makes an immediate retaliatory strike against the opponent, automatically hitting for 2d6+7 hp damage

plus 1d6 fire. This retaliatory strike will hit melee opponents attacking with natural reach, but not those using reach weapons.

If the guardian deva takes damage equal to its total hp, the spell ends.

### HANDS OF THE DJINN

**School** evocation [acid, cold, electricity, or fire]; **Level** alchemist 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a bit of the chosen element: earth, water, air, or fire)

**Range** personal

**Target** you

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

**Saving Throw** see text; **SR** no

You call up elemental energy, which infuses your hands. Choose an energy type: acid, cold, electricity, or fire. You gain a melee touch attack that deals 1d6 hp per 2 caster levels of that energy type (maximum 5d6), along with a special effect described below.

You deal this energy damage and the related special effect when you attack with an unarmed strike, a single claw, a bite, or a single slam attack. This bonus damage applies to multiple weapons.

**Acid:** Your touch attack causes 1 hp ongoing acid damage per die of damage for 3 rounds. The target must make a Fortitude save or be sickened for the duration of the ongoing acid damage.

**Cold:** The target must make a Fortitude save or be exhausted. If a creature makes his save then the creature becomes fatigued. A fatigued creature becomes exhausted.

**Electricity:** When delivering elemental damage, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal). The target must make a Fortitude save or be stunned for 1 round.

**Fire:** Your hands ignite and shed light as a torch. Your touch may set targets on fire (see *Pathfinder RPG Core Rulebook*), although a Reflex save prevents this. If the creature touched catches fire, it is shaken until the fire is extinguished.

When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

### HARRYING CIPHER

**School** conjuration [force, ink]; **Level** sorcerer/wizard 1

**Components** S, M; see text

**Casting Time** 1 standard action

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

**Effect** one 5-ft.-by-5-ft. glyph

**Duration** 10 min./level

**Saving Throw** none; **SR** yes; see text

You sketch a 5-ft.-by-5-ft. string of translucent arcane symbols on any surface. Doing so brings a Tiny construct



to life to act as a guard, scout, or trap.

The cipher can straighten out and move like a snake, squeezing through openings that only tiny sized creatures may fit. A harrying cipher has the following statistics:

## Harrying Cipher

**N** Tiny construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

### DEFENSE

**AC** 15 (+3 **Dex**, +2 size), touch 15, flat-footed 12  
**hp** 6 (1d10 + 1hp per caster level)

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

**Immune** construct traits

### OFFENSE

**Speed** 20 ft.

**Melee** jolt +3 (1d4+1 nonlethal damage)

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

**Special Attacks** jolt, trip

### STATISTICS

**Str** 12, **Dex** 16, **Con** 0, **Int** 0, **Wis** 10, **Cha** 1

**Base Atk** +0; **CMB** -1 (+1 to trip); **CMD** 12 (14 vs Trip)

**Feats** Improved Trip

**Skills** Stealth +19; **Racial Modifier** +8 to Stealth

A *harrying cipher* can deliver a jolt of force during melee that causes nonlethal damage. It may trip a Medium or smaller sized creature by wrapping itself around their legs; when it succeeds with a jolt attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the *harrying cipher*. Creatures receive a Reflex save against all jolt attacks.

You cannot see or hear what the cipher sees, but the cipher can report back to you and answer very simple questions (regarding number, distance, etc.) by rearranging its wording and allowing you to read the answer, if you instructed the cipher to seek out this information. A *harrying cipher* can perform only one simple task or answer one simple question at time. (If scouting for enemies, for example, a cipher could report back how many beings it saw, but it could not report their distance from the doorway unless sent to scout a second time.)

A *harrying cipher* moves to the limit of the spell's range and then waits for you, its master. Ciphers forced beyond this range wink out of existence.

Use of *illusory script* in conjunction produces an invisible cipher construct.

This spell's material component is ink to sketch the cipher mixed with your own fresh blood, which deals 3 hp damage to you. This damage cannot be healed as long as the cipher exists.

### HEALING BEQUEST

**School** conjuration (healing); **Level** cleric/oracle 4, druid/shaman 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 round/2 levels

**Saving Throw** Will half; see text; **SR** yes

When laying your hand upon a living creature, you channel positive energy that cures 1d8 hp +1 hp per caster level (maximum +5). The target gains the ability to touch another valid target and heal it a like manner, and by doing so transfers the ability to heal by touch to the next target. This creates a chain of healing that can continue each round that the spell lasts. Only one living creature may be cured by the spell each round, and the same creature cannot be affected by the same casting of *healing bequest* more than once. The target does not have to touch another target on its next turn for the spell to remain active; however, this counts as one round of the spell duration.

Since undead are powered by negative energy, this spell damages them instead of cure their wounds. An undead creature can apply channel resistance, and it can attempt a Will save for half damage. Using the spell this way ends the spell—an undead cannot pass on a *healing bequest* by touch.

### HEART SKEWER

**School** conjuration (dimensional); **Level** magus 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** S

**Range** incorporeal ranged touch

**Target** one creature subject to critical hits

**Duration** instantaneous

**Saving Throw** Fortitude partial; **SR** yes

You attempt to skewer a target's critical, internal organ without penetrating its skin. With a sweeping arm motion and a powerful lunge, you thrust your hand or a piercing melee weapon toward a target. Your hand and forearm vanish, leaving a ball of roiling flesh where your elbow passes into hyperdimensional space.

With a successful incorporeal ranged touch attack, you bypass the armor and skin of the target and grip or skewer the vital organ directly. This attack ignores the target's cover bonuses, shield, natural armor, and most armor, but it does not ignore armor bonuses granted by force effects such as *mage armor*, *bracers of armor*, and *elflord's battle armor* (see page 165). If the target fails its save, it takes 12d6 hp damage +1 hp per caster level; otherwise, it takes 3d6 hp damage +1 hp per caster level. You withdraw your hand, and if the target dies, the target's vital organ drips gore from your grip or from the skewering tip of your weapon.

### HEARTSTRIKE

**School** divination; **Level** druid/shaman 2, elven archer 1, ranger 2

**Casting Time** 1 swift action

**Components** V, S, F (an arrow or bolt), DF

**Range** personal



**Target** you

**Duration** see text

The spirits of ancient elven warriors carry your next shot true and straight. Your next bow or crossbow ranged attack roll (if it is made within the same round as the spell is cast) gains a +10 insight bonus.

Additionally, your ranged attack is not affected by any miss chance applying to concealed targets, including total concealment.

### HEARTH CHARM

**School** transmutation [fire]; **Level** druid/shaman 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** burning object

**Duration** see text

**Saving Throw** none; **SR** no

Cast upon an object or material on fire, this spell slows the burning rate by half its normal speed, effectively doubling the time it can be used as fuel. If the object or material is not completely consumed within 24 hrs., it returns to normal.

### HEAVY BURDEN

**School** illumination (transmutation); **Level** sor/wiz 5

**Casting Time** 1 standard action

**Components** V, S, M (a lodestone worth 100 gp)

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

**Target** one creature per two levels

**Duration** 1 round/level

**Saving Throw** none; see text; **SR** yes

This spell makes targets' limbs feel remarkably heavy, making them drop all held items and slowing their movement by 20 ft. (40 ft. for flying movement). If this penalty reduces movement to zero, targets can no longer take move actions, use items, or cast spells with material components, though they can defend flat-footed.

At the end of the spell duration, affected creatures must make a Fortitude save or be exhausted. Creatures that successfully save are fatigued.

### HEAVY CHAINS

**School** conjuration (creation) [earth]; **Level** druid/shaman 3, ranger 3, 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 round/level

**Saving Throw** see text; **SR** no

You conjure dense tendrils of earth that drag and impede your target's movement. You must succeed on a ranged touch attack. If hit, the target is staggered and entangled, and it can no longer take move actions, use items, or cast spells with material components, though it

can defend flat-footed.

The target may make a Strength or Escape Artist check to remove the entangled condition. The DC for this check is the DC for the spell +4.

### HERD PLAGUE

**School** conjuration (summoning); **Level** sorcerer/wizard 5, witch 4

**Casting Time** one round

**Components** V, S, F (DF)

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

**Target** up to two creatures per level, within the spell's radius

**Area** 20-ft radius

**Duration** one round/level (D)

**Saving Throw** Fortitude negates; **SR** yes

This spell is like a *contagion* spell, but it affects only herd animals such as horses, cows, and centaurs. Using this kind of magic against a clan or a tribe's herds is a crime punishable by severe torture and death. Only the most black-hearted and ruthless of witches and wizards dare to use it.

### HEROIC CONJUNCTION

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 3, cleric/oracle 4, inquisitor 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a small fragment of a meteorite)

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

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

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You empower your companions with secrets of stellar conjunctions. This spell allows them to identify the best course of action of all possible outcomes, though they may be helpless to change their fate. But as they move closer, solutions become clearer, and the best possible actions come within their grasp.

As long as a target of the spell is within 30 ft. of at least one other of the spell's target, that creature gains a +1 insight bonus on attack rolls, ability checks, skill checks, and saving throws. If the target of the spell is within 5 ft. of at least one other target of the spell, the bonus increases to +2. In addition, once per round as a free action the target can gain an insight bonus to damage equal to its base attack bonus (minimum +1) to a single melee attack. It can choose to apply this bonus after the damage is rolled.

*Heroic conjunction* counters and dispels *baleful conjunction* (see page 125).

### HERO'S STEEL

**School** transmutation [fear, mind-affecting]; **Level** bard 3, inquisitor 3, paladin 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** one melee weapon

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

You infuse the metal of a melee weapon with the fearsome aura of a mighty hero. Brandishing the weapon, which is a swift action, gives the wielder a +4 item bonus to Intimidate checks. When struck in melee, opponents with fewer HD than the wielder must make a Will save; opponents of 4 HD or more that fail the save are shaken for 5d6 rounds. Opponents with 4 HD or less become panicked for 5d6 rounds. An opponent that succeeds on the saving throw is immune to this effect from the same weapon for 24 hrs.

**HIDE**

**School** illusion (glamer); **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a handkerchief)

**Range** personal or touch

**Target** an object weighing no more than 1 lb.

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless, object); **SR** yes (harmless, object)

Any one object you touch becomes effectively hidden and invisible; the DC on Perception checks to see the object hidden on a person increases by 20. Objects not held are effectively invisible.

Hidden objects do not lose their weight, glow, smell, sound, or other properties. A source of light (such as a candle) may become invisible, though the light itself remains. The object's invisibility ends immediately if it is used in combat or if it leaves your person (such as by handing it to an ally).

**HOARFROST**

**School** evocation [water, cold]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, F (a cold iron ring)

**Range** touch

**Target** you

**Duration** 1 min. or until discharged

Save yes (harmless); **SR** yes (harmless)

A thin nimbus of ice surrounds any melee weapon you hold during the spell's duration. The next creature you successfully attack with an affected weapon takes 1d3 hp cold damage in addition to any weapon damage and the spell ends. This damage is subject to spell resistance.

**HOBBLE MOUNT**

**School** necromancy; **Level** antipaladin 1, cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** quadruped touched

**Duration** permanent

**Saving Throw** Fortitude negates; **SR** yes

This spell subtly disables a quadruped (such as a horse, cow, or other four-legged animal) such that it can no longer move at its normal speed without incurring injury. An affected creature that moves more than half its base speed takes 1d6 hp damage. The creature's rider or someone tending the creature notices the damage with a DC 15 Heal or DC 20 Perception check.

**HOBBLE MOUNT, MASS**

**School** necromancy; **Level** antipaladin 4, cleric/oracle 6, sorcerer/wizard 6

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

**Targets** one quadruped /level, no two of which can be more than 50 ft. apart

**Saving Throw** Fortitude negates and see text; **SR** yes

*Mass hobble mount* works like *hobble mount*, except it affects multiple creatures. Additionally, if an affected creature carried a rider and it moved during the turn prior to this spell's casting, it throws the rider 10 ft., dealing 2d6 hp damage, unless the rider succeeds at a Reflex check (DC equal to the spell's).

**HOD'S GIFT**

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

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of charcoal), DF

**Range** touch

**Target** creature touched

**Duration:** 1 hr./level

You gain blindsense 60 ft. This spell can be made permanent with a *permanency* spell at a cost of 15,000 gp and a minimum caster level of 14th.

**HOLY CHANCE**

**School** evocation; **Level** cleric/oracle 6

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** touched creature

**Duration** 5 rounds

You or a creature you touch gain divine blessing for all actions attempted before the spell expires. Every action the affected creature attempts, including every saving throw or ability check made, during the spell's duration is governed by the best result of three rolls.

**HONE BLADE**

**School** transmutation; **Level** antipaladin 1, cleric 0, paladin 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (a small whetstone or lodestone chip)

**Range** touch

**Target** weapon touched (must be bladed)

**Duration** 1 round/level or until first successful attack with enchanted weapon

**Saving Throw** Will negates (object, harmless); **SR** yes (object, harmless)

You magically sharpen the edge of any bladed weapon or object. The target weapon gets +1 to damage with its next successful hit during the spell duration. The spell also allows the weapon to overcome 1 point of DR for that one attack only.

### HORRID REVELATIONS

**School** enchantment [mind-affecting]; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** 60-ft. radius

**Duration** 1 min./caster level

**Saving Throw** none; **SR** yes

To all enemies within range, illusions are much more likely to seem real and deadly. Targets affected by this spell may still attempt to disbelieve illusions, but Will saves to do so are made at a -4 penalty.

### HORRORS OF THE DEEP

**School** necromancy [fear; mind-affecting]; **Level** bard 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M

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

**Target** one intelligent creature

**Duration** 1 round/level; see text

**Saving Throw** Will partial; **SR** yes

The horrors of the deep physically engulf your target, coating it in grim, slithering, twitching fluid and subjecting it to the despair of a drowning man. This inflicts 1d6 hp nonlethal damage each round on a failed save.

A successful Will save negates the damage for that round but does not end the effect. Instead, each successful save escalates the effect, ending it sooner but potentially causing more damage. If a target saves against this spell once, reduce the remaining duration by half and increase the nonlethal damage per round to 2d6 hp. If the target successfully saves a second time, reduce the duration again by half and increase the nonlethal damage per round to 4d6 hp. Three successful saves completely resists the spell.

**Mythic:** The damage dealt by this spell is lethal instead of nonlethal.

### HOVERING GLEAM

**School** evocation [light]; **Level** bard 0, cleric/oracle 0, druid/shaman 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, M/DF (a candle stub)

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

**Duration** 1 min. (D)

**Saving Throw** none; **SR** no

You create a floating sphere of white light that emits brightness equal to that of a candle. The 5 ft. surrounding the nub is increased in illumination by one step (from darkness to dim light, for example). You can move this sphere as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like.

The sphere can move up to 100 ft. per round. The sphere winks out if the distance between you and it exceeds the spell's range.

You can only have one *hovering gleam* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Hovering gleam can be made permanent with a *permanency* spell at a cost of 2,500 gp and a minimum caster level of 9th..

### HUNTER'S INTUITION

**School** divination [scrying]; **Level** druid/shaman 3, elven archer 2, ranger 3

**Casting Time** 10 min.

**Components** V, S, F (an arrow or bolt, three drops of quicksilver), DF

**Range** unlimited

**Effect** magical vision; see text

**Target** one touched arrow or bolt

**Duration** 1 round

**Saving Throw** none; **SR** yes

You touch an arrow and gain a brief vision of the creature that last owned or used it, no matter how distant they are.

You clearly see, but do not hear, the previous owner for one round, even if fog, darkness, or other visual cover shrouds them. You see only the individual, not its surroundings. This spell fails if the targeted creature succeeds on a Will save, is warded against scrying, or is on another plane.

If the spell succeeds, you also learn one piece of random information about the individual. The added information is common knowledge to the individual's normal companions—you cannot discover someone's secrets with this spell. At the GM's discretion, you might learn the owner's:

- Commonly used name or nickname.
- Destination (if the creature is traveling).
- Who the creature serves, or whether it has a master.
- Favored combat tactic (such as a frequently used feat or special ability).
- Current location (unless the creature is magically hidden).

If your caster level is 10 or higher, you learn a second piece of information; if it is 20 or higher, you learn three. By casting this spell, you become the last person to have used the arrow.

The next casting of this spell using the same arrow grants a vision of you.

**Mythic:** Upon touching the arrow, you not only see its previous owner but also the previous owner's current surroundings. Instead of learning a random bit of information, you can ask a single question about the owner. If the previous owner is a non-mythic creature, you automatically receive the answer to that question. If the owner is a mythic creature, that creature receives a Will save. If the owner succeeds the save, you do not receive the answer to the question.

### HUNTER'S SHOT

**School** necromancy; **Level** druid/shaman 6, elven archer 4

**Casting Time** 1 standard action

**Components** V, S, F (arrow or bolt), DF

**Range** touch

**Target** arrows or bolts touched

**Duration** 1 round/level

**Saving Throw** see text; **SR** yes

You can slay creatures with one shot. If your prey's total Hit Dice are less than or equal to half your character level, on a failed Fortitude save, your prey must make a second Fortitude save or be killed. On a successful Fortitude save, your prey takes damage equal to half its current hp, or equal to your normal arrow damage, whichever is greater.

If your prey's total Hit Dice exceed half your archer level, on a failed Fortitude save your prey takes damage equal to half its current hp, or equal to your normal arrow damage, whichever is greater. On a successful Fortitude save, your prey takes only your normal arrow damage.

This spell affects all the arrows you shoot while it remains in effect. Although this spell can kill outright, it is not a "death attack;" it simply helps your arrows strike as effectively as possible. Therefore, it does not prevent the subsequent use of *raise dead* or similar magic.

### I AM A ROCK

**School** illusion; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components:** V, S, M (a small stone)

**Range** touch

**Target** one Small- or Medium-sized creature

**Duration** 10 min./level or until used; see text (D)

**Saving Throw** Fortitude negates (harmless); **SR** yes

This spell covers a single Small or Medium humanoid with a specific glamor of either a large boulder or a pile of rubble or trash (caster's choice). The boulder or trash is of an appropriate type for the terrain and situation. This spell grants a +20 to Stealth as long as the waiting creature takes no actions of any type, including free actions. Typically, ambushers have their weapons drawn when the spell is cast. If the illusion is touched or is the target of a spell, effect or attack, anyone who sees the illusion ripple slightly from the touch gains a Will save to disbelieve.

### ICE ARROW

**School** evocation [cold]; **Level** elven archer 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a small crystal or glass arrow)

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

**Target** up to four creatures, no two of which can be more than 15 ft. apart

**Duration** instantaneous; 1 round/level (see text)

**Saving Throw** none; **SR** yes

An arrow of pure ice launches from your fingertip. Upon a successful ranged touch attack the arrow erupts, enveloping the target in a blast that deals 5d6 hp cold damage.

Furthermore, creatures up to Large size that are struck by the arrow are encased in a block of ice for 1 round/level. Each round, the subject may use a full-round action to attempt a Strength check against the spell's DC to break free of the ice. Encased creatures cannot take any actions other than breaking free, and the encasing ice provides DR 10/—. Any melee attack or spell that damages the creature shatters the ice block, freeing it. Additionally, creatures that are not threatened may, as a full-round action, attempt a Strength check against this spell's DC to break the ice and free the target.

For every five caster levels beyond 5th, you gain an additional *ice arrow* (two at 10th level, three at 15th level, and the maximum of four at 20th). You may target the same creature with more than one arrow, but once a creature is successfully struck and encased in ice, any additional arrows targeting it are wasted.

### ILLEMAK'S BLOODY VENGEANCE

**School** transmutation; **Level** sorcerer/wizard 2, witch 2, alchemist 2

**Casting Time** 1 standard action

**Components** V, S, M (a drop of pig's blood)

**Range** touch

**Target** one weapon

**Duration** 1 min./level or until used

**Saving Throw** Fortitude negates (object) (harmless); **SR** no

This spell enchants a single weapon, making it both sharp and jagged. The next time the wielder of the weapon deals sneak attack damage against a foe, that attack causes 4 additional hp bleed damage, or one hp bleed damage per sneak attack die, whichever is higher. This does not stack with additional bleed damage from any other source.

### ILLEMAK'S SLINGSHOT

**School** evocation; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, F (a toy catapult)

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

**Target** one Small creature per caster level

**Duration** instantaneous

**Saving Throw** Fortitude negates (for target); **SR** yes (for target)

This spell fires one or more Small or smaller creatures as if from a catapult. The fired creature is immediately given a free movement and charge attack. If the catapulted creature fails a DC 15 Acrobatics check, it falls prone before it can attack and loses the +2 to attack due to charge, but it still receives the free move action (meaning it can stand up).

## Illemak, the Scheming Scoundrel

In the Free City of Zobeck in Midgard, kobolds are a downtrodden but ever-crafty people. Their living quarters are confined to a single, slum-like district, but many kobolds aspire to greater positions in society. In particular, its kobold adventurers are known for their resourcefulness, adaptability, and capacity for treachery and tomfoolery.

Among well-known kobolds of Zobeck, few are as infamous as Illemak, an eccentric wizard known for creating spells that allow casters to use trickery and surprise to gain the upper hand in sticky situations. Illemak's visions of grandeur—which were impressive, indeed, for such a little fellow—led him to create an all-kobold band of misfits and wanderers. Called the Scheming Scoundrels, sometimes this band offered aid to imperiled Zobeckers with nowhere else to turn. Other times, and much more frequently, the Scheming Scoundrels were behind the unexplained thefts, vandalism, and various hijinks that plagued the ruling class during the band's heyday.

For more information about the kobolds of Zobeck, see the *Zobeck Gazetteer* and *Advanced Races: Kobolds*.



### ILLEMAK'S SMARTING SLIVERS

**School** evocation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a splintered object)

**Range** 20-ft.-radius burst

**Duration** permanent until triggered

**Saving Throw** Fortitude half and prevents sickened condition; **SR** no

You compress arcane energy into an object so that it explodes into dozens of flying shards when touched. The shards fill a 20-ft.-radius area and deal 1d6 hp piercing damage per caster level (max 10d6). In addition, the victim is sickened by the pain inflicted until it receives magical healing or a DC 25 Heal check. A successful Fortitude save halves the damage and prevents the sickened condition.

### ILLEMAK'S SWITCHSKIN

**School** illusion (glamer); **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a small straw doll)

**Range** 5 ft.

**Target** self and one adjacent creature; see text

**Duration** 1 round/level

**Saving Throw** see text; **SR** yes

This spell renders you invisible and gives one adjacent creature you choose the illusion of your appearance. The creature glamered does not know this has happened unless it makes a Will save, and it must rely on the reactions of others around them to become aware of the effect. If the target fails a save but begins to suspect the illusion affecting it, it may make a Spellcraft check on its turn to learn the truth. The DC for this check is equal to the spells' DC.

Creatures that witness the illusion may make Intelligence or Spellcraft checks to figure out what is going on (DC equal to this spell's DC). Less-intelligent foes may well become confused and attack their ally. After interacting with the glamer, a creature may make a standard Will save to disbelieve the illusion.

### IMPALING SWORDS

**School** conjuration (summoning); **Level** bard 3, magus 3, ranger 3, sorcerer/wizard 3

**Casting Time** 1 round

**Components** V, S, M (replicas of the swords worth a total of 50 gp; see below)

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

**Effect** two short swords or longswords

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

**Saving Throw** none; **SR** no

You call two floating, nonmagical swords into existence with this spell. The swords appear anywhere within range that you designate and can attack immediately on your turn. The swords each perform as if wielded by a creature with Strength 10 and Dexterity equal to your primary spellcasting attribute.

Each sword has a CMD value equal to 10 + your base attack bonus + its Dexterity modifier. Each sword may only attack once per round using your BAB, and it benefits from any appropriate Weapon Focus, Weapon Specialization, and Weapon Finesse feats that you possess. Additionally, the swords can provide and gain flanking bonuses with each other, you, and your allies.

As a move action that does not provoke an attack of opportunity, you may move a single sword up to 30 ft., ignoring difficult terrain, and have it attack after it moves. If you move the sword more than 5 ft., the sword provokes an attack of opportunity. If the sword is adjacent to an opponent it attacked the previous round, it can attack the same opponent without requiring any action from you. Each round after the first, you can switch one of the swords to a new target as a standard action. If you do not, the sword attacks the previous round's target. If the previous round's target is slain, it takes no action until you give it a target.

With an extra material cost in precious gems, you can conjure masterwork weapons, weapons made of special materials, or weapons with magical properties, but you must apply the same qualities to both weapons. The extra cost is equal to the total cost to add the special material, masterwork quality, or enhancements to a single sword. If you conjure masterwork swords or swords with enhancement bonuses, they are considered magical for the sake of penetrating DR.

You are limited to masterwork weapons or weapons with special materials until you reach caster level 10, at which point you can conjure weapons with a +1 bonus. At 15th level and 20th level, the total weapon bonus for your conjured weapons increases by an additional +1, and can mix of enhancement bonuses and special abilities.

These swords can be targeted and attacked as if they were normal creatures. They have AC 10, hardness 10, and 5 hp. They can never be caught flat-footed. If a sword is destroyed, it simply winks out of existence. If both swords are destroyed, the spell ends.

### INCENSE HAZE

**School** conjuration (creation); **Level** cleric/oracle 2  
**Casting Time** 1 standard action  
**Components** V, S, DF (a pinch of incense within a small silk bag)  
**Range** medium (100 ft. + 10 ft./level)  
**Area** cloud that spreads in 10-ft. radius, 10 ft. high  
**Duration** 1 round/level (D)  
**Saving Throw** none (harmless); **SR** no

A hazy, strong-smelling cloud billows out from the point you designate. Though the cloud is dense enough to be visible, it is thin enough to allow normal vision within. The *incense haze* confers its effects on anyone within the cloud, and those effects persist as long as the individuals remain within the cloud. If the cloud moves away or individuals leave the cloud's area, the effects end for those individuals.

The cloud can move 30 ft. per round if you actively direct it (a move action for you). If you do not actively direct

it, the cloud stays at rest. A moderate wind (11+ mph) disperses the cloud in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round.

You choose the effect the cloud produces when you cast the spell. The possible effects are:

*Embalming Incense:* Those within the cloud gain a +2 natural armor bonus to AC.

*Incense of Focused Physicality:* Those within the cloud gain a +2 sacred bonus to attack rolls.

*Incense of Sweetness:* The cloud suppresses any nausea or sickness effects on those within its area, and they gain a +2 bonus on Fortitude saves. Any suppressed nausea or sickness effects return with the same duration as before once the cloud dissipates.

*Incense of the Practiced Mind:* Those in the cloud gain a +4 bonus to concentration checks and +2 to caster level checks made to penetrate spell resistance.

### INDULGENCE

**School** abjuration; **Level** cleric/oracle 5  
**Casting Time** 1 hr.  
**Components** V, S, M (2,500 gp in rare incense and sacred offerings), DF  
**Range** touch  
**Target** living creature touched  
**Duration** instantaneous  
**Saving Throw** none; **SR** yes

Like *atonement*, this spell removes the burden of misdeeds from the subject. The target of this spell may be unrepentant or even want to commit the misdeed again. The casting cleric's deity (who must have Trickery in its portfolio) accepts the stain of the evil act, absolving you before your own deity becomes aware of it. The target of this spell must sacrifice at least 2,500 gp in rare incense and offerings, but the casting cleric may ask for more.

*Indulgence* must be cast before you commit the evil act or before the next time you pray, including prayers for new spells. If you have prayed since committing the deed, it is too late for *indulgence* and only *atonement* can restore you.

### INEVITABLES' RAMPAGE

**School** transmutation; **Level** inquisitor 4  
**Casting Time** 1 round  
**Components** V, S  
**Range** personal  
**Target** you; **Duration** 1 min./level

This spell dramatically amplifies your battle prowess. While the spell is in effect, you gain DR 10/chaotic and all of your weapon attacks gain the *axiomatic* or *wounding* special qualities (quality must be chosen at the time of casting).

### INFLECT DOOM

**School** necromancy [fear, mind affecting]; **Level** druid/shaman 3, elven archer 2, ranger 3  
**Casting Time** 1 standard action  
**Components** V, S, F (bow and arrow or bolt), DF  
**Range** 60 ft.

**Effect ray****Target** one living creature**Duration** 1 round/level or 1 round; see text**Saving Throw** Will partial; **SR** yes

Although your bow need not be drawn, you must have an arrow nocked in it to cast this spell. When you point, a black ray projects from your pointing finger and causes your target (must be a living creature) to feel the naked horror of your arrow piercing its heart. You must succeed on a ranged touch attack with the ray to further affect your target, as described below.

The target becomes panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is instead shaken for 1 round.

You may point at as many creatures per round as you have attacks. Creatures must be able to see you or sense your presence to be affected.

**INGEST****School** conjuration (teleportation); transmutation;**Level** alchemist 2**Casting Time** 1 standard action**Components** S**Range** personal**Target** you**Duration** 1 hr./level**Saving Throw** none; see text; **SR** no

Drinking this extract allows you, as a standard action, to “swallow” objects or willing creatures. Objects and creatures you wish to swallow shrink when your mouth touches them and are stored in an extra-dimensional space accessed through your mouth. You may store one object that is one size category smaller than yourself or up to three objects that are two size categories smaller this way.

Similarly, you may store one creature that is one size category smaller than yourself or up to three creatures that are two size categories smaller. The creatures must be willing; trying to swallow an unwilling creature ends the effects immediately. The extra-dimensional space has enough air for one creature for 1 hr. per caster level, for two creatures for 30 min. per caster level, or for three creatures for 15 min. per caster level. Creatures that run out of air while they are still stored immediately begin to suffocate.

You may recover an object or creature as a move action, but you must have a free hand to reach into your mouth and draw the object or creature forth. If this spell ends before a creature leaves your mouth, it is harmlessly shunted to the nearest open space that will accommodate it.

**INGEST, GREATER****School** conjuration (teleportation); transmutation;**Level** alchemist 4**Casting Time** 1 standard action**Components** S**Range** personal**Target** you**Duration** 24 hrs.

This extract allows you to “swallow” more and larger objects. You may store one object that is the same size category as you, up to three objects one size category smaller, or up to six objects two size categories smaller. This extract does not allow you to store additional creatures. You may, as a swift action, recover an object or creature by spitting it forth. The object or creature arrives in an adjacent square of your choice.

**INK CLOUD****School** conjuration [creation, ink]; **Level** sorcerer/wizard 1**Casting Time** 1 standard action**Components** S, M (squid or octopus head)**Range** 20 ft.**Effect** ink spreads in 20-ft. radius from you, 20 ft. high**Duration** 1 min./level**Saving Throw** none; **SR** no

A cloud of ink billows outward from you. The ink obscures all sight, including darkvision, beyond 5 ft. Creatures within 5 ft. of you have concealment. Creatures farther away have total concealment. A moderate gust of wind or, if underwater, a moderate current (11 mph or more for each) disperses the ink in 4 rounds; a strong wind or current (21 mph or more) disperses the ink in 1 round.

This spell only functions underwater or in other liquid.

**Mythic:** The cloud of ink spreads 40 ft. from you and is 40 ft. high. Moderate gusts or currents do not disperse the cloud at all. A strong gust or current disperses it in 4 rounds.

**INKBLOT****School** transmutation [ink]; **Level** sorcerer/wizard 3**Components** S, M (indigo ink)**Casting Time** 1 standard action**Range** touch**Target** one corporeal creature**Duration** 2 min./level**Saving Throw** none; **SR** no

You turn the subject into a malleable being of pure ink, which takes on the ink subtype. An ink creature’s gear, weapons, and armor turn to ink and are absorbed into the creature; however, its size, Dexterity, deflection, and armor bonuses still apply. See table 2-6: Ink Creature Slam Damage for damage by size category.

Ink creatures may not manipulate objects with fine detail, though they may cling to them and move them along their wave of ink if the subject could have carried the object in its regular form. Ink creatures gain a +8 racial modifier to Stealth checks.

For more details on ink creatures’ statistics, see the sidebar.

Finally, ink creatures that assume the form of puddles

act as a *grease* spell exactly as if cast by a caster of the same level (or hit dice) to all beings that enter it.

This spell requires a vial of indigo ink, which must be consumed during casting.

### INKY RAY

**School** conjuration [creation, ink]; **Level** sorcerer/wizard 0

**Components** S, M (squid's ink or a tattoo on either of your hands)

**Casting Time** 1 standard action

**Range** 20 ft.

**Target** one Large or smaller humanoid creature with sight organs

**Duration** 1d4 rounds

**Saving Throw** Reflex negates; **SR** no

A ray of viscous, black ink sprays forth from your outstretched fingertips, blinding your opponent. The targeted creature is allowed a Reflex save to dodge the stream of ink and remain unaffected.

This spell may be cast underwater with no penalties.

### INNER DEMON

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

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

Upon drinking this extract, you gain some physical characteristics or abilities of an evil, extraplanar creature. Choose how you are affected from the following list:

*Servant of Fire:* Attuned to the fires of the Abyss, you gain DR 5/good, a fiery aura that deals 2d6 damage to any enemies within 5 ft. of you, and one of your melee weapons gain the *flaming* special quality.

*Disciple of Law:* Bound by the contracts of hell, you gain DR 5/silver, resist fire 5, and a 10-ft.-radius fear aura (as per universal monster ability and the spell *fear*). The aura has a DC 13 + Int modifier Will save.

*Daemonic Initiate:* Imbued with the pure evil of daemonic kind, you gain DR 5/cold iron, resist cold 5, and a spittle attack. You may make a ranged touch attack against a single target within 20 ft.; a target hit by the spittle must succeed on a Will save with a DC equal to that for this extract or fall asleep (as per the *sleep* spell, for 2 rounds.)

You may not have more than one inner demon extract in effect at the same time.

### INNOCUOUS ASPECT

**School** illusion (glamer); **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a paper ring)

**Range** personal

**Area** 20-ft.-radius emanation centered on you

**Duration** concentration + 1 min./level

**Saving Throw** Will disbelief (harmless); **SR** yes (harmless)

Table 2-6: Ink Creature Slam Damage

SIZE	DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Creatures of the same size (all Medium, all Large, etc.) within 20 ft. of you are disguised as a single type of creature or object of your choosing. The illusionary forms must be of roughly the same size as the creatures affected. For example, a group of dwarves could be disguised to resemble a flock of sheep (Medium-sized creatures) or as Medium-sized piles of snow.

A DC 20 Perception check reveals that something seems strange about the group—the creatures move oddly or the objects looks strangely similar—and keen-eyed observers can make a Will save to see through the illusion. Only sight is affected by this glamer; strange sounds or other uncharacteristic actions also grant a Will save. Any hostile action by the spell recipients ends the spell immediately.

## Ink Creature Details

**Defensive Abilities:** An ink creature as DR 5/magic, and immunity to poison and critical hits. It does not need to eat, sleep, or breathe.

**Slam Attack:** An ink creature gains a slam attack, which uses the base creature's base attack bonus. See Table 2-6 for the damage this slam attack deals.

**Offense:** An ink creature may cast spells and use supernatural abilities as normal (except those that require material components other than ink or liquid), but it may not physically attack using any means other than its slam attack

**Speed:** An ink creature moves at at regular base speed and can pass through small cracks or openings. It may enter water and retain its shape while moving at its regular base speed with the same degree of ease it had on land; however, it must make Swim checks to avoid drowning as if still in natural form (though it does not suffocate, the effects from drowning are the same).



### INTENSIFY DEATH THROES

School transmutation; Level cleric/oracle 3, sorcerer/wizard 3

Casting Time 1 round

Components V, S, M/DF (pinch of sulfur)

Range touch

Target creature touched; see below

Duration 1 hr./level

Saving Throw Fortitude negates; SR yes

The target of this spell must have the death throes abilities. This spell greatly increases the impact of the recipient's death throes.

If the spell's target dies within the spell's duration, its death throes ability deals double the normal damage (or inflicts an additional 2d6 hp fire damage if the death throes normally deals no damage), increases the range by 10 ft., and adds +2 to the DC for any saves associated with the death throes.

Additionally, the death throes utterly destroy the target's body and any gear it carries (magic items receive a Reflex saving throw to avoid destruction, with a DC equal to this spell's DC).

You can set this spell to trigger death throes when the target becomes unconscious or unable to move, but you must decide on the conditions when casting the spell.

### INTENSIFYING FORCE

School evocation [force]; Level cleric/oracle 4, druid/shaman 4, ranger 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, M (a tiny wooden funnel)

Range 15 ft.

Area coned-shaped burst

Duration instantaneous

Saving Throw Reflex half; SR yes

A mighty force of energy gathers strength through the affected area. All creatures in the area fall prone.

Creatures within 5 ft. of the cone take 1d4 hp damage per level (maximum 5d4). Creatures 5-10 ft. from the apex of the cone take 1d6 hp damage per level (maximum 10d6). Creatures 10-15 ft. from the apex take 1d8 hp damage per level (maximum 20d8). A successful Reflex save halves the damage and prevents the target from falling prone.

### INQUISITOR'S BANE

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

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 1 hr./level

Saving Throw none or Will negates; see text; SR no

You obscure and hedge the truth magically, cancelling the effect of *zone of truth* and providing a +5 insight bonus to the DC of opposed Sense Motive

checks. In this way, a devilish cultist or a rogue with a spellcasting friend can confound inquisitors, devil smiters, and witch hunters. This spell has no effect on other divinations, such as *augury*, *detect thoughts*, or *clairaudience*. A *detect magic* plainly shows the use of an illusion on the subject of the spell.

### INSANITY VOID

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

Casting Time 1 standard action

Components V, S

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

Area 10-ft.-radius burst

Duration 1 round/level (D)

Saving Throw Will negates; SR yes

You hurl all creatures in the area of effect into a black, starless void. Characters trapped in the void can breathe normally and gain the effects of a *fly* spell while in the void. While affected by *insanity void*, each character is driven temporarily insane by the unknowably vast immensity of the surrounding nothingness. Such characters act as if under the effects of a *confusion* spell while in the void.

Spells and abilities that move a creature within a plane (such as *teleport*) do not help a creature escape the *insanity void*, but a *plane shift* spell returns the subject to the spot it occupied before being cast into the void. Characters returning from the void appear in the spot they occupied when the spell was cast. If this location is filled by a solid object, they appear in the nearest open space. Characters returning from the void are dazed for one round by the strangeness of their experience.

### INSPIRING SPEECH

School enchantment (compulsion) [mind-affecting];

Level bard 5, cleric/oracle 5, paladin 4

Casting Time 10 min.

Components V, S, M/DF

Range 500 ft.

Area caster and all allies within a 500-ft. burst, centered on the caster

Duration 1 hr./level and see below

Saving Throw Will negates (harmless); SR yes (harmless)

You give a rousing speech for 10 min. while you cast this spell. Upon finishing, all allies within the area of effect who heard your speech gain a +2 morale bonus on attack rolls and saving throws against mind-affecting effects. Additionally, each recipient benefits from the Diehard feat while bolstered by this spell. Finally, each ally affected by this spell gains the effects of *status* with respect to you.

If you move farther away than 1 mile from your allies or you die, this spell ends. A character may only be affected by one *inspiring speech* at a time; any subsequent castings automatically fail.

### INSTANT SIEGE WEAPON

**School** transmutation; **Level** sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S, M (wood and other material worth 1/10 the siege weapon's cost)  
**Range** long (400 ft. + 40 ft./level)  
**Effect** one fully constructed siege engine or siege tower  
**Duration** permanent  
**Saving Throw** none; **SR** no

Through this spell, you transform raw materials into a siege engine or siege tower. You may set the raw materials in a particular location before casting this spell, or you may target other characters who have the raw materials in their possession. The individual raw materials must be no more than 50 ft. apart from each other or the spell fails. The siege weapon's maximum size is dependent on your caster level. Up to caster level 10, you can only create a Large siege weapon; from caster levels 10 through 14, you can create a Large or Huge siege weapon; and from caster level 15 onward, you can create any size siege weapon.

For siege engines that require ammunition, the spell creates enough ammunition for a number of uses equal to your caster level (maximum 15).

### INTOXICATING SCENT

**School** enchantment (compulsion)[mind-affecting];  
**Level** bard 2, inquisitor 2, sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a dab of perfume)  
**Range** personal  
**Target** you  
**Duration** 10 min./level (D)  
**Saving Throw** Will negates; **SR** yes

You are surrounded by a pleasing aroma that leaves others in a light euphoria. Creatures within 5 ft. of you take a -2 penalty to their Perception and Sense Motive skills and a -2 penalty to Will saves against enchantment spells and spell-like effects. Any form of hostile action renders this spell useless. Creatures with the scent ability take a -4 penalty to their saving throws against this spell.

### INVISIBLE HUNTER

**School** illusion (glamer); **Level** elven archer 1, inquisitor 1, ranger 1  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** personal  
**Target** you  
**Duration** 1 min./level  
**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You and all your gear become invisible to one creature chosen at the time of casting. All other creatures can see you normally. This spell otherwise acts as *invisibility*.

### IOUN STORM

**School** transmutation; **Level** sorcerer/wizard 3  
**Casting Time** 1 full round action

**Components** V, S, F (six dull gray *ioun stones* worth 150 gp total)

**Range** touch  
**Effect** one 10-ft. swarm of burnt *ioun stones*  
**Duration** 1 round/level  
**Saving Throw** none; **SR** no

Using six dull gray *ioun stones* (25 gp each) as a focus, you can tap into the dim residual energies of the stones and magnify them greatly. The stones buzz forth as a deadly bludgeoning swarm in a 10-ft. square. The focus stones multiply six-fold and swarm in a dizzying flurry, striking any creature within the area with bruising force.

Treat the swarm of *ioun stones* as a wasp swarm with these exceptions: construct and swarm traits instead of vermin and swarm traits; all damage is treated as bludgeoning; and the swarm has no poison ability. The *ioun storm* moves as long as you actively direct it mentally (a move action); otherwise, it remains stationary.

When the spell ends, the original six dull gray *ioun stones* return to orbit the caster's head (unless the swarm has been destroyed, in which case they are simply lost), and all of the temporary duplicates vanish. This spell has no effect on *ioun stones* that are not burnt out.

### IOUN STRIKE

**School** evocation [fire]; **Level** magus 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** Fortitude negates; see text; **SR** yes

You conjure a small, super-dense *ioun stone* of a color and shape of your choosing and hurl it at your enemy. The stone requires a ranged touch attack to hit. If the stone hits its target, it flashes out of existence in a burst of bright light and deals 1d6 hp bludgeoning, piercing or slashing damage (as you prefer) per caster level (maximum 5d6). Additionally, the target is blinded for 1 round. A successful Fortitude saving throw negates the blindness effect. Sightless creatures are immune to his secondary effect.

### IRONSIDES

**School** transmutation; **Level** cleric/oracle 5, druid/shaman 4, sorcerer/wizard 5  
**Casting Time** 1 standard action  
**Components** V, S, M (a piece of iron)  
**Range** touch  
**Target** one ship of up to Colossal size  
**Duration** 10 min./level  
**Saving Throw** none; **SR** no

*Ironsides* gives the wooden hull of a ship some characteristics of iron. For the duration of the spell, the hull's hardness doubles. Further, it becomes resistant to fire and susceptible to acid as if made of iron instead of wood.

### IVORY FLESH

**School** transmutation (necrophagy); **Level** cleric/oracle 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** S, M (a piece of ivory worth 100 gp)

**Target** personal

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

**Saving Throw** none; **SR** no

Your skin becomes as pure, lustrous, and hard as ivory. You gain DR 5/daylight. If you are at least a 10th-level spellcaster, you gain DR 10. If you are at least a 15th-level spellcaster, you gain DR 15.

### JELLIED RESILIENCE

**School** transmutation; **Level** bard 3, druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a cube of clear jelly)

**Range** touch

**Target** one non-ooze creature

**Duration** 1 min./level

**Saving Throw** none (Will); **SR** no

The spell's subject becomes a sentient jelly, though it retains its original shape (humanoid or otherwise). This transmutation does not hinder the target in any way. The target becomes immune to critical hits and sneak attacks and gains DR 5 (but only against slashing and piercing damage). If the caster has a caster level of 10 or greater, the DR increases to 10 against slashing and piercing damage. Additionally, your natural attacks and/or unarmed strikes gain the *corrosive* weapon quality.

### JEWEL BOLT

**School** conjuration (creation) [earth]; **Level** druid/shaman 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one flying creature

**Saving Throw** Fortitude partial; **SR** no

On a successful ranged touch attack, you conjure up a large, jagged, prismatic crystal that bursts from the ground and flies toward a flying target.

The crystal shatters into smaller jewels that cover the target creature and deal 1d4 hp damage per 2 caster levels. The target must make a Fortitude save or immediately begin falling. If the save is successful, the target descends to the ground at a rate of 60 ft. per round and takes no damage upon landing. A failed save means an uncontrolled fall.

An affected creature cannot fly until the jewels are removed, a process which takes 10 min. for Medium-size creatures, 20 min. for Large, 30 min. for Huge, and so on. The jewels themselves always crumble into worthless powder when removed.

### JORMUNGANDR'S CALL

**School** conjuration (summoning); **Level** cleric/oracle 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, F (a scale of Jormungandr)

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

**Area** 80-ft. radius spread (S)

**Duration** 1 round/level

**Saving Throw** Reflex half, see text; **SR** no

*Jormungandr's call* summons one coil of the titanic snake that surrounds the world from deep within the sea or from the earth below. Even this hint of Jormungandr's power is enough to create mass chaos and destruction.

Due to the tremors when Jormungandr's body breaches the surface, all terrain becomes difficult for the duration of the spell and any structure takes 8d6 hp damage.

The world serpent's sudden and violent appearance throws around flying debris on land and vaporizes water at sea; either deals 8d6 hp damage to any creatures it strikes (Reflex DC 15 half).

All creatures within the spell's range are frightened. Creatures that carry a scale of Jormungandr may make a Will save: if the save succeeds, the creature is merely shaken by Jormungandr's presence.

### JOTUN'S JEST

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

**Casting Time** 1 standard action

**Components** V, S

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

**Targets** one item

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates (item); **SR** yes

You vastly enlarge a weapon or other item, which temporarily becomes suited for a Colossal creature. The item weighs 12× its original weight and in most circumstances cannot be used effectively by creatures smaller than Gargantuan size. The item retains its normal qualities (including magical powers and effects) and returns to normal size when the spell ends.

### KHOR'S CLEANSING CONFLAGRATION

**School** evocation [fire, good]; **Level** cleric 4, paladin 3

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Targets** creatures in a 20-ft.-by-20-ft. area; see text

**Duration** 1 round/2 levels

**Saving Throw** Fort half; see text; **SR** yes

You create greenish-orange flames that burn in the area you designate; they burn undead, aberrations, and evil outsiders while leaving other creatures mostly unharmed.

The magical flames inflict 1d12 hp fire damage for every 2 levels you possess. Creatures of the affected types that are caught in the flames or move into the affected area receive a save against the damage each round they are in the area of effect. Creatures in the area when the flames

first ignite must make a Will save or attempt to flee the area for one round.

Creatures of other types that are caught in or enter the area must also make a Fort save, but they suffer no damage on a successful save and 1 hp fire damage on a failed save.

*Khor's cleansing conflagration* cannot be doused by mundane or magical water, but it can be doused by *dispel magic* and other such spells.

### KNOCKDOWN WAVE

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

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 30-ft. radius burst

**Duration** instantaneous

**Saving Throw** see text; **SR** yes

You initiate a shockwave centered at the point you designate that instantly explodes in a 30-ft. radius. The shockwave deals no direct damage, but it makes a bull rush attempt against every creature in the shockwave's radius. The shockwave's CMD equals your caster level + your Charisma or Intelligence modifier (whichever is greater) + 4, and it makes a single check against all affected creatures. Each creature 20 to 35 ft. away from the shockwave's origin gains a +2 circumstance bonus to its CMD against the bull rush attempt, while creatures 40 or more ft. from the origin gain a +4 circumstance bonus to CMD. Creatures bull rushed by this spell's effects must make a Reflex save or be knocked prone.

### KOBOLD'S FURY

**School** transmutation; **Level** bard 0, cleric 0, inquisitor 1, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a small scale)

**Range** touch

**Target** creature touched

**Duration** 1 min. or until discharged

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

Your touch bestows a kobold's rage on the target creature. The target receives a +2 circumstance bonus on the next melee attack roll made against a creature larger than the target.

### LABYRINTH MASTERY

**School** divination; **Level** bard 3, ranger 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a piece of blank parchment)

**Range** personal

**Target** you

**Duration** 10 min./level

Upon completing this spell, you immediately gain a sense of your surroundings. If you are in a maze, or any structure with multiple paths and numerous dead ends,

this spell tells you the direction to the closest exit from the structure, although not necessarily the fastest way to reach that exit. This sense might change, as other exits might become closest while you move through the maze. In addition, while you are in such a structure, you gain a +4 insight bonus on any skill check to avoid being surprised and a +4 bonus on initiative checks.

Finally, this spell grants you a perfect memory of any area of the maze you have explored since casting the spell. If you revisit any such locations, you immediately notice any changes to the environment and realize that that you have explored this area before. While under the effects of this spell, you can exit a *maze* spell as a full-round action without needing to make an Intelligence check.

### LACERATE

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a piece of a claw)

**Target** you

**Duration** 1 round/level

**Saving Throw** none; **SR** no

Your hands become claws, and you gain two claw attacks at your base attack bonus (plus any applicable modifiers). If you already have claws, you gain the ability to rend if you hit with two or more claws. The claws granted by this spell deal damage equivalent to a normal claw attack (1d3 for Small casters, 1d4 for Large casters) plus 1 1/2 × your Strength modifier.

### LADA'S SACRED SERVANT

**School** conjuration [healing]; **Level** cleric/oracle 3

**Casting Time** 1 standard action

**Components** V, DF

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

**Effect** one healing sphere of light

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

**Saving Throw** none; **SR** no

You summon a small ball of light, similar in appearance to a will-o'-wisp, that hovers about a foot off the ground. As a move action, you can direct the sacred servant to move to and touch one living target in range, restoring hp equal to 1d6 + your Wisdom modifier.

The sacred servant cannot make attack rolls and thus cannot use its positive energy to damage undead or other creatures damaged by positive energy. The sacred servant cannot be harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it normally.

If a touched creature has spell resistance, make a caster level check (1d20 + caster level) against that spell resistance the first time the sacred servant touches the creature. If the sacred servant is successfully resisted, the spell is dispelled. If not, the sacred servant has its normal full effect on that creature for the duration of the spell.

### LADA'S SACRED SERVANT, GREATER

**School** conjuration [summoning]; **Level** cleric/oracle 5

As *Lada's sacred servant*, but the greater servant restores hp equal to 2d6 + your Wisdom modifier.

**Mythic:** The sacred servant heals 2d6 hp + your Wisdom modifier + your mythic tier hit points. The sacred servant can also attack undead. On a successful touch attack, using your own attack modifier, the sacred servant deals positive energy damage equal to 2d6 hp + your Wisdom modifier + your mythic tier to undead. Mythic undead get a Will save to halve the damage, but non-mythic creatures do not.

### LEAF SPRAY

**School** conjuration; **Level** druid/shaman 1

**Casting Time** standard action

**Components** V, S

**Range** 15-ft. cone

**Duration** instant

**Saving Throw** Reflex; **SR** no

Your outstretched hands spew wet, sticky leaves in a 15-ft. cone, coating every creature in the cone. Creatures that fail a Reflex save are blinded until they take a full-round action to remove the leaves from their face.

### LEAP

**School** transmutation; **Level** sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, F (a cricket's leg)

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

**Target** you or one willing creature

**Duration** 1 round

**Saving Throw** none; **SR** no

The subject gets a +5 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +10 at caster level 5th, and to +15 (the maximum) at caster level 9th.

### LEECHING LANTHORN

**School** illumination (shadow); **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, F (a silver lantern worth 400 gp)

**Range** lantern touched

**Area** 30-ft. radius

**Duration** 1 round/level or until lantern destroyed

**Saving Throw** Fortitude negates; **SR** no

By lighting a silver, ritually prepared lantern, you generate an area within which one ability score is drawn out of all creatures around you and channeled through the lantern into you.

At the time of the spell's casting, you choose Strength, Dexterity, or Constitution. All creatures within the lantern's light must make a Fortitude save each round that they remain in the area.

Success means they are unaffected that round. Failure means they suffer 1d4 ability damage in the relevant ability score, and you gain points in the same ability equal to 1 per creature damaged in this way. You retain these points for 10 rounds after the spell ends. If the lantern

is destroyed, the spell ends immediately, and you lose all leeching ability score points.

The lantern required as a focus for this spell is fueled with pure oil and shadowstuff. It always has hardness 4 and 30 hp.

### LEND CONDEMNATION

**School** transmutation; **Level** inquisitor 2

**Casting Time** 1 standard action

**Components** V, DF

**Range** touch

**Target** one ally

**Duration** 1 hr./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You allow an ally to become the bearer of your justice. The target gains the ability to invoke one of your condemnations against a foe with a successful melee touch attack. The condemnation inflicts all the penalties and conditions you would inflict. Casting this spell also consumes one of your daily uses of the condemnation ability.

### LEPRECHAUN'S LUCK

**School** enchantment; **Level** cleric/oracle 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, M (one gold piece)

**Range** touch

**Target** one creature

**Saving Throw** none; **SR** no

The target creature gains a +1 bonus on its next die roll for the cost of one gold piece (this spell's material component). Each time after you cast this spell for the first time, when casting this spell again roll percentile; a result of 01-49 bestows the bonus as normal. However, a result of 50-100 uses your material component and imposes a -1 penalty to the target's next die roll.

### LESSER TO GREATER

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

**Casting Time** 1 standard action

**Components** V, S, M (dragon scale for the greater dragon form)

**Range** touch

**Target** lesser dragon touched

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

This spell causes a lesser dragon to take on the form of one of its larger cousins. This effect operates in the same manner as *form of the dragon I*, except the creature must have some aspect in common with the dragon whose form it will take (shared breath weapon, environment, or elemental subtype). For a sorcerer or wizard able to cast 6th level spells, this spell operates as *form of the dragon II*,

and for those who can cast 7th level spells, it operates as *form of the dragon III*.

### LEY ENERGY BOLT

**School** evocation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S, M (a ley-infused pebble)

**Range** 120 ft.

**Area** 120-ft. line

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

You transform ambient ley power into a powerful bolt of energy, dealing 1d6 hp ley energy damage per caster level (maximum 10d6) to each creature along its path. The bolt begins at your fingertips and can pass through any one object (e.g. walls, floors, ceilings, etc.) along its path without decreasing in intensity. However, when it reaches a second object, it hits that object and fizzles. Any creatures under cover (even full cover) from an object are affected normally by *ley energy bolt* as long as the bolt has not already passed through an object.

### LEY HAIL

**School** conjuration (creation) [earth]; **Level** druid/shaman 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** S, M/DF (a shimmering pebble)

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

**Effect** cylinder (40-ft.-radius, 60 ft. high)

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

**Saving Throw** none; **SR** yes

You conjure magical, ley-infused rocks that rain down from the sky and deal 4d6 hp bludgeoning damage and 3d6 hp electricity damage to every creature in the area. This damage occurs just once, when the spell is first cast.

For the remaining duration of the spell, clods of dirt and pebbles rain 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 raining dirt disappears, but the fallen rocks remain, affecting movement in the terrain.

### LEY LEECH

**School** necromancy [evil, ley]; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Fortitude half; **SR** yes

On a successful melee touch attack, the caster's touch deals 1d6 hp/4 caster levels (maximum 5d6 at 20th level) in ability score damage. You choose the ability when this spell is cast.

An ability score cannot be reduced to zero or below using this spell; if this spell would cause enough damage to do so, that score is instead reduced to 1

and another ability or abilities must be assigned the remaining damage.

### LEY PULSE, GREATER

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

**Casting Time** 1 standard action

**Components**: V, S

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

**Area** 40-ft.-radius burst

**Target** up to 5 creatures, no two of which may be more than 10 ft. apart

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

**Saving Throw** Will negates; **SR** yes

This spell functions like *lesser ley pulse*, though with a greater area of effect and removing one immunity from each target creature within the burst's area of effect. Additionally, the caster may target up to two of each affected creatures' defensive abilities with this spell. If the creature makes its Will save, none of its defensive abilities are removed.

### LEY PULSE, LESSER

**School** abjuration; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft.-radius burst

**Target** up to 5 creatures

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

**Saving Throw** Will negates; **SR**: yes

*Lesser ley pulse* generates ley-line vibrations within creatures in the burst's area of effect. The pulse removes DR for one type of damage or one type of energy resistance (it does not remove immunities) from the targets for the spell's duration.

The caster must specify the type of removed damage reduction or energy resistance, so familiarity with the targets' defensive abilities via the appropriate Knowledge skill is necessary for effective use of this spell. For instance, you could choose to remove two hezrou demons' resist acid 10 with this spell, making the creatures susceptible to acid, or you could choose to allow slashing damage to overcome their DR, making it easier for allies to damage them.

### LEY STORM

**School** evocation; **Level** sorcerer/wizard 9

**Casting Time** 1 round

**Components** V, S

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

**Effect** 90-ft.-radius storm cloud

**Duration** concentration (maximum 10 rounds) (D)

**Saving Throw** see text; **SR** yes

This spell summons a ley-energy storm in the form of a black storm cloud shot through with shifting colors. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4+10 min. Additionally, each round

you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

**2nd Round:** Ley-infused pebbles rain from the sky, dealing 1d6 hp bludgeoning damage (no save).

**3rd Round:** You call down six ley bolts from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt does 10d6 hp electricity damage. Creatures struck receive a Reflex save for half damage.

**4th Round:** You can call down one 20-ft.-radius prismatic sphere of disruptive aura, as per the spell.

**5th through 10th Rounds:** Flashes of prismatic lights flash in and out of the spell's radius, causing those within the targeted area to suffer a -4 penalty to all Perception checks. Each round, you can direct pockets of ley surges, which deal 5d6 hp electricity damage direct a ley surge in 20-ft.-radius (no save).

**Special:** A geomancer casting this spell is healed 1d6 hp per two levels upon casting. This spell cannot cause a geomancer to gain more than his maximum hp.

For more information about the geomancer archetype, see page 336.

### LEY SURGE

**School** evocation; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S, F (ley line within 1 mile per caster level)

**Range** medium (100 ft. +10 ft./2 levels)

**Area** 30-ft.-radius burst

**Duration** instantaneous

**Saving Throw** none; **SR** yes

You unleash the power of a nearby ley line, releasing a spark that ignites and flares within the burst radius. The

ley energy surge deals 1d6 hp ley damage per caster level (maximum 30d6) and 1d3 points of Constitution drain.

### LEY WHIP

**School** evocation [force]; **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, F (a miniature whip worth 250 gp)

**Effect** one whip

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

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

**Saving Throw** none; **SR** yes

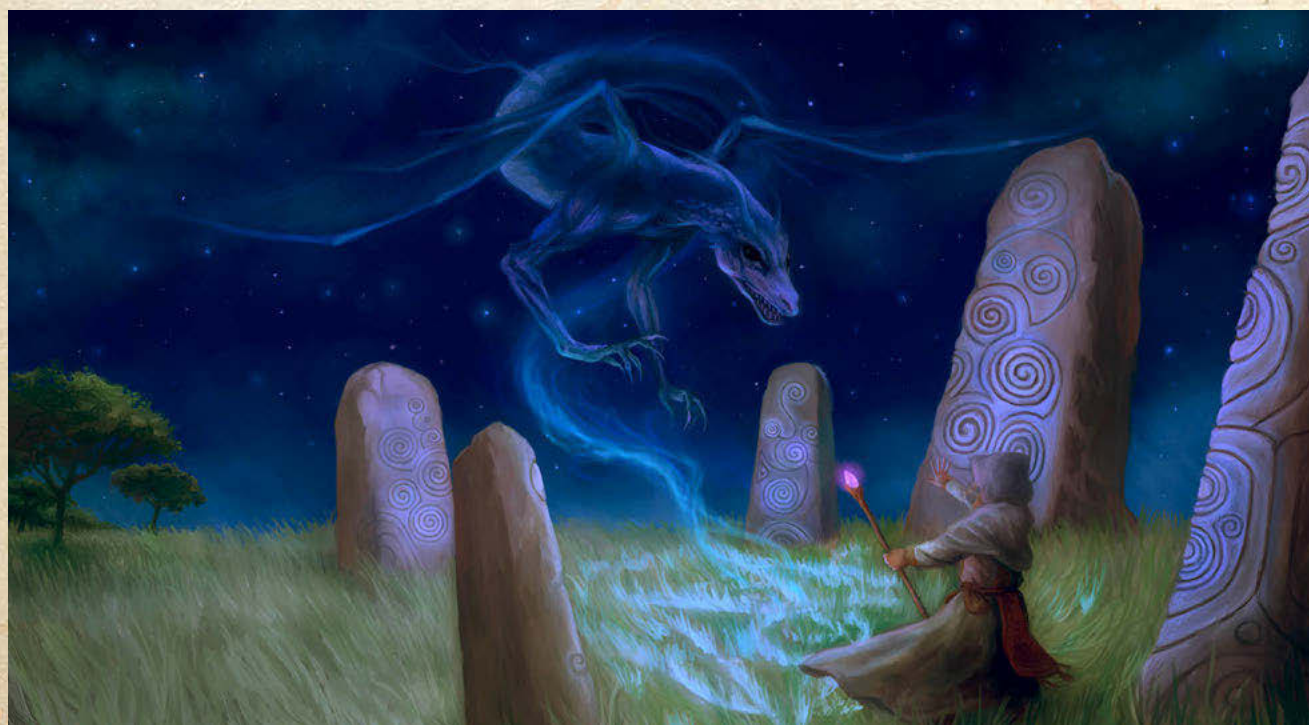
This spell brings into being a shimmering, whip-like tendril of ley energy. The whip strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The whip attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Intelligence bonus (wizard) or Charisma bonus (sorcerer) with an additional +3 enhancement bonus. The ley energy that forms this whip acts as a force effect, and as such it can strike ethereal and incorporeal creatures. It deals 4d6+3 hp ley energy damage, with a threat range of 19-20 and a critical multiplier of x2.

The whip always strikes from your direction. It does not get or provide a bonus for flanking. If the whip goes beyond the spell range from you, passes out of your sight, or its current target is knocked unconscious or moves out of range, it returns to you and hovers.

Each round after the first, you can use a standard action to switch the whip to a new target. If you do not, the whip continues to attack the previous round's target.

The whip cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it.

If an attacked creature has spell resistance, the



resistance is checked the first time the ley whip strikes it. If the whip is successfully resisted, the spell is dispelled. If not, the whip has its normal full effect on that creature for the duration of the spell.

### LIFT

**School** transmutation; **Level** alchemist 4, magus 4, sorcerer/wizard 4, summoner 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, F (a leather loop)

**Range** long (400 ft. + 10 ft./2 levels)

**Target** one targeted creature/2 levels (each up to one size category larger than the caster) or 1 object/level up to 100 lbs./level

**Duration** 1 round/level

**Saving Throw** Reflex negates; **SR** no

*Lift* allows you to levitate unwilling creatures or unattended objects. You cannot control the target's movement; they simply hang in the air, moving upward at 5 ft. per round until they reach an obstacle or the spell wears off. When the spell ends, affected subjects will fall to the ground unless otherwise stopped.

Creatures that reach a barrier (such as a ceiling) may pull themselves along it at half their normal movement (doing so requires a DC 15 Acrobatics check to move greater than 1/2 their normal movement unless they have a climbing move speed). Subjects may be moved by strong winds, ropes, telekinesis, or through other means at the GM's discretion. Targets of this spell are denied their Dexterity bonus to their AC.

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A Reflex save made to stabilize allows the creature to begin again at -1.

### LIGHT BLINDNESS

**School** illumination (transmutation) [shadow]; **Level** shadowsworn 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

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

**Saving Throw** Will negates; **SR** yes

You blind a creature that can see in daylight; the subject can see only in shadows or in darkness for the duration. If a creature with darkvision is targeted, it can see only in shadowy illumination or in bright illumination—it can no longer see in full darkness.

### LIGHT WARDING

**School** illumination (abjuration); **Level** shadowsworn 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a quartz lens backed with silver worth 50 gp)

**Effect** one 5-ft. square per level

**Duration** 1 day/level or until discharged

**Saving Throw** Reflex negates; **SR** no

You draw an invisible line as a barrier against one or more types of creatures. When these creatures cross that line, the warding releases a powerful flare of light that is visible for miles.

The types of creatures affected must be set when the spell is cast; choose any of the standard monster types (aberration, humanoid, dragon, etc.) or subtypes (fire, law, incorporeal), plus one additional type or subtype per four caster levels. Only creatures of the chosen type trigger the spell.

Creatures with the shadow or dark subtype must make a Will save to cross through the warded square, even after the spell has been triggered. When the appropriate creature type or subtype enters a square where the spell is present, the *light warding* releases a burst of pure light. Creatures in any affected squares must make an immediate Reflex save or be blinded for 1d4 hrs. The DC of this save increases by 2 for every 60 ft. of darkvision that the target has and by 1 for creatures with low-light vision.

### LIGHTNING ROD

**School** transmutation [electricity]; **Level** cleric/oracle 5, druid/shaman 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a steel needle)

**Range** personal

**Area** 30-ft-radius emanation centered on you

**Duration** one round/level (D)

**Saving Throw** none; **SR** no

You become a living lightning rod. You are immune to electricity as if you were the recipient of *protection from energy* (with which this spell does not stack or overlap). You can absorb 12 hp electricity damage per caster level (maximum 180 hp at 15th level).

Additionally, all magical electricity ranged attacks (such as *lightning bolt*, *chain lightning*, or dragons' electrical breath weapons) that originate within or pass through the area of effect are drawn to you, as if you had been the target. If you are outside the range of the attack, the attack is still drawn toward you, but it does not reach you. Any other creatures between you and the source of the attack are targeted or affected as normal by the attack.

While this spell lasts, you do not get a Reflex save against any electricity attacks, nor do you benefit from evasion or improved evasion against these attacks. *Lightning rod* overlaps (but does not stack with) *resist energy*.

If the spell absorbs the full amount of electrical damage (according to your caster level), it is discharged, you take any remaining damage from that attack, and the area effect ends. If the spell is dismissed, all its effects end.

### LION'S COURAGE

**School** transmutation; **Level** bard 3, cleric/oracle 5, paladin 3

**Casting Time** 1 standard action



**Components** V, S, M (lion tooth or hair)

**Range** touch

**Target** one creature

**Duration** 10 min./level

**Saving Throw** none; **SR** no

This spell makes the target immune to monsters' frightful presence ability, and they cannot be shaken or frightened. The target also gains a +4 spell bonus to saving throws against all other fear effects and spells.

### LIQUEFY AIR

**School** transmutation [air, water]; **Level** druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level (D)

The air around you takes on the characteristics of a light, viscous fluid. When in motion, you create a pressure wave, which may move creatures and objects around you.

Using this pressure wave, the caster gains the ability to make an Improved Bull Rush (as the feat) once per round as a free action. The CMB of the pressure wave is calculated using the caster's level + spell level + Intelligence (wizards), Charisma (sorcerers) or Wisdom (druids and shamans).

This effect is active only while the caster is in motion. The pressure wave only affects creatures directly in the caster's path at any point during his movement. During movement, the pressure wave separates the caster and the target by one square. They remain separate by one square when movement stops.

Alternatively, the caster may use *liquefy air* each round to move light, loose, unattached objects (e.g. papers), to move one square of a swarm, or to extinguish one square of flame.

While the air in the caster's square feels like fluid, it is otherwise unchanged and breathable.

### LIQUID FORM

**School** transmutation; **Level** bard 3, druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S, M/DF (a mouthful of water and a sieve)

**Range** touch

**Target** willing corporeal creature touched

**Duration** 2 min./level (D)

**Saving Throw** none; **SR** no

The subject and all its gear become liquid and translucent. Its material armor (including natural armor) becomes worthless, although its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply.

The subject gains DR 10/magic, takes half damage from falling and from piercing and slashing weapons,

and becomes immune to sonic damage, sneak attacks, and critical hits. It cannot attack or cast spells with verbal, somatic, material, or focus components while in liquid form. It can use certain spells that it may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in liquid form. If it has a touch spell ready to use, that spell is discharged harmlessly when the liquid form spell takes effect.

A liquid creature cannot run, but it can move across horizontal surfaces at a speed of 10 ft., or 20 ft. on a down slope. It can enter water and has a swim speed of 10 ft. It can pass through small holes or narrow openings, even cracks, with all was wearing or holding in its hands as long as the spell persists. It cannot manipulate objects or activate items, even those carried along with its liquid form.

Continuously active items remain active. While underwater in this form, the subject is invisible. Unlike normal invisibility that displaces water and leaves a visible, body-shaped bubble, the subject blends in perfectly, and gains total concealment (50% miss chance).

**Mythic:** The liquid form lasts for 10 min. per caster level. While in liquid form the target's swim speed is 40 ft.

### LIQUEFACTION

**School** evocation [water]; **Level** cleric/oracle 5, druid/shaman 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a chip of dried mud)

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

**Area** 30-ft. radius emanation

**Duration** 1 round/level

**Saving Throw** Reflex partial (see text); **SR** no

You cause the ground to tremble violently, and water erupts from newly formed cracks in the earth. Any creature standing in the area must make a Reflex save at the beginning of its turn each round or fall prone. Creatures in the area that move faster than half its speed fall prone. Prone creatures in the area must succeed on a Reflex save to stand up. Spellcasters in the area must succeed on a concentration check (DC 15 + the spell's level) to successfully cast a spell; failing this check causes the spell to be lost. Attacks rolls from creatures in the area take a -2 penalty and both running and charging are not possible.

### LITANY OF SURE STEEL

**School** divination; **Level** antipaladin 1, inquisitor 1, paladin 1

**Casting Time** 1 swift action

**Components** V, S, DF

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

**Target** one willing creature

**Duration** 1 round

**Saving Throw** no; **SR** yes (harmless)

This litany allows a target to sheath and switch weapons and items without being distracted from the perils of

combat. The target may manipulate objects on their person without provoking attacks of opportunity, such as sheathing or reloading weapons, retrieving stored items, drinking potions, or lighting torches.

While under the effects of this spell, the target cannot be the target of another spell that has the word “litany” in the title.

### LIZARDBANE

**School** transmutation [fire]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (one fire source)

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

**Target** one fire source, up to a 20-ft. cube

**Duration** instantaneous

**Saving Throw** Reflex negates; see text; **SR** no

You make an existing fire erupt into a geyser of liquid flame that targets reptiles and all draconic creatures. The single fire source required (as small as a torch’s flame, but not a candle or lantern) is immediately extinguished. A fire larger than a 20-ft. cube, however, is only partly extinguished, with the details up to the GM’s discretion (a targeted volcano’s magma might harden in a 20-ft. cube, or a forest fire might burn out in same area). Magical fires are not extinguished, but a creature of the fire subtype used as the source takes 1 hp damage per caster level with no saving throw.

The resulting rain of fire seeks out reptilian creatures and those with the dragon subtype. It fills a hemispherical burst with a radius of 60 ft. All affected creatures and objects in the area take 3d6 points of fire damage and catch fire.

With a successful Reflex save, an affected creature takes half damage and does not catch fire.

### LOCATE WATER OCATE WATER

**School** divination; **Level** druid/shaman 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S, M/DF (a forked twig)

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

**Area** circle with a radius of 400 ft. + 40 ft./level, centered on you

**Duration** 1 min./level

**Saving Throw** none; **SR** no

You sense the direction and distance of a body of water such as a lake, stream, or ocean, even if it is underground or beyond your sight. This spell cannot be used to sense the presence of water in a creature’s body or small amounts of water such as that contained in a flask, cup or barrel. This spell is blocked by even a thin sheet of lead, but it will pierce illusions.

### LOCK ARMOR

**School** clockwork (transmutation); **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a pouch of rust and metal shavings)

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

**Target** metal equipment of one creature/2 levels, or one construct/2levels

**Duration** 1 round/level

**Saving Throw** Will negates (see description); **SR** no

*Lock armor* makes metal cling to metal as though soldered or rusted through, making it impossible to move the pieces against one another. This effectively paralyzes a creature in any form of metal armor, although speech is still possible.

The effect is negated if the armor can be removed by a compatriot. In addition, the creature in armor gains a Will save each round to overcome the effect. A creature wearing a chain shirt, breastplate, or other metal armor that only covers part of the body can still move but cannot attack or effectively defend itself. Animated metal constructs are completely paralyzed and unable to speak.

Each round, a construct affected by this spell may use a full-round action and roll a new Will save to end the effect, without provoking attacks of opportunity. A winged construct affected by *lock armor* cannot flap its wings and falls. A swimmer can’t swim and might drown. *Grease* counters and dispels *lock armor*.

### LOKI’S GIFT

**School** enchantment (compulsion) [language-dependent, mind-affecting, evil]; **Level** bard 1, cleric/oracle 1, witch 1

**Components** V

**Casting Time** 1 standard action

**Range** personal

**Target** you

**Duration** instantaneous

**Saving Throw** Will negates; see text; **SR** yes

*Loki’s gift* makes even the most bare-faced lie seem strangely plausible. After casting this spell, you gain a +5 profane bonus to Bluff for the lie you are telling, which is the verbal component of the spell.

For the next 24 hrs., you also may coax a single target whose reaction toward you is friendly or better to reveal one potentially embarrassing secret about him or herself or someone else. The secret may involve personal wrongdoing (adultery, cheating at gambling, a secret fear, etc.) but not something life-threatening or dishonorable enough to put the creature in mortal danger. A successful Will save negates this effect and immediately turns the target’s reaction hostile.

### LUCKY BREAK

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 1, cleric/oracle 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (a two-headed copper piece)

**Area** 40-ft. radius burst centered on you

**Target** all allies within the area

**Duration** see text

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

One of the next failed rolls made by one of the targets of the spell becomes a success. The gods of luck, rather than the caster, choose which type of roll is transformed.

When determining which type of roll is affected, the GM should roll a d10 and consult the following table.

**Table 2-8: Rolls Affected**

D10	ROLL TRANSFORMED
1-2	Saving throw
3-5	Skill check
6-10	Attack roll

The GM also should roll 1d4 to determine which roll is improved among those that immediately follow the casting of the spell. A roll of 1 means the very next failed roll of the indicated type is improved, while a roll of 4 means that three rolls fail before one is changed. The subjects cannot be under the effect of more than one *lucky break* spell at a time.

**Mythic:** The caster can choose the type of roll—saving throw, skill check, or attack roll—that becomes a success. The affected ally then may choose which specific roll of that type becomes a success long as it is made within a number of rounds equal to the caster's mythic tier after the spell is cast.

### MACHINE SACRIFICE

**School** clockwork (necromancy); **Level** sorcerer/wizard 8

**Casting Time** 1 swift action

**Components** V, M (a construct with at least 3 HD)

**Range** creature touched

**Duration** 1 round/level

**Saving Throw** none; **SR** yes

The target creature is filled with the power of a machine and becomes immune to almost all forms of death for a limited period. As part of the spell's casting, a construct or device is destroyed as a material component of the spell.

An intelligent animated creature or device used in this way must be willing (except for gearforged or those actively opposing the spellcaster, most animated creatures and devices are considered willing). While the spell is active, the target gains hardness 20/adamantine and a +6 circumstance bonus on all saving throws. In addition, the target gains immunity to death effects, critical hits, and death from massive damage. If the animated construct sacrificed had 10 or more HD, the spell grants temporary hp equal to one-quarter of those of the sacrificed construct.

### MAGE'S HORRIFYING LEECH

**School** abjuration; **Level** magus 3, sorcerer/wizard 4;

**Domain** Magic 3

**Casting Time** 1 immediate action

**Components** V, S

**Range** medium (40 ft. + 5 ft./level)

**Target or Area** one spellcaster

**Duration** instantaneous

**Saving Throw** none; **SR** no

This spell is identical to a *dispel magic* for the purpose of countering spells as they are being cast. When casting this spell, make a standard caster level check; success means the spell is countered and you gain 2 hp per level of the countered spell.

If you exceed the level check by five or more, the spell is still successfully countered, and you may forego the healing effect and absorb the spell being cast instead. You gain the ability to cast the spell absorbed as an appropriately prepared spell slot. You must use this spell or write it into your spellbook in the next 24 hrs.; otherwise, you lose it from your memory. You may only write leech spells to your spellbook if they are on your class list.

### MAGGOTS

**School** necromancy; **Level** druid/shaman 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, M

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

**Area** one 5-ft.-by-5-ft. area

**Duration** 1 hr.

**Saving Throw** none; **SR** no

You create a swarm of maggots from dead flesh up to the size of a Medium humanoid's corpse—even cooked meat is subject to this spell. These maggots cause no damage but immediately begin to devour any dead matter they touch. This effect is most often used to strip meat from bones, to destroy remains so that they cannot be raised from the dead, or to terrify guests at the dinner table. In 1 hr., the maggots can consume an amount of flesh equal to an additional Medium humanoid's corpse.

### MAGNETISM

**School** transmutation; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 min./level

This extract creates a powerful, almost magnetic suction between you and any solid surface you designate. You may apply *magnetism* to any surface you wish, but you must designate the surfaces when you drink this extract. If you apply *magnetism* to the ground you stand upon, you gain a +10 to your CMD when resisting bull rush and overrun attempts while standing on that ground. If you apply *magnetism* to a ceiling or wall, you gain +10 to Climb checks to navigate those surfaces. Because of the powerful suction this extract creates, however, it is difficult to move. Your speed is reduced to 5 ft. per round while this extract is in effect.

### MANIPULATE SYMBOL

**School** transmutation; **Level** cleric/oracle 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M/DF (an ink quill)

**Range** personal

**Target** you

**Duration** see text

**Saving Throw** none; **SR** no

While under the effect of this spell, you cannot trigger a single *symbol* spell, which must be designated when you cast *manipulate symbol*. This effect lasts for 1 round per caster level.

With a successful caster level check against the caster level of the symbol's creator, you can alter the symbol spell into any other symbol you can cast. You also may change how and when the symbol is triggered. You must touch the symbol to alter it. A natural 1 is always a failure on this check.

If you fail to manipulate the symbol, you trigger it instead.



### MANTLE OF BLADES

**School** abjuration [force]; **Level** magus 5, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, F (a weapon you are proficient with)

**Range** personal

**Target** you

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

*Mantle of blades* creates six copies of the focus weapon that hover around you and deflect incoming attacks. Each weapon provides a +1 shield bonus (this bonus stacks with itself up to a +6 shield bonus; it does not stack with other shield bonuses).

As a standard action, you can launch one of the weapons at an enemy within long range (400 ft. + 40 ft./level) as a ranged touch attack. On a successful attack, each weapon deals 4d6 hp force damage.

Once a weapon is launched, it does not return, and the shield bonus granted by this spell is reduced.

### MANTLE OF TRUST

**School** enchantment (charm) [language-dependent, mind-affecting]; **Level** cleric/oracle 2

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

You seem trustworthy and genuine to a creature that can understand what you say (you must speak to them, or they must be within range and able to overhear).

Even if this target is already suspicious of you—and even if they know you are telling lies—they will (unless they successfully save, or resist the spell) regard you as

someone to be trusted. However, if they have caught you in a lie in the previous 24 hrs., they receive a +10 bonus to their Will save to resist this spell.

*Mantle of trust* is most often used to bypass guards, either to gain access to a restricted area or to escape a cordon or manhunt. Note that this spell affects only one target, and once it is working, you can't shift its target to others; the spell duration refers to how long the lone affected creature will trust or believe you. You always know whether your selected target has been smitten by the mantle's effect.

If you have multiple *mantle of trust* spells available to you, you can have one per level operating simultaneously, without strain, and you can maintain them even if you work other magic.

### MARAUDING CIPHER

**School** conjuration [force, ink]; **Level** sorcerer/wizard 3

**Components** S, M; see text

**Casting Time** 1 standard action

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

**Effect** one 5-ft.-by-5-ft. glyph

**Duration** 10 min./level

**Saving Throw** none; **SR** yes; see text

This spell functions as *harrying cipher*, but with the following statistics:

### Marauding Cipher

**N Small construct**

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

#### DEFENSE

**AC** 17 (+4 **Dex**, +2 natural, +1 size), touch 15, flat-footed 13

**hp** 3d10 + 1 hp per caster level

**Fort** +1, **Ref** +5, **Will** +1

**Defensive Abilities** camouflage

**Immune** construct traits

#### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** jolt +6 (2d4+3 force damage)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** jolt, trip

#### STATISTICS

**Str** 16, **Dex** 18, **Con** 0, **Int** 2, **Wis** 12, **Cha** 1

**Base Atk** +2; **CMB** +4 (+6 to trip); **CMD** 16 (18 vs trip)

**Feats** Alertness, Improved Trip

**Skills** Perception +3, Stealth +18, Survival +4; **Racial Modifier** +8 Stealth

A *marauding cipher* attacks by delivering a jolt of force energy in melee combat. A *marauding cipher* may also blend in with its surroundings and camouflage itself by remaining motionless against a surface for 1 round without moving, after which it gains a +10 circumstance bonus to its Stealth check. This bonus is lost if the cipher moves onto different looking terrain, requiring another full round to camouflage itself upon the new terrain. A *marauding cipher* can follow up to three simple

commands at once and can report all that it has seen and heard to the caster (using rudimentary words and phrases).

Casting *summon monster* in conjunction with a *marauding cipher* produces a construct that resembles and acts in all ways as the summoned creature, gaining the ink subtype (see the *inkblot* spell on page 190). Combining this cipher with *illusory script* makes a *marauding cipher* construct invisible.

This spell requires material components that consist of ink mixed with your own fresh blood, which you must obtain by dealing 6 hp damage to yourself. This damage cannot be healed as long as the cipher exists.

### MARVELOUS MUSIC

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** pleasant music

**Duration** concentration + 1 round/level (D)

**Saving Throw** Will negates; **SR** yes

A tune of surpassing loveliness fills the air, masking other sounds and providing a distraction that draws the eye and ear. Creatures that fail a Will save cannot make Perception checks for the duration of the spell while they listen. Creatures attacked during *marvelous music's* duration become enraged and gain a +1 to attack rolls that lasts for 1 round per round of music heard.

### MASK OF THE PHARAOH

**School** transmutation; **Level** druid/shaman 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S, M (piece of turquoise shaped like an eye)

**Range** personal

**Target** you

**Duration** 1 round/4 levels (see text)

**Saving Throw** Fortitude partial (see text); **SR** yes

Your face becomes a golden death mask with gems for eyes. As a standard action, as long as this spell's duration lasts, you may direct your gaze at a creature within 30 ft. of you. A targeted creature must succeed at a Fortitude save or be turned to stone, as the *flesh to stone* spell, for 1 round per your caster level.

On a successful save, the target's joints stiffen and its limbs grow heavy. The target is staggered for 1 round/caster level, so it can take either a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, the target takes a -1 penalty on attack rolls, AC, and Reflex saves. It moves at half its normal speed (rounded down to the next 5-ft. increment), which affects the creature's jumping distance as normal for decreased speed. This effect dispels *haste*.

Only creatures made of flesh are affected by this spell. Note that this spell does not grant an actual gaze attack—

foes and allies are not in danger of petrification simply from meeting your gaze.

### MASTER'S EYES

**School** divination; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** your familiar

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

When you identify targets for a ranged spell, you may use your familiar's senses to identify targets within the spell's range, even if you do not have line of sight to them. Your familiar must see the creature or object to target it. You gain the following information: the existence of targets your familiar identifies, their physical position relative to you, and whether your familiar considers them allies, neutral, or enemies.

To identify a target, the familiar must make a Perception check with all normal modifiers applying. If the familiar does not sense the target and its location, it cannot identify the target or supply information on the target's location. Even if identified, the familiar's lack of line of sight may prevent a spell from targeting an individual.

*Master's eyes* doesn't affect the ranged spell in any way other than to provide potential targets for the spell. All other requirements for your ranged spell must be met as normal, and it still originates from you.

### MAZE, GREATER

**School** conjuration (teleportation); **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** see text

**Saving Throw** Reflex partial; **SR** no

This spell functions as *maze*, but the target takes 4d6 hp damage each round it is within the maze, as traps and other hazards constantly attack it. The target can make a Reflex saving throw each round to halve the damage. Escaping the maze is more difficult as well, requiring the target to make 2 consecutive DC 20 Intelligence checks. Finally, the spell's duration is increased to 1 min. per level if the target does not escape through other means.

**Mythic:** If you expend one use of mythic power when casting the spell, the target must make 3 consecutive Intelligence checks to escape the maze and the maze lasts until the target succeeds at these checks. No other means of escape are possible unless the target is mythic.

### MAZE, LESSER

**School** conjuration (teleportation); **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** see text

**Saving Throw** Will negates; **SR** yes

This spell functions as *maze*, but the target gets a Will save to resist being sent to the extradimensional prison. In addition, the maze is not nearly as difficult, requiring only a DC 15 Intelligence check to navigate. Finally, if the target does not escape within a number of rounds equal to your caster level, it returns to its previous location.

### MECHANICAL UNION

**School** clockwork (transmutation); **Level** sorcerer/wizard 5

**Casting Time** 1 round

**Components** V, S, M (a tiny hammer and adamantine spike worth 100 gp)

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

**Target** one construct

**Duration** 1 hr./level or concentration

**Saving Throw** Will negates; see text; **SR** yes

You can control the actions of any construct by vocal or mental commands. Once you give a command, the construct attempts to carry out that command to the exclusion of all other activities.

Changing your instructions or giving a construct a new command is a move action. By concentrating fully on the spell as a standard action, you can receive full sensory input as interpreted by the construct. Intelligent constructs resist the mechanical control, and any construct forced to take actions against its nature receives a save with a +2 bonus.

Self-destructive orders are not carried out and immediately end the spell. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

### MELD

**School** transmutation (conjuration); **Level** cleric/oracle 4

**Casting Time** 3 rounds

**Components** V, S, F (four plates of metal, crafted by you, worth at least 50 gp)

**Range** personal

**Target** you

**Duration** 10 min./level

**Saving Throw** none; **SR** yes (harmless)

This spell adheres metal plates to your skin, bonding armor to you. The metal plates are the material focus of the spell and grant a +5 armor bonus and DR 5/magic. The armor bonus increases by +1 for every 3 caster levels above 10th (to +6 at 13th level, +7 at 16th, and +8 at 19th). Due to the nature of the spell, the plates confer no armor check penalty, arcane spell failure chance, or movement reduction. When the spell expires, the armor plates simply drop off.

### MEMENTO MORI

**School** necromancy (necrophagy) [evil]; **Level** antipaladin 1, cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** creatures within sight

**Duration** 1 round

**Saving Throw** Will negates; **SR** yes

You transform yourself into a horrifying vision of death, crawling with maggots and rotting away, exuding the stench of the grave. All creatures that see you are entitled to a Will save; those that fail lose their next standard action (or lose all actions next round if they roll a saving throw of 1).

Those that roll a successful saving throw are immune to further castings of this spell for 24 hrs.

### MEMORY ECHO

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

**Components** S, M; see text

**Casting Time** as scribing a scroll; see text

**Range** see text

**Target** creature that reads or touches the *memory echo*; see text

**Duration** see text

**Saving Throw** see text; **SR** yes

You extract memories from your own mind and capture them in written form. Doing so removes the memory from your mind until someone reads the resulting symbol, mark, or keyword. When someone does so, the information is instantly conferred to them and also returns to you. This allows you to pass on information secretly to someone else, for good or ill.

Spells may be conferred in secret in this way, as well. Enclosing a spell in a *memory echo* removes that spell from the caster's spell list until the spell is triggered. Reading a *memory echo* that encloses a spell triggers that spell unless the reader succeeds on a Will save. A basic memory enclosing only information does not allow for a saving throw. Learning information this way confers familiarity equal to the caster's.

Concealed with *illusory scripts* and *secret pages* or placed within forged documents, harmful spells can be hidden within secret missives, official papers, and scrolls. For each such spell used to conceal the *memory echo*, the DC for the Will save is increased by that spell's level. Arcane casters facing persecution will often use *memory echo* to remove incriminating information from their minds or to convey important information to others.

This spell requires special inks and the same amount of gp required to scribe an equivalent scroll; or, you may spend 100 gp on rare inks if only a memory is scribed and not a spell.

### MESSAGE IN A BOTTLE

**School** transmutation [language-dependent]; **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (copper wire and a drinking vessel with stopper)

**Targets** one object

**Duration** see text

**Saving Throw** none; **SR** no

You whisper a message into the mouth of a drinking vessel. The size of the vessel dictates the maximum length of the message; a potion vial holds 30 words, an acid flask holds 60, and a wine bottle holds 150. The vessel is not considered enchanted, though its contents are and the whole thing gives off a faint transmutation aura.

After speaking the message, you must seal the container. As soon as the vessel is uncorked, the message is audibly recited to all those within hearing distance. Subsequent openings have no effect. You hear the first 30 words of the first response spoken to your message, so long as you are on the same plane as the speaker.

Multiple messages may be imparted via the same vessel as long as they fit. An unopened vessel holds its message as long as the vessel remains otherwise inviolate. If the vessel is broken, torn or otherwise rendered useless as a container, the magic and the message are lost.

### MIGHT OF THE CHAMPION

**School** transmutation; **Level** cleric/oracle 2, paladin 2

**Casting Time** 1 swift action

**Components** V, S

**Range** touch

**Target** personal

**Duration** 2 rounds

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You or one touched creature temporarily gain +5 Strength (gaining the relevant attack and damage benefits). Your armor and weapons are rendered unbreakable while the *might of the champion* is upon you, and so you can deliver attacks that cleave stone or massive metal chains or gates, shatter the armor of a foe, and achieve other results that would normally defeat you—your attacks against objects ignore hardness and deliver critical hit damage.

A particular being can only benefit from *might of the champion* once every 48 hrs. If a second *might of the champion* is cast on the same individual within 48 hrs. of the expiration of a previous one, its magic dissipates without effect.

### MIGHTY GALE

**School** evocation [air]; **Level** cleric/oracle 4, druid/shaman 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft. + 10 ft./4 levels

**Area** 30-ft. cone + 5 ft./4 levels

**Duration** instantaneous

**Saving Throw** none; **SR** yes

You call forth a mighty cone of winds that batter all creatures and obstacles in its path. Against creatures and moveable objects this wind acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own.

Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence,



Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

To destroy immovable objects or structures in the cone, you must make a Strength check. The winds have an effective Strength equal to your caster level plus your best ability score modifier as above. The break DC depends on the object you're trying to break—see breaking items in the *Pathfinder Core Rulebook*.

*Mighty gale* extinguishes any fires it encounters along its path. Magical fires from a spell or effect of 4th level or below are also extinguished. Magical fires from a spell or effect of 5th level or higher are unaffected.

### MIMIC EIDOLON

**School** transmutation; **Level** summoner 1

**Casting Time** swift action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round; see text

Your body gains a natural attack that is identical to your eidolon's primary attack. You may make one attack with this natural weapon; if you make the attack during the same round you cast this spell, the spell ends. Otherwise, this spell lasts for one round.

### MIND'S EYE MAP

**School** divination [ink, mind-affecting]; **Level** sorcerer/wizard 2

**Components** S, M (ink and material to record the map)

**Casting Time** 1 standard action

**Range** 60 ft.

**Target** one creature

**Duration** concentration, 1 min./level

**Saving Throw** Will negates; **SR** yes

A *mind's eye map* allows you to magically craft a map taken directly from the target's mind, using yourself as a conduit. You spill a steady stream of ink upon the chosen surface for the map, which slowly undulates and forms shapes that perfectly copy the target's mental image; 100 sq. ft. of space may be mapped per minute. The map is only as complete as the target knows or can recall, and it includes any illusions, visual tricks, or inaccuracies the target witnessed.

If the target is unwilling, you may attempt to forcefully extract the mental image, but you must succeed on a touch attack and paint a cipher on the creature. An unwilling target is allowed a Will save; success negates the spell. Another mind's eye map reflecting the same mapped area cannot be created from the same unwilling target until the caster advances in level (or until the target becomes willing).

If you paint the cipher on an unwilling target with arcane mark, the DC for the Will save increases by +2.

### MINDQUAKE

**School** enchantment; **Level** bard 2, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** 30-ft. radius burst

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

From your space, you let lose a burst of energy from the darkest void that leaves all creatures in the area shaken unless they succeed on a Will save. If the creature affected is already shaken, it becomes frightened; if already frightened it becomes panicked. This spell has no effect on undead creatures.

### MINDQUAKE, GREATER

**Level** bard 5, witch 5, sorcerer/wizard 5

As *mindquake*, except allies are excluded from the effect and the duration is 2 rounds/caster level.

### MINE!

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

**Casting Time** 1 standard action

**Components** V, S

**Range** close

**Duration** 1 min./level or until discharged

**Saving Throw** Will (negates); **SR** yes

This spell renders an object of 15 lbs. or less insubstantial to all creatures but you. You must be able to see the object in order to cast this spell on it. If used offensively (for example, to affect a potion on someone's belt, a sword in their hand, or their pants), the bearer of the object can negate the spell's effect with a successful Will save. If an object carried or worn by a creature becomes insubstantial, it falls off the bearer's body or out of its hand.

If *mine!* is cast on a major artifact, the spell automatically fails, and you must make a Will save or be confused for 1 min./level.

Objects affected by *mine!* are insubstantial to any creature but the caster who tries to grasp, hold, move or attack the object. The objects are not insubstantial in other respects: for example, they do not sink through floors or tables, or pass through walls. A fragile item worn on a belt will still shatter if it hits the ground.

### MISLEADING SHADOWS

**School** illumination (transmutation); **Level** bard 1, magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** 1 min./level (D)

After casting this spell, the flow of shadows around you changes in an unpredictable fashion. The strange flux in shadows allows you to move in ways that confuse your opponents. *Misleading shadows* grants you a +5 enhancement bonus on Bluff checks to feint or create a diversion, or to hide using Stealth. In areas of bright daylight, the spell does not provide a bonus.



### MOTHER MARGASE'S IMPENDING DOOM

**School** enchantment (compulsion) [fear, language-dependent, mind-affecting]; **Level** bard 3, cleric/oracle 4, inquisitor 3, witch 3

**Casting Time** 1 round

**Components** V

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

**Targets** one living creature/4 levels

**Duration** 5 min.

**Saving Throw** Will negates; **SR** yes

Each minute that your target performs a specific action you tell it to discontinue or refrain from (specified when this spell is cast), it suffers a cumulative  $-1$  penalty to all rolls and increasingly frequent visions of the moments leading up to its death. The spell is so disturbing that the target takes a cumulative  $-1$  penalty/minute to all rolls if it performs the forbidden action. If the spell expires before the target starts or discontinues the action, the target envisions its death and must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 2d6 hp damage. The stated action cannot be one that would result in certain death if discontinued. You define the exact visions the target sees.

### MOTHER STONE

**School** transmutation [earth]; **Level** cleric/oracle 3, druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M



**Range** personal

**Target** you

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

You connect to the roots of the earth, becoming immobile but empowered with elemental earthen protection. You gain a +2 natural armor bonus to AC, DR 5/slashing, and a +10 bonus on Strength checks to avoid being bull rushed and on Dexterity checks to avoid being tripped. On the other hand, all of your move speeds become zero. If you are moved (through teleportation or a successful bull rush attempt, for example) the spell ends.

### MOUNTAIN GOAT'S GRIT

**School** transmutation; **Level** druid/shaman 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Effect** creature touched

**Duration** 1 hr./level

**Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

The affected creature gains the vitality and stamina necessary for travel at high altitudes. For the duration of the spell, the subject is well acclimated to high altitudes. At altitudes between 5,000 and 15,000 ft., the subject suffers no ill effects from the thin air. At altitudes above 15,000 ft., the subject receives a +4 racial bonus on saving throws to resist high altitude effects and altitude sickness. If subjected to a vacuum or while underwater, the subject can hold its breath for double the normal duration.

### MOUNTAIN STRIDE

**School** conjuration (teleportation); **Level** druid/shaman 5, ranger 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hr./level or until expended; see text

When you cast this spell, you gain the ability to step into a mountain's stone (or another appropriately large piece of rock) and magically meld with it. Once you are within a section of rock, you can teleport from that particular stone to another block of stone. The stone you enter must be of the same kind, it must be unworked (you cannot teleport into a stone tunnel or building), and it must be large enough to envelop your body.

In addition, by moving into a section of basalt (for example), you instantly know the location of all other basalt within transport range (see below) and may choose whether you want to teleport into a different stone or simply step back out of the stone you moved into. You may choose to teleport into any stone of the appropriate kind within the transport range as shown on the following table.

**Table 2-9: Stone Types and Teleporting**

TYPE OF STONE	TRANSPORT RANGE
Iron ore or quartz	3,000 ft.
Granite, basalt, or feldspar	2,000 ft.
Obsidian or lava	1,500 ft.
Any sedimentary stone (sandstone, limestone, etc.)	1,000 ft.

While this spell is in effect, you may move into a stone block once per caster level (passing from one stone to another counts only as moving into one stone). The spell lasts until the duration expires or you exit a stone face. Stepping into a stone, teleporting to another stone, and stepping out of a stone all are full-round actions.

You can remain within a stone without transporting yourself while this spell is in effect, but when it ends you are forced out of the stone and into a random, adjacent square (or shunted to the nearest open space). If the stone in which you are concealed is shattered or split, you are slain.

### MUCUS SPRAY

**School** evocation; **Level** sorcerer/wizard 1, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a bit of phlegm)

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instant (daze 1 round)

**Saving Throw** Reflex half; **SR** yes

The caster sprays a fine mist of poisonous mucus. The mucus is acidic and has psychedelic properties. The mucus does 1d4 hp acid damage per caster level. In addition, a failed save leaves the targets dazed for one round.

### MURDERSPHERE

**School** conjuration (summoning); **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, M (1-inch-diameter silver sphere worth 500 gp)

**Range** long (400 ft. + 40 ft./level) and see below

**Effect** one summoned, 2-ft.-diameter sphere

**Duration** concentration + 1 round/level (D)

**Saving Throw** none; **SR** no

You conjure a malevolent, silver sphere that you direct to attack your foes. The Tiny sphere has 85 hp, AC 23 (touch 19, flat-footed 16), and CMD 15. It has a fly speed of 90 ft. (perfect).

When it is summoned, the sphere can appear with a metal whip that has a 10-ft. reach and deals 2d6 hp damage or with a serrated blade that deals 2d8 hp damage and has a 5-ft. reach. The sphere can only use one weapon at a time, but it can change weapons as a move action for you that provokes an attack of opportunity on the sphere. The sphere attacks with a bonus equal to your BAB,

and each of its weapons act as +1 *wounding adamantine weapons*. It also receives any iterative attacks you have with the appropriate bonus applied.

As a move action, you can direct the sphere to move to and attack a designated opponent. Once you cease concentrating on the spell, or once the sphere leaves the spell's range, it continues to attack its most recently designated foe until the spell's duration expires or you dismiss the sphere. If a foe is helpless or disabled, it performs a coup de grace.

If you cease concentrating and the sphere no longer has an opponent to attack, it does nothing. You must be within range of the sphere to dismiss it.

### NAIL FOOT

**School** necromancy; **Level** elven archer 2, inquisitor 2, ranger 2, witch 2

**Casting Time** 1 full round

**Components** V, S, M/DF (a rusty nail)

**Range** touch; see text

**Target** one or more footprints of a creature you have tracked

**Duration** instantaneous; see text

**Saving Throw** Fortitude negates; see text; **SR** yes

You may cast this spell on the footprints or tracks of a creature you can successfully tracked using the Survival skill or a similar ability. Once the spell is complete, you pierce the footprint with a sharp object such as a sword, dagger, or nail.

If the creature you are tracking and whose footprint you have stabbed is within 20 miles of you when you cast this spell, it takes 1 piercing damage and its speed is reduced

## Blood Mother Margase

The leader of the powerful druids of Verrayne in Midgard, Blood Mother Margase is an ancient blood druidess who answers to no one but the gods. Indeed, *Mother Margase's impending doom* carries just a fraction of the power the red hag herself wields.

Although arcane casters have mimicked her terrifying, mind-number abilities, Margase and her followers seek to annihilate arcane spellcasters in her territories. The druids frequently sacrifice such casters to Hecate for the goddess's continued favor and to give thanks for their untained, natural magic.

Blood Mother Margase might be merciless and ancient—some say her youth was contemporary with Baba Yaga's—but under her leadership Verrayne has held strong against horde uprisings. Margase has the power of the forest behind her, and no army has fared well while traveling in her domain.

For more information about Blood Mother Margase, see the *Midgard Campaign Setting*, page 137.

by half. In effect, its foot is wounded as if it had stepped on a caltrop. Because you have created a magical link between the footprint and the creature, this spell is not subject to damage reduction.

You may stab a number of footprints equal to your caster level, but each stab grants a new saving throw to resist the spell's effects. Each successful stab inflicts 1 damage and reduces the creature's speed by half (minimum 5 ft.).

The wounded creature may resume its normal movement with a DC 15 Heal check or with 1 hp of magical healing. Creatures with unusual anatomy do not have their speed reduced if they do not have feet, but they still take damage.

### NATURAL HORROR

**School** transmutation (polymorph); **Level** druid/shaman 1, ranger 1, sorcerer/wizard 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You strengthen a creature's wings, tail, or any other existing appendage that can provide a secondary attack so that it does provide that attack. The appendage must be selected when this spell is cast.

The target may attack with the transformed appendage as a secondary attack, which does base damage per Table 3-1 in the *Pathfinder Bestiary*. Alternatively, this spell may improve an existing secondary attack to deal damage as if the target were one size larger.

### NET OF COMETS

**School** illumination (evocation); **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a meteor fragment)

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

**Effect** 40-ft.-radius spread

**Duration** concentration plus 1 round/level

**Saving Throw** Reflex negates; see text; **SR** yes

You create a net of shining starstuff, thrumming with celestial energies and shot through with a luminescent trail of stars. This net provides enough light to increase illumination in the area by one step.

In addition, anyone in the spell's area must make a Reflex save. Success means the creature is burned for 1 hp positive energy damage per caster level but not prevented from moving. Failure means the creature is burned for 3 hp positive energy damage per caster level and must make a Will save in each following round or become fascinated and take another 3 hp positive energy damage per caster level.

If a Will save succeeds, the creature escapes the shining net of comets, suffers no further damage, and can move normally that round. Undead suffer double damage from

a net of comets. If at least 5 ft. of the net are between you and an opponent, it provides concealment. If you have at least 20 ft. of net between you, it provides cover.

### NECROMANCER'S RIPOST

**School** necromancy [acid, force, poison]; **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M (jade and onyx dust worth 500 gp)

**Range** close (25 feet + 5 ft./level)

**Area** 20 ft. radius + 5 ft./2 levels

**Duration** instantaneous

**Saving Throw** see text; **SR** no

You compel corporeal undead to explode in a burst of vile, acidic pus, killing them instantly. The spell affects 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the burst's point of origin are affected first. Undead you command with the Command Undead feat receive no save. Other undead receive a Fortitude save, or suffer 2d6 hp damage. Those destroyed by damage still explode.

Anyone adjacent to an undead creature destroyed by this spell suffers 4d6 hp acid and force damage (Reflex save for half) from the splash. Those damaged by this splash effect must make a Fortitude save or suffer the effects of a strength-sapping poison. (Fort DC equal to this spell's; 1/round for 6 rounds; initial effect: 1 Strength drain; secondary effect: 1d2 Strength damage; Cure: 1 save.) Those adjacent to multiple exploding foes suffer splash damage from each exploding creature. Undead destroyed by this splash effect do not explode.

Undead casters may use this spell without risk to themselves; the primary and splash effects do not affect the caster. This spell may be cast through a scrying effect.

### NOT THIS DAY!

**School** abjuration; **Level** cleric/oracle 5

**Casting Time** 1 standard action

**Components** V, S, M

**Range** touch

**Target** one creature

**Duration** 24 hrs.

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell marks the target's body with a unique rune that represents its fate. The rune prevents death by a specific type of harm for one day; the type of harm must be specified when this spell is cast.

This harm can be either an energy type (fire, cold, etc.), a broad category of dangerous creature (e.g., such as an animal or a giant), or a specific danger (sword blows, poison, falling, etc.).

For the next 24 hrs., the target gain a +4 luck bonus to any saving throws prompted by this kind of attack, and any damage suffered from it is nonlethal. This nonlethal damage does not become lethal if it exceeds the target's maximum hp. However, if creature falls unconscious, this nonlethal damage must be healed

before the creature can regain consciousness.

A character can only be under the effects of a single *not this day!* rune at any time. The rune's magic can be made permanent on the caster or another creature using *permanency* at a cost of 7,500 gp and a minimum caster level of 11th.

### NOT SO FAST

**School** clockwork (transmutation) [temporal]; **Level** bard 1, cleric/oracle 1, druid/shaman 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a dried turtle shell)

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

**Target** one creature per level

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

This spell enables you to reduce the speed of a creature by a factor that varies according to your caster level. You reduce the target's speed by as much as 5 ft. up to caster level 5; by as much as 10 ft. up to caster level 10; by as much as 15 ft. up to caster level 15; and by as much as 20 ft. for caster level 16 or higher. You can't immobilize a creature completely with this spell; a target can always move at least 5 ft. and can still run, albeit not as fast as usual.

A northern variant of this spelled called *myling's burden* is said to encumber its target with the souls of children that died young. This variant is also usable by white necromancers as a 1st-level spell, and is of the school of necromancy rather than clockwork, but is identical to *not so fast* in all other respects.

### NOVA

**School** illumination (evocation) [light, force] **Level** druid/shaman 5, cleric/oracle 5, inquisitor 5, magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** concentration

**Saving Throw** Will negates; see text **SR** yes

You glow with a light of increasing intensity—eventually becoming nearly unbearable to look at directly.

You may concentrate for up to four rounds, increasing the spell's power each round. Concentrating on this spell is a standard action. At any point during your turn, you may release this spell's energy as an immediate action, causing damage to all nearby creatures but not yourself. The duration spent concentrating causes various effects as indicated below.

*1st round:* You emit dim light in a 10-ft. radius.

Releasing the energy this round deals 2d6 hp force damage to all creatures in a 10-ft. radius.

*2nd round:* You emit normal light in a 15-ft. radius. Any creature looking directly at you is dazed for 1 round (Will negates); releasing the energy this round deals

4d6 hp force damage to all creatures in a 15-ft. radius.

*3rd round:* You emit normal light in a 25-ft. radius. Any creature looking directly at the caster is dazzled for 1d4 rounds (Will negates). Releasing the energy this round deals 6d6 hp force damage to all creatures in a 25-ft. radius.

*4th round:* You emit the equivalent of daylight in a 30-ft. radius. Any creature looking directly at you is blinded for 1d4 rounds (Will negates). The built-up energy must be released this round and deals 10d6 hp force damage to all creatures in a 30-ft. radius. If you fail to release the energy (if you're knocked unconscious or otherwise), you take a full 20d6 hp damage; creatures in the radius are unharmed.

### NOVA STRIKE

**School** evocation [fire]; **Level** cleric/oracle 6, inquisitor 5, paladin 4, magus 5

**Casting Time** immediate action

**Components** V

**Range** personal

**Target** a weapon you wield that just confirmed a critical hit

**Duration** instantaneous

You channel a fragment of the energy of an exploding sun into your blow. This has the effect of dealing an additional 1d8 hp fire damage for every two caster levels. This fire damage is not multiplied with the critical hit, but it stacks with any other fire damage dealt by the weapon, no matter if it is from another spell or a weapon special ability. Any creature reduced to 0 or fewer hp by the target weapon's attack while channeling this energy is entirely disintegrated, leaving behind only a trace of ash, but these ashes can still be affected by spells such as *raise dead*. A disintegrated creature's equipment is unaffected.

If this spell is channeled through the attack of a nonmagical weapon, the weapon is automatically disintegrated as soon as the attack is resolved.

### OCEAN'S ARMY

**School** conjuration (summoning) [water]; **Level** druid/shaman 9, sorcerer/wizard 9, summoner 6

**Casting Time** 1 standard action

**Components** V, S, M (open body of water; see text)

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

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You summon Huge water elementals from a significant

## The Legend of Mylings

In Scandinavian lore, mylings are nasty little creatures that jump on your back and grow heavier and heavier until you sink into the ground. They are thought to be the vengeful souls of infants who were abandoned to die of exposure.

body of open water, such as a pond, lake, sea or ocean. You summon one Huge water elemental for every 5 levels you possess. You may mentally command them each round as a swift action to attack foes, tear down structures, and so on.

If they are within the spell's range from the water from which they were summoned, the elementals can make themselves into a vortex on land and do not suffer any penalties.

Water elementals that move beyond the spell's range from the water's edge lose these bonuses, and you must succeed in a DC 25 Spellcraft check each round or that elemental is dispelled.

### OCULARUM

**School** divination (scrying); **Level** sorcerer/wizard 3

**Casting Time** 1 minute

**Components** S, M (ocular fluid from living creature)

**Range** touch

**Effect** one scrying symbol

**Duration** 24 hrs.

**Saving Throw** none; **SR** no

You can paint a glyph with the clear fluids extracted from the eye of any living creature, creating a potent scrying tool.

As a full-round action, you can attune yourself to any such glyph you have created that is within a range of 1 mile/caster level. After that round, you see out of that glyph as if you were physically present at that location, including any enhanced vision such as darkvision and *see invisibility*. You cannot use any senses other than vision through the ocularum.

The glyph is nearly imperceptible and requires a DC 20 Perception check to locate. It has 1 hp, and if the glyph is destroyed while you are actively looking through it, you are immediately and permanently blinded. While actively scrying through the glyph, you become unaware of your own surroundings, receiving a -10 penalty to all Perception checks in your actual location and easily surprised. This spell only functions on the plane of existence you are currently occupying.



### OF TWO MINDS

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

**Casting Time** 1 standard action

**Components** V, S

**Target** one creature

**Range** close (12 ft. + 2 ft./4 levels)

**Duration** 4 hrs. + 1 hr./4 levels

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell generates random, subconscious thoughts in the creature targeted. The target creature is unaware of the thoughts generated, but anyone attempting to read the creature's mind hears only gibberish or static.

This spell grants a circumstance bonus equal to 15 + your caster level to saves against any divination spell that

doesn't normally grant a save, such as *locate creature*. It grants a +4 resistance bonus to divination spells that do allow a save, such as *detect thoughts*. The spell also grants a +2 resistance bonus to saving throws against all mind-affecting spells and effects.

The spell does not grant any bonus or resistance against *limited wish*, *miracle*, or *wish* spells when they are used to scry on or otherwise gain information about the target of the spell.

### OGREKOBOLD

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

**Casting Time** 1 standard action

**Components** V, S, M (piece of ogre bone)

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

**Target** one Small creature

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

**Saving Throw** Fortitude negates; **SR** yes

A favorite of kobolds everywhere (and created by the crafty creatures), this spell causes a Small-sized creature to instantly grow up to the size, height and weight of an ogre. This increase changes the creature's size to Large. The target gains a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty on attack rolls and AC due to its increased size.

This size increase to Large grants the target a natural reach of 10 ft. and makes it occupy a 10-ft. square. This spell does not change the target's speed.

If insufficient room is available for the desired growth, the creature attains the maximum possible size and can make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it. This spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage, as they increase to Large. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

This spell is counters and dispels the spell *giant to kobold* (see page 179).

### ONE WITH THE COSMOS

**School** divination; **Level** cleric/oracle 9, druid/shaman 9, sorcerer/wizard 9, witch 9

**Casting Time** 1 standard action

**Components** V, S, M (a crow's egg)

**Range** personal

**Target** you

**Duration** 1 hr./level

Upon casting this spell, you enter a state where the cosmos holds few mysteries, and this knowledge guides

your actions in miraculous ways. You gain the effects of *true seeing* and *freedom of movement*, you cannot age, and you are unaffected by magical effects that can age you. You do not need to eat, sleep, or breathe.

Furthermore, you are immune to compulsions, charms, daze, stun, fear effects, and sleep effects. You cannot be confused, fatigued, or exhausted. Furthermore, you gain a +10 insight bonus to all Knowledge skill checks, and you treat all Knowledge skill checks as if you were trained.

### OOZE SHAPE I

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

**Casting Time** 1 standard action

**Components** V, S, M (a bit of slime from the ooze you wish to become)

**Range** personal

**Target** you

**Duration** 1 min./level

**Saving Throw** none; **SR** no

When you cast this spell, you assume the form of any Small or Medium creature of the ooze type. If the form you assume has any of the following abilities, you gain them: split (caster gains DR 10 vs. slashing or piercing weapons), transparent, and acid. If the creature has climb or swim, you gain that movement type at 10 ft. per round. You don't gain immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects. You gain blindsight and are immune to flanking and sneak attacks.

### OOZE SHAPE II

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

**Casting Time** 1 standard action

**Components** V, S, M (a piece of the ooze you wish to replicate)

**Range** personal

**Target** you

**Duration** 1 min./level

This spell functions as *ooze shape I* and also allows you to assume the form of a Tiny or Large creature with the ooze type. If the form you assume has any of the following abilities, you gain the ability: acid, paralysis, transparent, engulf, corrosion, split, and suction.

If the creature has a climb or swim speed, you gain that movement at the creature's movement rate (max 30 ft.). You don't gain immunity to mind-affecting effects, but you do gain a +4 resistance bonus on all saving throws against such effects. You also gain blindsight and are not vulnerable to flanking or sneak attacks.

Split divides you into two similar jellies or oozes, each with half your hp. One contains your intelligence. The other is mindless, though it does not attack other creatures with the ooze type. When the spell ends, any other oozes created in this way disappear, and the remaining hp return to you. A caster who takes the form of a Tiny ooze gains a +4 size bonus to Dexterity and a -2 penalty to Strength. A caster who takes the form of a Large ooze gains a +4 size bonus to Strength and a -2 penalty to Dexterity.

### OOZE TOUCH

**School** transmutation; **Level** druid/shaman 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** S, M, V (a piece of dried skin in the shape of a lash)

**Range** creature touched

**Target** one non-ooze creature

**Duration** instant

**Saving Throw** see text; **SR** no

This spell transforms the caster's limb into a slimy pseudopod and grants an immediate touch attack. The caster chooses the color and effect of the pseudopod at the time of casting. The pseudopod does 1d6+1 hp acid

Table 2-10: Lesser Ooze Touch Options

PSEUDOPOD	DESCRIPTION	ADDITIONAL EFFECT
Gelatinous Cube	Square cross section, clear	Paralysis (DC caster level)
Grey ooze	Grey, slimy	1d6 acid damage to clothes/armor (Ref save)
Slime mold	Green, releases spores	Fungus rot: save Fort; onset 1 day; freq. 1/day; effect 1d2 Str damage and 1 Con damage and fatigue cure 1 save. Effect lasts until cured
Ochre jelly	Yellowish brown, slimy	Damage is nonlethal, paralysis (DC caster level)

Table 2-11: Ooze Touch Options

PSEUDOPOD	DESCRIPTION	ADDITIONAL EFFECT
Shoggoth	Studded with mouths and eyes	Grapples with CMD of 30 for 3 rounds
Id Ooze	Gray, slimy	Confusion—Will DC for 3 rounds
Black Pudding	Black and slimy	21 acid damage to armor/clothing (Ref save)

damage per caster level and has another effect dependent on the caster's choice of pseudopod. (See the Ooze Touch Options table). All saves use the spell's DC.

### OOZE TOUCH, LESSER

**School** transmutation; **Level** druid/shaman 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a piece of dried skin in the shape of a lash)  
**Range** touch  
**Target** one non-ooze creature  
**Duration** instantaneous  
**Saving Throw** no (harmless); **SR** no (harmless)  
As *ooze touch*, but the range of the touch attack always remains 5 ft. more than the target's normal attack range. The pseudopod does 1d4+1 acid damage per caster level and has another effect that lasts for one round, unless otherwise noted. All saves use the caster's DC. Derro slavers often make use of potions of *lesser ooze touch* to capture dangerous creatures while in lightless caverns underground.

### OOZY TRANSPARENCY

**School** transmutation; **Level** bard 2, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** S, M (a cube of clear jelly)  
**Range** touch  
**Target** one willing, non-ooze creature  
**Duration** 1 min./level  
**Saving Throw** no (harmless); **SR** no (harmless)  
This spell renders the flesh, clothing, and gear of a creature transparent, inflicting a -8 to Perception checks to see this creature. The penalty increases to -10 if the creature remains perfectly still.

### ORB OF LIGHT

**School** illumination (conjunction, creation); **Level** shadowsworn 3, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. +5 ft./2 levels)  
**Effect** one orb of light  
**Duration** instantaneous  
**Saving Throw** Fortitude partial; see text; **SR** no  
An orb of pure light the size of your hand shoots from your fingertips at a target. If you succeed on a ranged touch attack, the orb causes 1d6 hp damage per caster level (maximum 15d6). Undead suffer 1d8 hp damage per caster level (maximum 15d8). A creature struck by the orb is also blinded for 1 round. A successful Fortitude save prevents the blinding effect but not the damage.

### ORB OF LIGHT, LESSER

**School** illumination (conjunction) (creation); **Level** shadowsworn 1, sorcerer/wizard 1  
**Effect** one orb of light

A smallish orb of pure light shoots from your fingertips at a target. If you succeed on a ranged touch attack, the orb causes 1d8 hp damage. For every two caster levels beyond 1st, you inflict an additional 1d8 hp damage; 2d8 at 3rd level, 3d8 at 5th, and so on, to the maximum of 5d8 at 9th level or higher.

### OUTFLANKING BOON

**School** illusion (figment); **Level** bard 3, magus 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature/level, no two of which can be more than 30 ft. apart  
**Duration** 1 min./level  
**Saving Throw** Will negates; see text; **SR** yes (harmless)  
This spell creates a single illusory double of each target. The double stands 10 to 15 ft. away from the target, as you direct. If the double appears in a position to grant a flanking bonus, the target receives the flanking bonus unless its opponent succeeds at a Will save to disbelieve the illusion.

If you create a double of yourself and the double could grant you a flanking bonus, the spell grants you a +3 flanking bonus instead of the normal +2 bonus.

Another recipient's double cannot grant you a flanking bonus. Opponents who successfully disbelieve the illusory double cannot be flanked by any of the doubles.

### PAIN WAVE

**School** illusion (phantasm) [mind-affecting]; **Level** bard 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Component** V, S  
**Range** close (25 ft. + 5 ft./2 level)  
**Target** one living creature  
**Duration** instantaneous  
**Saving Throw** Will partial; **SR** yes  
With a word and a gesture, you send a wave of bright light and a thunderous explosion directly into your target's mind, overwhelming their senses and dealing them profound pain without harming their body directly. This wave of pain deals 1d6 hp nonlethal damage per two caster levels and leaves the target stunned for 1d4 rounds. A successful Will save negates the stun and reduces the damage by half.

### PAINS OF THE PAST

**School** clockwork (necromancy) [temporal]; **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, witch 2  
**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 half; **SR** yes

This spell brings wounds from a creature's past forward through time to re-manifest in the present. The creature takes 1d6 hp damage per your caster level (maximum 10d6). A successful Fortitude save halves this damage.

**Mythic:** The damage increases to 2d6 hp per Hit Dice of the target. On a failed save, the target is also dazed for 1 round.

### PAINTED FORM

**School** transmutation; **Level** alchemist 5, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a stone chip smeared with paint)

**Range** touch (see text)

**Target** willing creature touched

**Duration** see text

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject, along with any garments and equipment worn or carried, becomes an immobile, two-dimensional painting on a flat surface within 30 ft. of the subject (the caster chooses the specific location). This painted representation can take one of two forms.

The first form lasts for 1 min./level and the subject can see and hear normally, though limited by its position (for example, the subject cannot lean to look around a corner). The subject does not need to breathe but can speak and cast spells normally. The subject's painted form is animate enough to perform somatic gestures and retrieve spell components from its person but not enough to move from its location. Feeling is limited to those sensations that can affect its painted surface. While in painted form, the subject gains hardness equivalent to that of the surface beneath it (5 for a wooden surface, 8 for stone, 15 for iron or steel) and retains its own hp. The subject cannot be affected by spells that target a specific creature, save for touch spells. While in painted form, the subject also is not considered living for the purposes of spells cast against it. Area spells affect the subject normally, though the subject's limited animation suffers a -10 penalty on Reflex saving throws. If reduced to zero hp, the subject retakes its original form, is prone, and is disabled.

The second form of this spell transforms a willing subject into a painted representation that is completely immobile and inanimate. The subject in this form does not need to eat, drink, or breathe, and it retains a hazy awareness of its surroundings but can take no actions. Time seems to pass quickly and dreamily for a subject in this form, as if dropped into a pleasant slumber.

The caster selects a condition upon casting this spell which will trigger the painted representation and return it to its regular form; these conditions must meet the same parameters as the conditions for a symbol of death spell. The *painted form* remains in its inert state until the triggering conditions are met or until the effect is ended through a *dispel magic*, *break enchantment*, *freedom* or similar effect.

### PATRON'S ASPECT

**School** illusion (phantasm) [fear; mind-affecting, evil];

**Level** bard 3, cleric/oracle 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Will disbelief; see text; **SR** yes

You commune with dark spirits to conjure an image of a particularly terrifying fiend, and then you send it hurtling toward a foe. Unless it succeeds at a Will save, the foe believes it has incurred the fiend's wrath and flees or freezes with fright.

If the target fails its save, it believes the image is real. The target then must make a Reflex save. If the Reflex save fails, the target takes 3d6 hp of damage and is stunned for 1d3 rounds. If the save succeeds, it is frightened. This effect lasts as long as it takes the creature to flee the encounter or until it dies in combat.

This spell is most commonly found among the tieflings, and rarely seen elsewhere. Some believe that a human caster who casts this spell more than once becomes a tiefling himself.

### PEACOCK POSE

**School** enchantment (compulsion) [mind-affecting];

**Level** alchemist 1, bard 1

**Casting Time** 1 standard action

**Components** S

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

**Target** several living creatures, no two of which may be more than 30 ft. apart

**Duration** 1d4 rounds plus 1 round/level after 1st (maximum 10 rounds)

**Saving Throw** Will negates; **SR** yes

By standing completely still in a mesmerizing pose of your choice, your skin shines and your teeth sparkle in such a way that your opponents become fascinated with you. You may fascinate 1d4 + 1/caster level (maximum 10) total HD of creatures. Fascinated creatures will stop what they are doing and stare at you for the duration of this extract as long as you do nothing other than pose and sparkle beautifully. Creatures must be able to fully see you to be affected by this extract. A creature that succeeds on its Will save against this effect is immune to it for another 24 hrs.

### PENDULUM

**School** clockwork (enchantment) [lawful]; **Level** cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a small pendulum or metronome made of brass and rosewood worth 10 gp)

**Range** touch

**Target** one creature

**Duration** 1 round/level



**Saving Throw** Will negates; **SR** yes

You give the target creature a degree of complete regularity in its motions and fortunes, succeeding and failing in a simple pattern. While under the effect of this spell, the target's attacks, saving throws, and skill checks do not require die rolls. Instead, they always follow this sequence: 20, 1, 19, 2, 18, 3, 17, 4, and so on, until the spell expires. The initial result of 20 occurs when the target must next make any die roll.

### PHANTOM DRAGON

**School** illusion (glamer); **Level** druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a lizard's eye)

**Range** touch

**Target** creature touched

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

With a touch, you cause a creature to appear as an adult dragon of a type of your choosing. If the target is already an adult dragon or older, you can make the target to appear one age category older than its current age. You can attempt to make the target appear as a specific dragon; the target receives a +10 bonus to Disguise checks for this purpose. Direct interaction with the target allows creatures to make a Will save to see through the spell.

### PHILOSOPHER'S BREW

**School** transmutation; **Level** alchemist 2

**Casting Time** 1 standard action

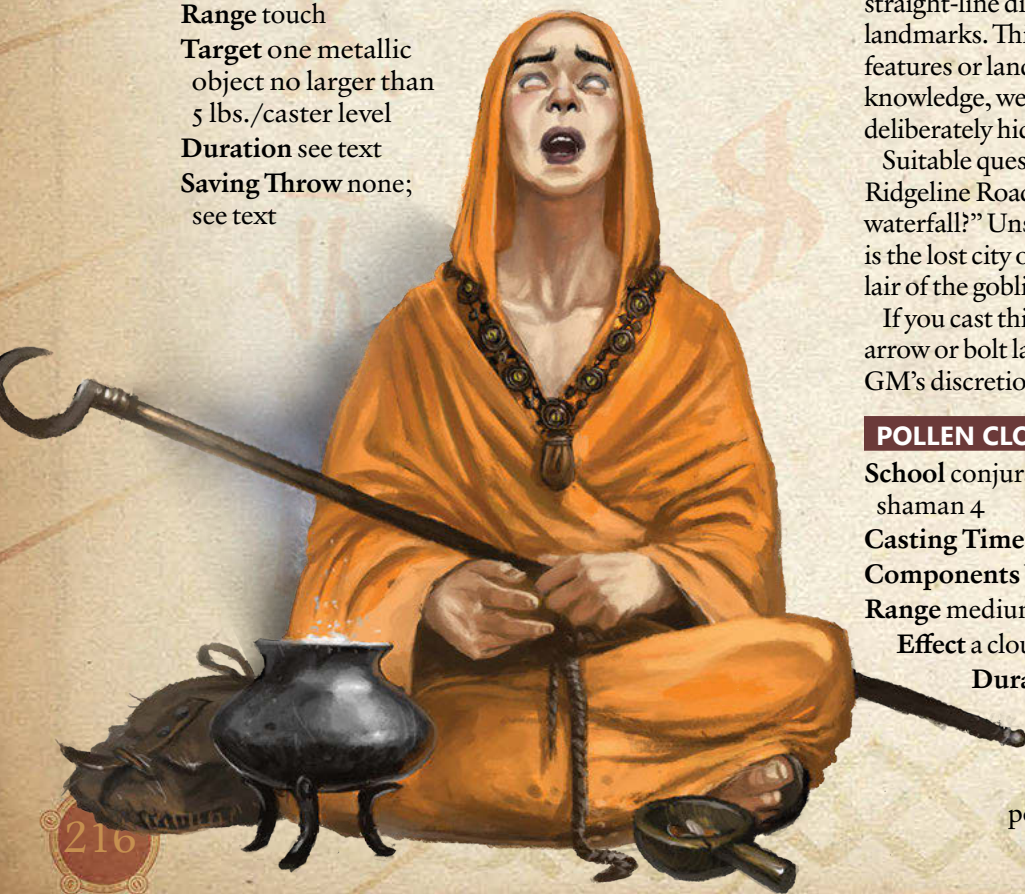
**Components** S

**Range** touch

**Target** one metallic object no larger than 5 lbs./caster level

**Duration** see text

**Saving Throw** none; see text



With a touch you temporarily alter a metallic object's very nature. You can transform the metal-based material from which an object is made into any other metal-based material. The more difficult the transformation, the shorter lived this extract's effects. A base metal (lead, tin, copper, iron, or steel, for example) that is transformed into any other base metal lasts 10 min./caster level before reverting back to the original metal.

Any metal transformed into a precious metal (silver, gold, or platinum, for example) lasts 1 min./caster level. Any metal transformed into a special substance (mithral, or adamantine, for example) lasts for 1 round/level. Transforming an object in someone's possession requires a touch attack and subjects the alchemist to attacks of opportunity.

### POINT THE WAY

**School** divination; **Level** druid/shaman 2, elven archer 1, ranger 2

**Casting Time** 1 standard action

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** one touched arrow or bolt

**Duration** instantaneous

**Saving Throw** no; **SR** no

After casting this spell, as a free actions you may whisper a question concerning a location to an arrow or bolt, and then you toss it into the air. In response to your question, the arrow or bolt lands pointing in a specific direction—indicating, if you've utilized the spell correctly, the direction you seek.

For this spell to function properly, you must request straight-line directions to geographic features and landmarks. This spell does not reveal the direction to features or landmarks whose locations are not common knowledge, were never common knowledge, or are deliberately hidden.

Suitable questions might include: "Which way to Ridgeline Road?" or "In what direction is the Bridal Veil waterfall?" Unsuitable questions might include: "Where is the lost city of Shibolet?" or "Which way to the secret lair of the goblin king?"

If you cast this spell and ask an unsuitable question, the arrow or bolt lands pointing in a random direction, at the GM's discretion.

### POLLEN CLOUD

**School** conjuration (creation) [poison]; **Level** druid/shaman 4

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Effect** a cloud of pollen in a 20-ft. radius, 20-ft. high

**Duration** 1 round/level

**Saving Throw** Fortitude partial; see text; **SR** no

You create a thick, yellow cloud of pollen that obscures vision and causes

distress to those caught within it. With the exception of plants and vermin, all living creatures in the cloud must make Fortitude saves or suffer a serious allergic reaction, becoming dazzled, fatigued, and sickened. A successful save negates the fatigued and sickened effects. The conditions last as long as a creature remains in the cloud and for 1d4+1 rounds after it leaves the area. Any giant bees or giant queen bees that enter the cloud are stimulated, gaining a +1 morale bonus to attack and damage. The cloud acts in all other ways as the *fog cloud* spell.

#### POREVIT'S MANTLE

**School** transmutation; **Level** druid/shaman 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S, M (a handful of toadstools)

**Range** touch

**Targets** one creature/level

**Duration** 1 hr./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You take on the physical characteristics of the terrain around you. Grass and tiny mushrooms sprout in your hair, moss beards your chin if you are male or forms your eyebrows if you are female, and your flesh takes on the mottled hues of leaves and bark. This grants a +3 circumstance bonus to Stealth checks in the appropriate terrain.

#### PORTAL JAUNT

**School** conjuration (teleportation); **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, F (A small brass key)

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

**Effect** one door becomes a portal to another within range

**Duration** 1 round

**Saving Throw** none; **SR** no

By touching a door or gate with your focus, you turn it into a one-way portal to another such door within the spell's range. This spell works with any crafted door, doorway, archway, or other artificial opening. It will not work with natural or accidental openings such as cave entrances or cracks in walls. You must be aware of your destination's location or have line of sight to it.

On completing the spell, the touched door opens, revealing a shimmering image of the location beyond the destination door. You may step through the door, emerging instantly out of the destination door. Alternatively, you may allow one other willing creature to pass through the portal instead. Anything you carry moves through the door with you, including other creatures, willing or unwilling.

For purposes of the spell, any locks, bars, or magical effects such as *arcane lock* are ineffectual for the spell's duration. You may only travel to a side of the door you can see or have physically been to in the past (divinations such as *clairvoyance* count as seeing). Once you or a willing creature passes through, both doors shut, ending the

spell. If you or another creature do not move through the portal within 1 round, the spell ends.

#### POTENCY OF THE PACK

**School** transmutation; **Level** druid/shaman 3, ranger 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a few hairs from a wolf)

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

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

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You bestow lupine traits on a group of living creatures. All targets gain one of the following for the duration: Fur that provides 2 points of natural armor; low-light vision; scent; or the ability to communicate with wolves, worgs, and similar creatures.

#### PREHENSILE BEARD

**School** transmutation; **Level** alchemist 2

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 min./level

Your beard or hair can act as an extra hand for the purpose of simple activities such as holding items, loading crossbows, etc. Your hair may not attack, wield a weapon or undertake complex tasks such as loading firearms, picking locks, etc. While this extract is in effect, your hair cannot be sundered or attacked as a separate creature, and pieces cut away from it shrink into nothing. When this extract ends, any hair that was cut off during its duration immediately grows back.

#### PREHENSILE BEARD, GREATER

**School** transmutation; **Level** alchemist 4

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

Your beard or hair can act as an extra hand for the purpose of holding items, loading crossbows, etc., and it can undertake complex tasks or wield a weapon. While this extract is in effect, treat your beard or hair as if it were an extra limb with an open ring slot for magic items (although it does not provide any other slots). All two- or multi-weapon fighting penalties apply unless you have an offsetting feat. Treat your beard or hair's Strength and Dexterity the same as your own. This extract does not grant you any additional special bonuses.

#### PRISMATIC FIST

**School** illumination (evocation); **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Target** one creature/round

**Duration** concentration up to 6 rounds

**Saving Throw** see text; **SR** yes

You generate a red and an orange prismatic ray in a 60-ft. line on the first round, and then yellow, green, indigo, and violet rays in the following rounds, provided you keep concentrating. You may target different creatures with the rays each round, but only one new color is generated each round. The different rays' effects are the same as described in prismatic spray.

**Mythic:** You need not continue concentrating to generate the yellow, green, indigo, and violet rays in the following round, but instead you must spend a swift action to fire the rays at your targets.

**Augmented (6th):** You can expend an additional two uses of mythic power to generate up to three rays of your choice each round. On the first round, you generate the rays when you cast the spell. In subsequent rounds, you can generate the rays as a swift action. You can only generate each of the different types of rays once.

### PRISMATIC METEOR

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** up to 5 creatures no two of which can be more than 15 ft. apart

**Duration** instantaneous

**Saving Throw** none; **SR** yes

A small, brightly glowing prismatic meteor darts forth from your fingertips to strike your enemies. Each meteor requires a ranged touch attack to hit and deals 2d6 hp fire damage. Creatures struck by a meteor are also dazzled for a number of rounds equal to your caster level. On a critical hit, the target is instead blinded for a number of rounds equal to your caster level.

For every two caster levels beyond 5th, you gain an additional meteor—two at 7th level, three at 9th and so on to a maximum of five at 13th level. A target struck by multiple meteors must make saving throws against each to resist the spell's secondary effect (the duration of which does not stack). Sightless creatures are not affected by a *prismatic meteor's* secondary effect.

### PRISMATIC RAY

**School** evocation; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Effect** ray

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

**Duration** instantaneous or 1 round per level

**Saving Throw** Reflex half or Fortitude negates; see text; **SR** yes

A ray of light made of shifting color springs from your hand. Its effect varies depending on which color

is dominant when the beam strikes its target; the ray may inflict damage as listed below, or it may impose a condition on the target.

Maximum damage is always 15d6 hp. Conditions inflicted by the green, blue, violet, and multi-colored rays last 1 round per caster level. A successful save halves the damage or negates the effect, whichever is applicable.

On a critical hit, the caster may choose the color of the beam which hits the target. Otherwise, roll a d8 to determine the ray's effects, as listed below.

Table 2-12: Prismatic Ray Beams

D8	RAY COLOR	EFFECT	SAVE
1	Red	1d6 hp fire damage/level	Reflex
2	Orange	1d6 hp acid damage/level	Reflex
3	Yellow	1d6 hp electricity damage/level	Reflex
4	Green	Target is nauseated	Fortitude
5	Blue	Target is staggered	Fortitude
6	Indigo	Target is panicked	Fortitude
7	Violet	Target is stunned	Fortitude
8	Multicolored	Target is blinded	Fortitude

### PRISON WITHOUT WALLS

**School** conjuration (dimensional); **Level** magus 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** S, M (a 5-ft. length of silk rope)

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

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **SR** yes (object)

With a series of sweeping arm gestures, you attempt an incorporeal ranged touch attack (although you do not become incorporeal) to tether a target to a fixed object in hyperdimensional space. Your incorporeal ranged touch attack ignores the target's cover bonuses, shield, natural armor, and most armor, but it does not ignore armor bonuses granted by force effects such as *mage armor*, *bracers of armor*, and *elflord's battle armor* (see page 165).

While tethered, the target cannot move farther than 100 ft. minus 5 ft. per caster level (minimum 5 ft.) from its current position. Since the tether exists entirely in another dimension, the target cannot sever it directly. However, a successful DC 23 Escape Artist check, a successful DC 23 Strength check, or any form of dimensional travel frees it.

### PROTECTION FROM LESSER DRAGONS

**School** abjuration; **Level** cleric/oracle 1, paladin 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates; **SR** yes

This spell functions like *protection from evil*, except it applies to all lesser dragons regardless of their alignment.

### PUDDLE JUMP

**School** conjuration (teleportation); **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** instantaneous

You move from one body of water directly to another within medium range (100 ft. + 10 ft./level) and within line of sight without passing through the intervening space. Each body of water must have a surface area large enough to accommodate the passage of your body. (You cannot move between a glass of water and a dewdrop, for example.)

After making a *puddle jump*, you can't take any actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. Your familiar is the only creature you can bring along with you. In an ocean or large lake, the same body of water can serve as both the origin and destination of the spell.

### PUFF OF SMOKE

**School** evocation [air]; **Level** bard 0, druid/shaman 0, ranger 1, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one puff of smoke

**Duration** 1 round

**Saving Throw** Reflex negates; **SR** no

This cantrip creates a puff of smoke. If the smoke bursts in front of a single creature, it must make a Reflex save. If it fails, anything the creature attacks gains concealment against it, and its attacks have a 20% chance to miss. Sightless and blinded creatures, as well as creatures from which you are already concealed, are not affected.

### PURGE PESTS

**School** necromancy (death); **Level** bard 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 round

**Components** V, S

**Range** personal

**Area** one or more vermin or animals within a 50-ft radius burst

**Duration** instantaneous

**Saving Throw** Fortitude negates; **SR** yes

This spell is used to clean out the infestations of creatures that plague rural life. Any animal or vermin with

1 HD per your caster level is killed. You can kill up to 4 HD of creatures with one casting of this spell.

### QUELL THE TIDE

**School** abjuration; **Level** sorcerer/wizard 8

**Components** V, S, M (a vial of blood from a spellcaster)

**Casting Time** 1 standard action

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **SR** yes

You briefly use the power in your blood to quell the reservoir from which the target can draw its abilities.

Any spellcaster or creature with spell-like abilities targeted by *quell the tide* must make a Fortitude save or feel the magical power stripped from its blood. While affected by *quell the tide*, creatures cannot cast any spells, and a creature with spell-like abilities cannot access them. Extraordinary and supernatural abilities, however, are not affected. Creatures that fail their save are also sickened.

Any creature affected by this spell may make a Fortitude save each round to negate the spell's effects.

Additionally, *quell the tide* can be used to deny a sorcerer access to his bloodline powers and a wizard access to his arcane school powers, causing them to fail (or be unavailable) while the spell is in effect.

### QUICKEN

**School** clockwork (transmutation) [temporal]; **Level** bard 0, cleric/oracle 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature

**Duration** 1 min.

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You adjust the flow of time subtly around the target. The target receives a +1 enhancement bonus to initiative for the duration of the spell. This bonus can change a target's initiative during combat.

### QUINTESSENCE

**School** transmutation; **Level** alchemist 6

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

You achieve a perfection of form that makes others tremble in your otherworldly presence. Depending on your preferred form of perfection, you gain either the characteristics of an angel, with glowing skin, windblown hair, and golden, ethereal wings, or you gain the characteristics of a demon, with black scales, horns, and ragged, bat-like wings. In either case, you gain

the frightful presence extraordinary ability, as per the Universal Monster Rules in the *Pathfinder Bestiary*.

All opponents within 30 ft. that have fewer HD than you become shaken for 5d6 rounds if they fail a Will save. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hrs. Opponents with more HD than you are not affected.

In addition, you gain a +5 natural armor bonus to your AC and a +4 inherent bonus to Strength. Your wings, although terrifying to behold, are not functional and do not give you a fly speed.

### RAISE LESSER UNDEAD

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

**Target** one corpse touched

This spell functions as *animate dead* except that it can create a single skeleton or zombie with a maximum number of HD equal to your 1/2 your caster level, to a maximum 5 HD at 10th level. You cannot have more than one undead creature under your control through this spell. If you cast this spell a second time, the first creature immediately crumbles to dust. This creature counts against your maximum limit of undead creatures you can control.

### RAISE UNDEAD HOST

**School** necromancy; **Level** sorcerer/wizard 9

**Casting Time** 30 min.

**Components** V, S, M (an onyx gem worth 1,000 gp)

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

**Saving Throw** none; **SR** no

This spell is only effective when it is cast on the site of a great battle or another large-scale slaughter that took place within the last 500 years.

When cast, raise undead host causes skeletons or zombies (your choice) to burst out of the ground and obey your commands to follow you, guard an area, or attack your opponents, as per the *animate dead* spell. All undead created have a +1 profane bonus to attack rolls, damage rolls, and saving throws, as well as +1 hp per HD, as per the desecrate spell. You create no more undead than 8 HD per caster level, no matter how many times you cast the spell. Any excess visible bodies do not animate. You may release any number of undead from your control at any time, but they still count toward your total for purposes of this spell. Undead controlled using the Command Undead feat, however, do not count toward your limit of undead as described in this spell.

### RAIN OF BLADES

**School** conjuration (summoning); **Level** cleric/oracle 4, inquisitor 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, M (shard of metal from a weapon)

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

**Duration** 3d6 rounds

**Effect** One 5-ft. square/level

**Saving Throw** Reflex half; **SR** yes

You call down a rain of swords, spears, and axes, thrown down by the sacred dead of the gods of war. The blades cause 1d10 hp damage per 2 caster levels (maximum 10d10). Any intelligent undead injured automatically become shaken for 5d6 rounds with no save.

The blades land in such profusion that any square targeted counts as a low obstacle for the spell's duration. About half of the blades gain the broken condition upon landing, but the rest may be seized and used by combatants as normal. The quality of weapon appearing varies depending on the caster's level:

- **7th Level:** Normal quality.
- **11th Level:** Masterwork quality.
- **15th Level:** Magical weapons with +1 enhancement bonuses on each.

If the caster is 15th level or higher, the spell's damage increases by 1 hp per die rolled.

When the spell ends, roars of laughter fill the air and all the weapons disappear.

### RAIN OF FANGS

**School** conjuration (creation); **Level** druid/shaman 3

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** cylinder (30-ft. radius, 20 ft. high)

**Duration** instantaneous

**Saving Throw** none; **SR** no

A rain of razor-sharp animal fangs and teeth rains down upon the area, dealing 3d6 hp piercing damage to every creature in the area. This damage occurs only once, when the spell is cast. In addition, each creature taking damage from the fangs also receives bleed damage equal to half your caster level.

### RAVEN'S REVOCATION

**School** transmutation; **Level** druid/shaman 3, magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Duration** 1 min./level

**Saving Throw** Fortitude (negates); **SR** yes

This spell forces a target to remain in contact with the ground so that it cannot fly, *wind walk*, *levitate*, or use *gaseous form* or other effects that allow for floating and flying-like effects. This spell cannot be used against a target already flying, levitating, or floating—the target must be in contact with the ground when it is cast for it to be effective.

### RAVENOUS URGE

**School** enchantment (compulsion) [mind-affecting];

**Level** bard 2, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, F (a piece of cured flesh)

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

Upon completion of this spell, you must gnaw on the piece of cured flesh, causing your target to be overcome with desire to consume the living. Roll on the following table at the start of the target's turn to determine what it does that round.

**Table 2-13: Ravenous Urge Compulsions**

D%	RESULT
01-25	Act normally.
26-75	Attack the nearest creature with a bite attack. If the target does not possess a bite attack, it gains one as a primary natural attack that deals 1d6 hp piercing damage.
76-100	Bite self, dealing 1d6 hp damage + Str modifier.

The target receives a new saving throw at the end of each of its turns to end this effect.

#### RAY OF LIFE SUPPRESSION

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray of ley energy

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude half; **SR** yes

A coruscating ray springs from your hand and disrupts a creature's life spark, weakening it. You must succeed on a ranged touch attack to strike a target. The target takes Constitution damage equal to 1d6+1/two caster levels (maximum 1d6+5). The target loses any temporary Constitution bonuses, such as from a barbarian's rage ability or from *bear's endurance*, first. Treat temporary losses to Constitution as ability damage for the spell's duration.

This spell cannot drop a target's Constitution below 1. A successful Fortitude save reduces this spell's Constitution damage by half. This penalty does not stack with itself. If a creature is the target of multiple *ray of life suppression* spells, simply apply the highest such penalty that would affect it.

#### RAY OF THE ECLIPSE

**School** evocation [darkness, shadow]; **Level** cleric/oracle 2, inquisitor 2, magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one ray

**Duration** instantaneous and 1 round (see below)

**Saving Throw** none; **SR** none

A pitch-black ray made from the strange, dark energies of space shoots from your finger and covers your enemy with a cold and cloying darkness. You fire one ray that deals 1d6 hp cold damage for every two caster levels (maximum 5d6 hp damage) and covers the target with sticky magical darkness. In addition, the target is blinded for 1 round or until the effect is ended.

The coating of darkness is considered an object for purposes of casting *light* and similar spells and effects. Casting *light* or similar spells at darkness dissipates the darkness and ends the blinded condition, but does not affect the damage taken.

#### RAZOR MAW

**School** transmutation; **Level** druid/shaman 2, ranger 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** S, M (a chip of obsidian)

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will (harmless); **SR** no

The target's teeth turn black and deadly, like twin rows of volcanic glass blades. An affected target deals an additional 1d6 hp damage on all bite attacks, and any confirmed critical bite attack causes 2 hp bleed damage. This 1d6 hp damage and the bleed damage is not multiplied on a critical hit.

#### REBORN IN FLAMES

**School** transmutation; **Level** alchemist 5

**Casting Time** 1 standard action

**Components** S, M (a bird's ruby tail feather and rare, red-gold unguents worth 250 gp)

**Range** personal

**Target** you

**Duration** 24 hrs.

If you are killed while under the influence of this extract, you are engulfed in a momentary burst of multi-colored fire that totally destroys your body and inflicts 10d6 hp fire damage to any creature within a 5-ft. radius of your body at the time. You are then reborn from the ashes of your old body 1 min. later, in the exact spot that your body is located, as per the spell *reincarnate*. You must roll on the *reincarnate* table when returning to life. Except for the time it takes you to return to life, all of *reincarnate*'s rules apply to this effect.

#### RED DRAGONFLY SWARM

**School** conjuration (summoning); **Level** druid/shaman 6, sorcerer/wizard 7, summoner 5, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a handful of sulfur)

**Range** medium (50 ft. + 10 ft./4 levels)

**Effect** one swarm of flying red dragonflies

**Duration** concentration + 2 rounds

**Saving Throw** no; **SR** no

This spell summons a swarm of red dragonflies with

a fly speed of 30 ft. per round. You can command the swarm for as long as you concentrate, and the spell deals 1d6 hp damage plus 1d6 hp fire damage for every 4 caster levels the spellcaster possesses. Treat this damage as magical for the purposes of penetrating damage resistance. Otherwise treat as a standard *summon swarm* spell, and the swarm follows the rules for the swarm subtype in the *Pathfinder Bestiary*.

**Mythic:** You do not need to concentrate to control the swarm. Instead, you automatically control it for 2 rounds plus a number of rounds equal to your mythic tier. Furthermore, you add your mythic tier to your caster level when determining the amount of damage the swarm does. Lastly, the swarm gains resistance 10 to fire.

**Augmented (6th):** You can expend two additional uses of mythic power to control the swarm for 8 rounds plus a number of rounds equal to your mythic tier. The swarm also gains immunity to fire, and it is considered a mythic creature when determining what abilities and effects can affect it.

### REPAIR METAL

**School** clockwork (transmutation); **Level** cleric/oracle 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one construct or metal object

**Duration** instantaneous

**Saving Throw** none; **SR** yes (harmless)

This spell repairs 1d8+5 hp damage to a metal object or construct, sealing rents and bending steel back into place.

### REPAIR METAL, GREATER

**School** clockwork (transmutation); **Level** cleric/oracle 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one construct or metal object

**Duration** instantaneous

**Saving Throw** none; **SR** yes (harmless)

As *repair metal*, but repairs 2d8+10 damage done to a metal object or construct, sealing up rents and bending steel back into place.

### RESET

**School** clockwork (transmutation) [temporal]; **Level** cleric/oracle 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, F/DF (a small sphere filled with sand)

**Range** 40 ft.

**Area** 40-ft radius burst centered on you

**Duration** instantaneous

**Saving Throw** Will partial (see text); **SR** yes

Temporal energies burst from your form to cover the battlefield. At the beginning of the following round, all

creatures in the spell's radius at the time of casting reroll their initiative. Allies receive a +4 bonus to this roll. Enemies who fail their Will saves receive a -4 penalty to this roll. Creatures involved in the combat who were not in the spell's range keep their current initiative. The new combat initiative begins with the subsequent round; no creature should receive an extra action due to the effects of this spell.

### RESIZE SHADOW

**School** illumination (transmutation); **Level** shadowsworn 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** S

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

**Effect** one shadow

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You change the size of a natural shadow. You can distort it to as small as 1/10 its normal size or as large as 10 × its normal size. The shape of the shadow is always the same as it was before; only the size is altered. *Resize shadow* has no effect on shadow-based creatures or illusions.

The GM may grant up to +3 or -3 modifiers to Stealth checks based on smaller or larger shadows, depending on the situation.

### REVERBERATE

**School** evocation [earth, sonic]; **Level** druid/shaman 2, sorcerer/wizard 2

**Casting Time** 1 action

**Components** V, S, F/DF (melee weapon)

**Area** 15-ft. cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

You strike the spell focus against the ground, shaking the earth before you with the impact. Creatures and objects touching the ground in the spell's area take 1d6 hp sonic damage/2 caster levels (maximum 5d6 at 9th level) and fall prone. If a creature succeeds at its Reflex save, it takes half damage and does not fall prone.

### REVERSE INDUSTRY

**School** clockwork (transmutation) [temporal]; **Level** cleric/oracle 2, druid/shaman 2, magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one manufactured object

**Duration** instantaneous

**Saving Throw** Fortitude negates; **SR** yes

This spell affects a single manufactured object weighing no more than 1 lb. per caster level. If the object fails a Fortitude save, all manufactured pieces of the object revert to their raw state. Metal becomes ore, leather

becomes animal hide, etc. Objects already in their raw form suffer no effects from reverse industry.

### REVERSE SCRY

**School** abjuration; **Level** cleric/oracle 9, sorcerer/wizard 8

**Casting Time** 1 round; see text

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hr./caster level

**Saving Throw** none (harmless); see text; **SR** no; see text

Dragonkin are the race most closely associated with mastery of this spell, although other appropriate races may choose it at the GM's discretion.

Whenever you are the target of a spell with the scrying descriptor or an ability with a scrying effect, you are immediately aware of the attempt. As a swift action, you may target the opposing caster with a *greater scrying* spell. If you do, *reverse scry* grants a +5 bonus to overcome the target's spell resistance and imposes a -5 penalty on the target's Will save.

### REVITALIZING WORD

**School** conjuration (healing); **Level** cleric/oracle 3, inquisitor 3, witch 4

**Casting Time** 1 immediate action

**Component** V

**Range** short (25 ft + 5 ft./2 levels)

**Target** one living creature that has just taken damage

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell heals hp equal to 1d6 + your caster level (maximum +10 hp) to a creature that was damaged during this round. If the damage the target took would reduce it to lower than 0 hp, and the damage healed by this spell brings it to 0 or more hp, the target does not fall unconscious. If the target dies because of the damage from the triggering damage, this spell has no effect and its casting is wasted.

**Mythic:** The target creature gains a +2 morale bonus to attack rolls, ability checks, and skill checks for a number of rounds equal to your mythic tier. If you expend two uses of mythic power, the bonus increases to +4.

**Augmented (6th):** If you expend two uses of mythic power, the bonus increases to +4 and otherwise fatal damage does not kill the target, so long as the *revitalizing word* brings the creature to an amount of negative hit points greater than its Constitution score.

### RIDING THE THUNDER

**School** transmutation; **Level** cleric/oracle 7, sorcerer/wizard 7

**Components** V, S

**Casting Time** 1 standard action

**Range** touch

**Target** 1 creature/5 levels

**Duration** 10 min. per/level

**Saving Throw** Fortitude (harmless); **SR** yes (harmless)

The target(s) of the spell, which may include the spellcaster, as well as all their equipment carried become as gaseous and translucent as the air itself. An affected creature can move in any direction, even up or down, at four times its normal speed. As an insubstantial creature, you can move through porous objects at half speed. Sight and hearing are limited to 120 ft.

For the duration of the spell, affected creatures gain a +8 on all Stealth rolls and gain a +4 enhancement bonus on AC. They cannot cast spells, use spell-like abilities, or make physical attacks. They can use supernatural and extraordinary abilities as long as they do not have to move or touch any objects or creatures to use them.

If you end the spell and rematerialize while inside a material object (such as a wall), you appear at the nearest open space and take 1d6 hp damage per 5 ft. that you travel.

### RIMY NIMBUS

**School** evocation [cold]; **Level** druid/shaman 3, magus 3, sorcerer/wizard 3, summoner 3

**Casting Time** 1 standard action

**Components** V, S, M (a wisp of wool treated with glacial water)

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

**Effect** 20 ft. radius cylinder, 100 ft. high

**Duration** 1 round + 1 round/5 levels

**Saving Throw** Reflex negates; **SR** yes

You create a menacing cloud towering nearby, and upon your command it disgorges a torrent of icicles and frost. The frigid torrent deals 1d6 hp cold damage per caster level (maximum 10d6) within the spell area. Unattended objects also take this damage.

The *rimy nimbus* forms within 60 ft. of you and 100 ft. above you (but you may move it out to the full range of the spell). As a free action, you may unleash the cold torrent of a *rimy nimbus* on the area it hovers above. The cold damage is instantaneous. Once the torrent occurs, the spell ends and the *rimy nimbus* disperses.

As a swift action, you may direct the cloud to move horizontally at a speed of 60 ft. per round. Its cold damage decreases by one die for each round that it does not unleash its torrent. If the spell duration ends before the torrent is released, the nimbus unleashes its remaining damage at its present location.

A flying creature takes 2d6 hp cold damage each round it passes through or stays within the *rimy nimbus*. The cloud occupies a 20-ft. radius and is 40 ft. tall. The nimbus cannot move into an area occupied by a solid object, such as a building or mountain (though it can compress somewhat to pass through a 10-ft.-wide or 20-ft.-tall space). An interposing barrier takes 2d6 hp cold damage per round spent in contact with the spell, and if it shatters or breaks from this damage, the *rimy nimbus* may continue beyond the barrier; otherwise any solid barrier can hold the cloud back.



A severe wind (31+ mph) will disperse a *rimy nimbus*, but it releases its torrent at half its current strength over a 40 ft. radius by 100 ft. high cylinder before it disappears.

### RIPTIDE

**School** evocation [force]; **Level** druid/shaman 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** S, M (pint of seawater)

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** see text; **SR** yes

You create a wave of blue-green force that sweeps all in the affected area from their feet. All creatures in the area of effect are subject to a trip attempt.

If the DC of the spell exceeds the target's CMD, the target is knocked prone. If the target has more than two legs, increase the creature's CMD by +2 for each additional leg it has. Creatures that cannot be tripped, such as oozes, creatures without legs, and flying creatures, are not affected by this spell. Subjects affected by this spell do not gain an attack of opportunity to trip you if they succeed in retaining their footing, although the spellcasting itself may provoke an attack of opportunity normally.

### RIVER OF MOONLIGHT

**School** enchantment (compulsion) [mind-affecting];

**Level** druid/shaman 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of powdered moonstone)

**Range** 60 ft.

**Area** see text

**Duration** 2d4 rounds

**Saving Throw** Will half; **SR** yes

You create a shimmering line of moonlight that you can shape as desired. The *river of moonlight* affects one 5-ft. square per caster level, and each square must be adjacent to the previous square, starting with you. The *river of moonlight* cannot extend beyond its maximum range. Living creatures in this path are transfixed by the luminous, sparkling moonlight, causing them to be fascinated for 2d4 rounds. Creatures that succeed on a Will save are fascinated for half the number of rounds.

### ROPE

**School** conjuration (creation); **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one hook, branch, stone, or protrusion

**Duration** 1 round/level

**Saving Throw** Reflex negates (object); **SR** yes (object)

A rope you hold coils to a fixed point and ties itself there. The rope can be commanded to tie or untie itself during the spell's duration as a standard action; if left knotted on the final round, the knot or knots remain at the end of the spell.



### RUSTING BOMB ADMIXTURE

**School** transmutation; **Level** alchemist 4

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

The nature of all bombs you create and throw during this extract's duration changes, becoming metallic and strange.

When you throw a bomb and hit a direct target, a translucent, rust-red cloud is released that affects only the target of your bomb. This rust cloud can affect one metallic item, weapon, or piece of armor of your choice in the target's possession or on its body; the cloud attempts a sunder combat maneuver against the target object immediately. If you use this effect to attempt to sunder an object in the target's hands, substitute a number equal to your caster level + your Int modifier for the sunder's combat maneuver check. If the object is not in the target's hands, use your CMB to determine whether the sunder attempt is successful. If the target item is successfully sundered, ignore 10 points of hardness when calculating damage to the object.

When you throw a bomb with this extract is in effect and miss, the cloud is not released. You must target a creature and not a square for the cloud to be released. Only metallic and metal-based objects are affected; objects made from special materials such as darkwood, dragonhide, stone, and other non-metal materials are not affected.

This extract has no effect on any discoveries that you use to modify your bombs, and you can only have one admixture effect (formula with the word "bomb admixture" in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new admixture becomes active.

### SACRIFICE MINIONS

**School** necromancy; **Level** summoner 6

**Casting Time** standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. per caster level)

**Target** creatures you have summoned

**Duration** instant; see text

**Saving Throw** none; **SR** no

By pointing at each of the creatures you have summoned, you immediately return one or more of them to the plane from whence they came. Your eidolon gains a circumstance bonus to attack equal to the total HD of the creatures unsummoned in this way. In addition, your eidolon gains a number of temporary hp equal to 1d6 + the HD of the creature(s) unsummoned. Your eidolon's attack bonus and temporary hp last for 1 round/caster level.

### SACRIFICIAL MONKEY

**School** conjuration (creation); **Level** sorcerer/wizard 4, witch 4

**Casting Time** 6 hrs.

**Components** V, S, M (freshly killed body of a monkey)

**Effect** one creature

**Duration** 1 day/caster level

**Saving Throw** none; **SR** no

You create a shadow monkey—a foul, animated object that clings to you like a sickened baby.

The *sacrificial monkey* has a single use: to stop a confirmed critical from affecting you. When an enemy confirms a critical hit against you, the monkey throws itself before the melee, ranged, or ranged touch attack and takes the hit itself. The monkey always stops such attacks and never stops any other attacks. The monkey cannot stop damage inflicted by critical hits from spells or spell-like abilities.

The monkey cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but dissipates if it takes 6 hp damage/caster level (it gets no save against any attacks it stops).

The *sacrificial monkey* can be dismissed or commanded to remain at a given location. Issuing such a command temporarily suppresses the benefit of the *sacrificial monkey* until it is again within your space. You can never have more than a single *sacrificial monkey* at any given time.

### SACRIFICIAL WAVES

**School** evocation [water]; **Level** cleric/oracle 4, druid/shaman 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (your blood dropped on a body of water)

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

**Area** 30-ft. radius burst into a large body of water

**Duration** instantaneous and 1 round/level

**Saving Throw** Reflex half; **SR** yes

You sacrifice your blood to implore the dragon god of the sea to strike at your enemies. All enemies within the spell's radius are affected.

You must deal 1 hp damage to yourself for each 1d6 hp

## Rakshasas and Monkeys

Rakshasas have an ancient and shared history with monkeys, and in many pantheons the two loathe each other considerably. The earliest gods of monkeys and rakshasas battled each other often, and sometimes the monkey gods outwitted their enemies.

As a result, some rakshasa cults hate monkeys, and they delight in creating illusory or semi-real monkeys simply to torment them. These rakshasas seemingly find monkeys' death cries and suffering amusing. Some even sicker cults delight in decorating their lairs with the remains of brutalised apes and monkeys or in keeping live primates as toys to torture. It's a safe bet that any spell involving illusory monkeys was created by a rakshasa.

damage/round you wish to inflict on affected enemies, to a maximum of 5 hp damage to yourself and 5d6 damage to your target. Jets of water batter creatures and objects in the area, inflicting the indicated damage. Creatures that succeed on a Reflex save take half damage.

Water in the area remains turbulent for the duration of the spell. Swimmers in the area must succeed on a DC 15 Swim check each round to avoid sinking. Boats that rely on sails or rowing for propulsion cannot leave the area using those means.

### ST. AL-PASSOR'S STONE PISTON

**School** conjuration (creation) [earth]; **Level** bard 3, cleric/oracle 3, druid/shaman 3, sorcerer/wizard 3, summoner 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a small basalt cylinder)

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

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

**Saving Throw** Reflex negates; **SR** no

Your upthrust arms cause a massive column stone to jut up from the floor with tremendous force and speed. The column's height can be up to 5 ft. per your level and its diameter can be up to 5 ft. per every five levels you possess.

All creatures and objects in the area of effect that fail a Reflex save are smashed against the ceiling, take 1d6 hp bludgeoning damage per caster level (maximum 10d6 hp damage) and must succeed on a second Reflex save or gain the pinned condition until they escape or the spell ends. The column's CMD, for the purposes of escaping the pin, is equal to 16 + caster's BAB. If the conjured column does not reach the ceiling, those who fail their save are carried aloft to the full height of the column. Whether crushed or carried, those atop the column are subject to falling damage (1d6 hp damage/10 ft. of the column's height) when the spell ends.

Conjured columns can be made permanent with the *permanency* spell for a cost of 7,500 gp and a minimum caster level of 11th.

### ST. BLUSEN'S REAVER SPIRIT

**School** enchantment (compulsion) [mind-affecting]; **Level** alchemist 3, antipaladin 2, bard 2, cleric/oracle 2, inquisitor 2, ranger 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Area** 10-ft.-radius emanation centered on you

**Duration** 1 round/level

**Saving Throw** none; **SR** yes

You inspire your allies to fight with the commitment and savagery of berserkers. Allies in your aura gain a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC, similar to the *rage* spell. In addition, each ally has a 50% chance to deal double weapon damage. However, if they don't deal double damage, they deal no damage.

This spell cannot affect the same ally multiple times per casting, and multiple castings do not stack. During the spell's duration, it continues to affect allies that move out of range. When the spell expires, the spell effect vanishes for all allies affected, regardless of when they were first affected.

**Mythic:** If you expend one use of mythic power when casting this spell, it also deals weapon damage back to affected allies' foes. Maintain a sum of base weapon damage that each foe deals to each affected ally. If an ally confirms a critical hit on a foe, the ally deals additional damage equal to the foe's damage to that ally. This zeroes the sum of weapon damage from that foe to that ally.

### ST. BRIGANTIA'S RALLY

**School** enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 3, druid/shaman 3, magus 3, paladin 3, ranger 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Area** 10-ft.-radius emanation centered on you

**Duration** 1 round/level

**Saving Throw** none; **SR** yes (harmless)

You rally your allies, alleviating their fatigue or exhaustion, raising their position to the top of the initiative order, and granting them a +1 morale bonus on attack rolls and on saving throws against fear effects.

Affected allies' initiative order is determined in descending order by their initiative bonuses. If two or more allies have identical initiative bonuses, those allies should roll to determine in which order they act. Affected allies who are fatigued or exhausted are not affected by those conditions while this spell is in effect, but when this spell's duration is over, those conditions continue to effect the allies as if this spell was not cast.

This spell cannot affect the same ally multiple times per casting, and multiple castings do not stack. During the spell's duration, it continues to affect allies that move out of range. When the spell expires, the spell effect vanishes for all allies affected, regardless of when they were affected.

**Mythic:** If you expend one use of mythic power when casting this spell, it also grants each ally one temporary hp for each caster level you possess.

### ST. CARNESSA'S WICKER MAN

**School** conjuration (summoning); **Level** druid/shaman 3, sorcerer/wizard 4, summoner 4

**Casting Time** 1 round

**Components** V, S, M/DF (short length of braided straw)

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

**Effect** one summoned assassin vine

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

**Saving Throw** none; **SR** no

Thorn-covered vines dive in and out of the ground like dolphins racing from your feet toward a target square.

Treat this effect as a summoned assassin vine with all the statistics of that creature (*Pathfinder Bestiary*). The vine appears where you designate once this spell's casting time is complete.

Normally, the vine retreats into the ground when the spell expires. But if a victim dies, the bloodthirsty vines dig through the corpse's veins, fixing it in place until the birds have reduced it to bones trapped in a wicker circulatory system.

### ST. CARREULT'S SWAP

**School** conjuration (teleportation); **Level** druid/shaman 5, cleric/oracle 4

**Casting Time** 1 standard action

**Components** V, DF (an item worth 100 gp, bearing the name or likeness of a saintly figure)

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

**Target** a creature possessing this spell's divine focus

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

You switch places with a target that possesses this spell's divine focus. If you and the target do not fit in each other's places, the spell has no effect. You may choose whether to switch clothes (including all equipment) with the target.

### ST. MIROLCH'S WATER SNAKES

**School** transmutation [water]; **Level** cleric/oracle 4, druid/shaman 4, sorcerer/wizard 5, witch 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (a stirred vial of water)

**Range** personal

**Area** 1-mile radius burst centered on you

**Duration** 10 min./level (D)

**Saving Throw** none; **SR** no

You create and/or control surface currents within 1 mile of your position, allowing you to speed your vessel or steer enemy ships toward shoals and rocks. You can confound experienced navigators and make entering a narrow inlet a harrowing, backbreaking gamble.

You may devise as complex a system of slow or fast moving surface currents as desired. Each current carries floating creatures, flotsam, and vessels at a speed of up to 60 ft. in the horizontal direction of your choice. The currents persist until the spell ends, you move beyond the area of effect, or you choose to alter them by concentrating.

### ST. PARVALAS'S RISEN ROAD

**School** transmutation; **Level** antipaladin 4, druid/shaman 5, paladin 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, DF/M (a bentwood stick)

**Range** see text

**Area** one 10-ft. square centered on you plus one contiguous 10-ft. square/level (S)

**Duration** 1 hr./level (D)

**Saving Throw** none; **SR** no

You and your entourage can travel across any terrain as if it were an open plain.

You deform the ground under your feet, harmlessly raising it or lowering it to sea level, and parting all obstacles, including trees, snow, and swampland, to either side of the area of effect. This effect also moves magically created obstacles, such the effects of *create pit* or *black tentacles*, but it does not dispel them. Instead, they move to the nearest appropriate, unoccupied spot.

The area of effect moves with you, allowing you to travel "as the crow flies" instead of up and over mountains, for example. It alleviates hampered movement normally caused by difficult terrain or obstacles, and it allows all creatures to hustle without taking nonlethal damage (a forced march still requires Constitution checks).

Any creatures that exit the area of effect (or that the area of effect leaves behind) are returned harmlessly to the normal conditions and altitude of the land or sea at their position. Likewise, creatures or objects entering the area of effect are whisked harmlessly to their new sea-level position.

If cast while you are inside a structure, this spell has no effect.

### ST. RAVOVIK'S HIVE MIND

**School** divination; **Level** bard 3, cleric/oracle 3, druid/shaman 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action; see text

**Components** V, S, M/DF (a dead queen bee)

**Range** touch

**Targets** 10 willing creatures touched per level; see text

**Duration** 1 min./level

**Saving Throw** none; **SR** no

You initiate a hive mind that spreads by touch. While casting this, you can touch a creature to include them in this hive mind. Any hive-mind member may touch any willing creature as a standard action to include them in it, but the hive mind can include no more than 10 willing creatures per your level.

No member of the hive mind can control or communicate with another member telepathically with this spell, but each new member does gain full access to the hive mind's pooled knowledge, which excludes personal secrets but includes sensed dangers and events. No member is flat-footed unless all members are flat-footed. Also, each member makes Intelligence- and Wisdom-based skill checks and ability checks as if he were the individual member with the greatest chance of success.

**Mythic:** If you expend one use of mythic power when casting this spell, it also grants each hive-mind member the same sensory acuity as the most acute members. Thus, if one member has darkvision and another member has tremorsense, all members have darkvision and tremorsense.

**Augmented (6th):** You can expend two additional uses of mythic power when casting this spell. This causes the spell to raise the BAB and effective caster levels of all members by 2 (with a maximum equal to the highest members' BAB and caster level, respectively).

## The Saints of Midgard

Several spells in this chapter were created or inspired by the saints of Midgard, where heroes often commit valiant deeds in the names of their deities. Below is some of the lore connected to each such spell.

For more information about saints' magic in general, see page 58. For a mythic path for saint characters, see page 59.

**St. Al-Passor's Stone Piston:** The legendary master of this spell, Al-Passor, patron saint of the Andarrean stone whisperers, created impossibly tall columns that still wall off the Gardens of Carnessa peninsula and protect the Haunted Land of the Giants from the sentient plants of the jungle beyond.

**St. Blusen's Reaver Spirit:** This spell allows you to inspire your allies to fight with the same berserker commitment and savagery that made its creator, the red-maned Kjallak Blusen of the windswept Isle of Berserkers, infamous along the frigid waters of the Reaver Coast in Midgard.

**St. Brigantia's Rally:** Like the charismatic Lady of a Thousand Victories rallying her Valerian mercenaries, this spell allows you to emanate an invigorating aura that alleviates nearby allies' fatigue or exhaustion, quickens their actions, and bolsters their attacks.

**St. Carnessa's Wicker Man:** The dryad Patron Saint of Nature Awakened once practiced this spell in the Gardens of Carnessa. Here, the wicker remains of a thousand slain giants tumble through ruined courtyards and hang from branches.

**St. Carreult's Swap:** This spell is named after the hooded and condemned St. Carreult of Bemmea,

who switched places with the hooded hangman who stole his holy symbol.

**St. Mirolch's Water Snakes:** This spell allows you to mimic the maze of currents that St. Mirolch of Triolo created to carry interlopers away from the secret anchorage of his minotaur pirate crew.

**St. Parvalas's Risen Road:** This spell flattens the ground much as St. Parvalas did when he led his Rothenian centaur horde over the treacherous Cloudwall Mountains in one night.

**St. Ravovik's Hive Mind:** St. Ravovik, High Priestess of Rava, takes credit for this spell, but it was really the Clockwork Oracle—a wall of silver dials and reciprocating gears—that formed the face of the Gear Goddess and initiated the hive mind that saved Zobeck.

**St. Rüzgar's Eldritch Crucible:** Traders that visit the Dragon Empire curse Saint Rüzgar, Dragon of Fog and Hungers, for creating this spell, since too many have left the Mharoti bazaars with two lesser items for the price of one major one.

**St. Sanchari and Innessa's Body Meld:** The Twin Queens of the Kariv, Sanchari and Innessa, made this spell famous, not because their souls share one body, but because a third, dead sister still reflects from their eyes.

**St. Whiteskull's Steal Power:** Just as St. Whiteskull of Bratislor pursued St. Aethenea, savior of the Seven Cities, by stealing keen scent, earth glide, and the undead traits of those he killed along the way, this spell lets you target a fresh corpse and steal an ability it had in life.

### ST. RÜZGAR'S ELDRITCH CRUCIBLE

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

**Casting Time** 1 standard action

**Components** V, S, M/DF (a drop of mercury)

**Range** touch

**Targets** two items touched simultaneously

**Duration** 1 round/level

**Saving Throw** Will negates (object); **SR** yes (object)

You transform two wondrous items into one new wondrous item. The original and new items must be non-cursed, non-intelligent, and continuously operating. The cost of the new item must not exceed 150% of the sum of the two original items.

### ST. SANCHARI AND INNESSA'S BODY MELD

**School** transmutation; **Level** alchemist 5, cleric/oracle 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M/DF (sliver of mirror)

**Range** touch

**Target** one creature of your size category or smaller

**Duration** 1 min./level (D)

**Saving Throw** Will negates; **SR** yes

You subsume another creature, including all of its gear, into yourself for the duration of the spell. No time passes for the subsumed creature, all of its bodily functions cease, and no force or effect can act upon it. Effectively, it cannot be harmed or magically detected, although it also cannot perceive anything or act while this spell is in effect.

When the spell expires or is removed, such as by a successful *dispel magic* spell, the creature appears in the safest adjacent square. While the creature remains inside you, scrutiny reveals the subsumed creature's image reflected in your eyes—an effect that betrays kidnappers and poachers. This spell can be made permanent with the *permanency* spell for a cost of 12,500 gp and a minimum

caster level of 13th, though the subsumed creature may make a Will save again to negate the *permanency* effect. This spell can be cast on a dead creature as long as it has been dead for no longer than 1 day per your caster level. If you target a dead creature with this spell, that creature's body receives a Will save with its appropriate bonus to negate this effect, and it receives a second Will save if you or another creature try to make this effect permanent.

### ST. WHITESKULL'S STEAL POWER

**School** necromancy; **Level** alchemist 3, antipaladin 3, cleric/oracle 3, inquisitor 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a polished vampire's fang)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will (negates); see text; **SR** yes

Your touch grants you one of the target's senses, auras, movement modes, feats, languages, immunities, or extraordinary abilities. The target retains the stolen ability, as well. You may also target a fresh corpse (dead no more than 1 min.), which receives no save. You may not possess more than one stolen power at a time.

**Mythic:** If you expend one use of mythic power when casting this spell, its duration increases to 1 hr./level. Additionally, the target loses the stolen power for the duration of the spell.

**Augmented (6th):** You can expend two additional uses of mythic power when casting this spell. This increases the spell's duration to 1 day/level, and you may have three stolen powers at once.

### SANGUINE HORROR I

**School** conjuration (summoning); **Level** antipaladin 2, summoner 2, witch 2

**Components** V, S, F (a miniature dagger)

**Casting Time** 1 standard action

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

**Effect** one summoned blood elemental

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

**Saving Throw** none; **SR** no

When you cast this spell, you prick yourself with the focus, dealing 1 hp damage. If this damage is somehow prevented or negated, the spell is not cast.

You briefly transform your body into its own minute demiplane and summon forth a blood elemental, which is native to this demiplane. This acts as a *summon monster I* or *summon nature's ally I* (your choice), except that the summoned creature is made of eldritch blood. It has no apparent sensory organs and instead has blindsense 30 ft. Additionally, as a creature that is an extension of your own existence, you can communicate telepathically with the *sanguine horror* as a free action. Creatures conjured by a *sanguine horror* spell are immune to bleed, paralysis, poison, sleep effects, and stunning. They are not subject to critical hits, precision-based attacks such as sneak

attack or flanking, and they count as elementals for effects that specifically target elementals.

### SANGUINE HORROR II

**School** conjuration (summoning); **Level** antipaladin 3, summoner 3, witch 3

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from the *summon monster I* or *II* or *summon nature's ally I* or *II* lists. (You cannot summon multiple creatures from a lower list).

### SANGUINE HORROR III

**School** conjuration (summoning); **Level** antipaladin 4, summoner 4, witch 4

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from the *summon monster I* through *III* or *summon nature's ally I* through *III* lists. (You cannot summon multiple creatures from a lower list).

### SANGUINE HORROR IV

**School** conjuration (summoning); **Level** summoner 5, witch 5

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from the *summon monster I* through *IV* or *summon nature's ally I* through *IV* lists. (You cannot summon multiple creatures from a lower list).

### SANGUINE HORROR V

**School** conjuration (summoning); **Level** summoner 6, witch 6

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from the *summon monster I* through *V* or *summon nature's ally I* through *V* lists. (You cannot summon multiple creatures from a lower list).

### SANGUINE HORROR VI

**School** conjuration (summoning); **Level** witch 7

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from the *summon monster I* through *VI* or *summon nature's ally I* through *VI* lists. (You cannot summon multiple creatures from a lower list).

### SANGUINE HORROR VII

**School** conjuration (summoning); **Level** witch 8

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from the *summon monster I* through *VII* or *summon nature's ally I* through *VII* lists. (You cannot summon multiple creatures from a lower list).

### SANGUINE HORROR VIII

**School** conjuration (summoning); **Level** witch 9

This spell functions as *sanguine horror I*, except the blood elemental can be based on any single creature from

the *summon monster I* through *VIII* or *summon nature's ally I* through *VIII* lists. (You cannot summon multiple creatures from a lower list).

### SCINTILLATING LIGHTS

**School** illumination (transmutation) [glamer]; **Level** magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Target** creature touched

**Duration** 1 min./level (D)

**Saving Throw** Fortitude negates; **SR** yes (harmless)

You conjure a mad cacophony of blindingly bright, *scintillating lights* that flicker around the creature touched. The lights are so fierce that creatures looking at the subject are blinded for 1 min. (The spell's target is immune to this effect). Creatures that successfully save cannot again be affected by the same scintillating lights.

*Scintillating lights* also grants the target concealment (20% miss chance) and illuminates the surrounding area as a light spell.

Sightless creatures are immune to scintillating lights.

### SCRAWL BONES

**School** transmutation [ink, language-dependent];

**Level** sorcerer/wizard 3

**Components** S, M (ink and enough pieces of scrimshaw or bone for each target)

**Casting Time** 2 standard actions

**Range** 1 mile/level

**Target** one creature/level

**Duration** 1 hr./level

**Saving Throw** none; **SR** no

You enchant bleached bones or scrimshaw to communicate with other creatures. You may trace up to 10 words per round on the piece. All the other recipients of the spell can read the message on their matching pieces. The recipients can communicate with the caster and each other in the same fashion.

Destruction of a creature's piece ends the spell for that creature, while destroying the caster's piece ends the spell in its entirety.

### SCRIVENER GLYPH

**School** transmutation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

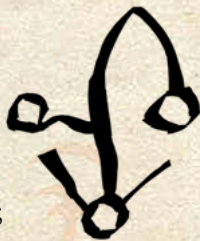
**Range** close (25 ft. + 5 ft./2 levels)

**Target** one or more written works within 5 ft. of each other

**Duration** instantaneous

**Saving Throw** Reflex negates (object); **SR** no (see text)

You trace a wildly animated glyph in the air and make a ranged touch attack to strike your target. If the attack misses, use the misdirected thrown splash weapon rules to determine where the glyph lands.



On a successful attack, the glyph attaches itself to a randomly determined written work on the target (or the nearest target to where the glyph lands) and replaces every word with non-magical copies of itself in one full round. If another unaffected written work is within 5 ft. of its first target, the glyph jumps to that work to begin anew.

If no unaffected work remains within range, or any target successfully saves, the spell ends. The glyph only affects mundane works or magic items with a maximum caster level of 4th. The maximum caster level affected increases to 8th when you cast this spell at caster level 9th, to 12th at caster level 13th, and to 16th at caster level 17th. For the purposes of this spell, a spellbook is considered to have a caster level equal to the minimum caster level necessary to cast the highest-level spell in it.

### SCULPTED SERVANT

**School** conjuration (creation); **Level** bard 2, druid/shaman 2, sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S, F (a humanoid figurine of clay, stone, or wood)

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

**Target** one tiny animate figurine

**Duration** 1 hr./level

**Saving Throw** Reflex half (see text); **SR** no

You imbue a Diminutive (1 ft. tall or smaller) humanoid figurine with mobility and a semblance of life. The servant can fetch things, open unstuck doors, hold chairs, and clean and mend. The servant can perform only one activity at a time, but it repeats the same activity if told to do so as long as you remain within range. It can only open normal doors, drawers, lids, and the like.

Despite its size, it has an effective Strength score of 6 (so it can lift 60 lbs. or drag 300 lbs). It can trigger traps and similar devices, but it can exert only 60 lbs. of force. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. The servant cannot fly, climb, or swim (though wooden servants may float), but it can levitate up to 5 ft. in the air as a standard action. Its base speed is 20 ft. It can be instructed to run or hustle, but it stops before it would take any nonlethal damage. The servant cannot undertake a forced march.

The servant cannot attack in any way; it is never allowed an attack roll. However, if the servant takes 15 or more hp damage, it explodes, dealing 1d6 hp damage per 2 caster levels in a 5-ft.-radius burst centered on the servant. Anyone in the area of effect can attempt a Reflex save for half damage.

### SEA LEGS

**School** universal; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 min./level

You grant yourself the ability to ignore violent motion while casting spells. You gain a +4 bonus to concentration checks when casting spells while under vigorous or violent motion.

### SEA OF FIRE

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

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 30 ft. radius spread

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

**Saving Throw** Reflex partial; **SR** no

You conjure a sea of flames from the ground at a target location. The area is difficult terrain for the duration of the spell. Creatures take 1d6 hp fire damage and must succeed on a Reflex save or catch fire each round they remain in the area.

The spell sets fire to combustibles and can melt metals with low melting points. Smoke in the area obscures vision, granting concealment (20% miss chance) to all creatures attacked in melee within it.

### SEA OF INK

**School** conjuration [creation, ink]; **Level** sorcerer/wizard 3

**Components** S, M (a vial of ink)

**Casting Time** 1 standard action

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

**Area** 5 sq. ft. + 5 sq. ft./3 levels

**Duration** 1 min./level

**Saving Throw** see text; **SR** yes

By spilling a *sea of ink* on the ground and stirring concentric circles into it, the caster creates an inky morass similar to quicksand.

The caster may choose to make the sinkhole move of its own accord, at a maximum speed of 20 ft./round, up to the spell's range. The sinkhole is 20 ft. deep; when the spell ends, the sinkhole disappears. Anything within it appears on the ground's surface (no longer beneath it) and covered in ink.

Creatures that enter the sinkhole's area must make a DC 15 Reflex save or begin to sink (treat as pinned). On the second round, a sinking creature may make an Escape Artist or Strength check as a full-round action to free itself (DC equal to this spell's DC). Failure means the creature remains pinned. On the third round, the creature may retry the Escape Artist or Strength check as a full-round action. Failure means the creature begins to drown.

A drowning creature may try to free itself each round on its turn by attempting an Escape Artist or Strength check as a full-round action. A failed save indicates the creature sinks 5 ft. deeper. (For every 5 ft. sunk, the creature must make a check to move 5 ft. up. Success on a check at the top of the sinkhole frees the creature.)

## Characteristics of a Sculpted Servant

A sculpted servant is often crafted from materials common to the caster's culture, and its appearance likewise varies between casters. In desert regions, the figurines are often made from clay, ivory, or semiprecious stones such as turquoise, and they often represent famous rulers in miniature. In colder forested regions, wooden figurines carved to resemble fey creatures are more common. Some cultures carve deliberately rudimentary figurines designed to look nothing like actual living creatures from stone, with flat faces, gouged hollows for eyes, and spindly arms and legs.

Figurines suitable for sculpted servants are often placed in the tombs of powerful individuals to serve them in the afterlife.

Helping the creature by throwing it a rope grants a +2 bonus to its check attempt, plus the total Strength modifier of the creature(s) pulling it free. A fly spell automatically frees a trapped creature.

A grease spell used in conjunction increases all DCs by +2. Use of illusory script with sea of ink creates an invisible sinkhole that resembles regular ground (Perception DC 24 to detect).

### SEAM RIPPER

**School** transmutation; **Level** bard 0, magus 1, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** S, F (a small fishhook or barbed needle)

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

**Target** article of clothing touched

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **SR** no

You animate a small, barbed metal object that flies from your hand at a single target. On a successful ranged touch, the hook splits into dozens of tiny copies, which infest a non-magical garment worn by the target and violently tug it apart.

Used as an attack on a worn article of clothing, *seam ripper* destroys fabric, fur, or hide garments. Clothing, armor, cloaks, and other cloth items enchanted to +1 or better are not affected.

Additionally, the wearer is subject to a dirty trick combat maneuver based on the type of garment and the nature of its sudden destruction. Your Intelligence modifier is applied for the CMB check rather than your Strength modifier. A target can be blinded by swirling fabric strips, entangled by collapsed trousers, dazzled by burst batting, or shaken from mortifying humiliation caused by sudden nudity, subject to the GM's discretion. This condition lasts for 1 round.

On a successful Fortitude save, the object gains the



broken condition instead of being destroyed, and this also negates the dirty trick maneuver.

This spell has no effect on armor or on wooden, chitin, stone, metal or other clothing, or objects that do not employ fabric or seams that can be cut or torn apart.

### SEARING RAIN

**School** conjuration (creation) [acid]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (bits of acid-charred stone)

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

**Effect** acidic rains pour from the sky in a 20-ft. radius area

**Duration** 1 round/level

**Saving Throw** Reflex half; **SR** no

Dark powers grant you the ability to harness wild energy and unleash it in a compact cloud on your enemies. Each round on your turn, starting when you cast the spell, the rains deal 3d6 hp acid damage to each creature and object in their area of effect. In addition, the torrential rains obscure sight similar to the way a *fog cloud* spell does. It does not conceal darkvision.

This spell is most common among tieflings and is rarely seen elsewhere.

**Mythic:** The cloud's duration is extended a number of rounds equal to your mythic tier. Furthermore, the cloud does 4d6 hp acid damage each round.

### SEEING STONES

**School** divination; **Level** sorcerer/wizard 1

**Casting Time** 1 full round action

**Components** V, S, F (ioun stone)

**Range** touch

**Target** one or more ioun stones

**Duration** 10 min./level

**Saving Throw** none; **SR** no

This spell empowers one or more *ioun stones*, including burned-out, dull gray stones, and links them with your visual senses. The stones temporarily change to the same color as your irises, and for the duration of the effect, you can see in all directions around yourself through the orbiting stones, gaining a +5 to Perception checks and rendering you immune to flanking.

### SEEKER'S ARROW

**School** transmutation; **Level** druid/shaman 3, elven archer 2, ranger 3

**Casting Time** 1 round

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** one touched arrow or bolt

**Duration** 1 hr./level

**Saving Throw** no; **SR** no

You make a minor spiritual bond with one of your arrows, which you—and only you—then can fire at

an enemy creature. If this arrow hits, the target must make a Will save.

If the save fails, the spiritual bond transfers from the arrow to the target, and you gain a constant awareness of the creature's presence, even after the creature has extracted and discarded your arrow. If the creature is invisible and within 300 ft., you sense the exact square it is in, but you cannot see it. You also gain a +10 to Survival checks to track this enemy, and you always know in which direction your target lies.

This bond lasts as long as the target is within a number of miles equal to 10× your caster level (for example, within 30 miles for a 3rd-level caster).

### SENSORY DEPRIVATION

**School** enchantment (compulsion) [mind-affecting];

**Level** cleric/oracle 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (powdered hematite worth 500 gp)

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

**Targets** all creatures in a 20-ft.-radius burst

**Duration** 1 min./level

**Saving Throw** Will negates; **SR** yes

This enchantment causes all targets within range to become utterly insensible. A target succumbing to sensory deprivation effectively becomes blinded and deafened, and the target also feels no pain. In addition to blindness and deafness, the target incurs a –8 penalty on all saves, as it cannot react appropriately to any stimuli.

A target that takes damage gains another Will save to shake off the spell's effects. Otherwise, *limited wish* or more powerful magic is required to remove this spell.

### SHADOW'S BLESSING

**School** illumination (transmutation); **Level** bard 1, cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

The recipient of this spell enjoys several benefits depending on the illumination level. In bright light, the recipient gains no bonuses from shadow's blessing. In normal light, the recipient gains a +2 morale bonus on Stealth checks and imposes a 10% miss chance on other creatures that attack the recipient, as the spell provides a lesser form of concealment.

In dim light, the recipient gains a +4 morale bonus on Stealth checks and increases the miss chance from concealment with respect to him to 30%. In darkness, the recipient gains a +6 morale bonus on Stealth checks and imposes a 10% miss chance on creatures with darkvision that attack the recipient (there is no additional miss chance for creatures without darkvision).

### SHADOW ATTACK

**School** necromancy [shadow]; **Level** alchemist 4, shadowsworn 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

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

After casting *shadow attack*, a dark nimbus surrounds your hands, giving you the ability to damage others by attacking their shadows instead of their bodies. The targets' shadows only need to be hit with touch attacks, and all blows against a shadow inflict normal damage on the shadow's owner. Touch spells such as *black hand* (see page 128) can be transmitted through the target's shadow, but the target receives all normal saving throws and spell resistance benefits to any such magical attacks.

*Shadow attack* is especially deadly when used in conjunction with other spells, such as *resize shadow* and *shadow shape*, which allow the caster to make an opponent's shadow more accessible to him.

### SHADOW BITE

**School** illumination (illusion); **Level** shadowsworn 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./two levels)

**Target** one humanoid creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **SR** yes

You create a momentary needle of cold, sharp pain in a target creature. This causes no damage, but it may break a spellcaster's concentration. The target uses its next move action to stand up or fall prone (whichever the GM deems most appropriate). There is a 50% chance the subject will drop a held item.

### SHADOW BLINDNESS

**School** illumination (transmutation); **Level** shadowsworn 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 round

**Saving Throw** Will negates; **SR** yes

You negate one creature's darkvision, as long as it is granted as a racial trait and not a spell or an item effect. This spell is not effective against magical darkvision.

If you negate its darkvision, the victim is considered to have normal human sight and cannot see in complete darkness for the duration of the spell as long as it does not use a spell or item to regain darkvision. When this spell ends, the creature's natural darkvision returns.

### SHADOW HANDS

**School** illumination (evocation) [cold]; **Level** alchemist 1, shadowsworn 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 10 ft.

**Area** semicircular wave of shadow 10 ft. in radius, centered on your hands

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

A freezing blast of shadow leaps from your hands in a fan pattern. Any creature caught in the shadows takes 1d6 hp cold damage per caster level (maximum 5d6).

**Mythic:** A creature caught in the shadow takes 1d8 hp cold damage per caster level and if it fails its saving throw it is frightened. The spell gains the fear descriptor.

### SHADOW JUMP

**School** illumination (conjunction) (teleportation, shadow); **Level** shadowsworn 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** caster

**Duration** instantaneous

You may move from one shadow to another within 100 ft. +10 ft./level and line of sight without passing through the intervening space. After moving, you can't take any other actions until your next turn. You can bring along any object you are able to carry. You cannot bring creatures along with you, other than your familiar.

### SHADOW PLANE ADAPTATION

**School** illumination (transmutation) [shadow]; **Level** shadowsworn 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 hr./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

*Shadow plane adaptation* gives the caster immunity to the harmful environmental effects of the Shadow Plane, including cold, darkness, and the confusion the plane causes to those unfamiliar with it.

Additionally, the caster gains immunity to negative energy effects. The spell does not remove negative levels that the subject has already gained or their effects.

If shadow plane adaptation is cast when on a plane other than the Shadow Plane, it grants resist energy 3 (negative), but no other benefits.

### SHADOW SHAPE

**School** illumination (transmutation) [shadow]; **Level** shadowsworn 1, sorcerer/wizard 1

**Casting Time** 1 standard action

### Components S

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

**Effect** one shadow

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

This spell can be used to change the shape of any shadow, allowing you to depict an outline of your choosing accurately. The total area covered by the shadow is unchanged, although if *resize shadow* is cast on the shadow immediately before *shadow shape*, you can shape the resized shadow until the duration of the former spell ends.

*Shadow shape* can cause 1d6 hp damage/level (maximum 5d6) against any one shadow-based creature or illusion that fails its saving throw.

### SHADOW SNARE

**School** transmutation [shadow]; **Level** shadowsworn 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S

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

**Effect** one shadow

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

**Saving Throw** none; **SR** no

When cast on a natural shadow, this spell transforms it into a long, thick tentacle. The tentacle stays rooted to the caster (or to the point on the wall or floor where it originally fell, if the shadow is not connected to you), but can extend 5 ft. per level to attack an opponent.

The tentacle is intangible. Attempts to physically sever or break it simply pass right through it, while the shadow instantly reforms itself or flows around interposing objects.

When *shadow snare* is cast, the tentacle attacks any target you indicate during the spell's casting. A successful touch attack means the shadow has entangled a victim (the tentacle seems quite solid to the victim). An entangled victim suffers -2 to attack rolls and a -4 penalty to effective Dexterity. An entangled spellcaster must make a DC 15 concentration check to cast a spell.

Since the animated shadow is considered anchored, it can hold a victim motionless if you desire. Otherwise, the victim can move at half speed up to the length of the shadow away from the shadow's anchor point. A standard action allows you to indicate a new target.

If the victim is attacked by his own shadow, he cannot be held motionless by it, but the penalty to attack rolls is -3 and to effective Dexterity is -6.

Strength and Escape Artist checks (DC 15 + your caster level) can be used to break free of the entanglement.

### SHADOW SLAVES

**School** illumination [evil, shadow]; **Level** shadowsworn 4, sorcerer/wizard 5, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a piece of rotten flesh ingested during casting)

**Range** personal

**Duration** 1 round/level

**Saving Throw** none; **SR** yes (harmless)

Upon casting this spell, you begin to vomit forth 1d3 shadows (see *Pathfinder Bestiary*). The shadows are completely under your control. You take a point of Strength damage for each shadow vomited, as negative energy pains wrack your body, and you are also nauseated the next round.

These shadows move and attack on your initiative, but they cannot travel more than 100 ft. beyond you. If one of the shadows moves past this limit due to your movement or its movement, it dissipates instantly.

These shadows do not count toward the maximum number of undead you can control. Shadows summoned in this manner can be dispelled by dispel magic effects and can be harmed by channeled negative energy as usual.

### SHADOWBOLT

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** 60-ft. line

**Duration** instantaneous; see below

**Saving Throw** Reflex half; **SR** yes

A line of crackling, black lightning erupts from your fingertips. Any creature struck by a *shadowbolt* takes 1d6 hp damage per caster level (maximum 10d6), split evenly between electricity and negative energy damage (which is not subject to *resist electricity*).

### SHADOWSELF

**School** illusion (shadow, shadowflesh); **Level** sorcerer/wizard 5, witch 5

**Casting Time** 6 hrs.

**Components** V, S, M (a piece of your flesh, fur, or hair)

**Range** personal

**Target** you

**Effect** one duplicate creature

**Duration** 1 month/caster level

**Saving Throw** none; **SR** no

You create a fleshy shadow-copy of yourself. This creature is similar to a *simulacrum*, but it is less powerful and permanent than the creature created by that spell. The duplicate has only 1/5 of your class levels and/or HD (minimum 1 class level or HD). It also has only 1/5 your hp, and if you have any special abilities not tied to your class level (such as those resulting from feats), it can only use them once per day each.

You must make a Disguise check when you create the duplicate to determine how good the copy is; a creature familiar with you might detect a ruse with a successful Perception check (opposed to the caster's original Disguise check) or a DC 20 Sense Motive check. Creatures receive bonuses to their Perception checks based on their familiarity with you (see the Disguise skill in the *Pathfinder RPG Core Rulebook*).

The duplicate creature cannot increase its abilities and skills. The duplicate remains under your control at all times, but no telepathic link exists, so commands must be verbal.

If the *shadowself* is reduced to 0 hp, it is destroyed.

### SHAPE WATER

**School** transmutation [water]; **Level** druid/shaman 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (the water to be shaped)

**Range** touch

**Target** water, up to 10 cubic ft. + 1 cubic ft./level

**Duration** instantaneous

**Saving Throw** none; **SR** no

You can shape water into any hard object. The object is solid but fine details aren't possible. There is a 30% chance that any shapes that have moving parts simply don't work.

Aquatic spellcasters use this spell to construct items not easily fashioned underwater such as doors, walls, chests, bottles, cups, and coffins. The items are translucent and have a hard, glass-like consistency, with hardness 5 and 5 hp per inch of thickness.

### SHARE INSIGHT

**School** transmutation; **Level** druid/shaman 4, elven archer 3, ranger 4

**Casting Time** 1 standard action

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** one touched creature

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You share your physical archery skills with a willing recipient. This includes your base attack bonus, Dexterity bonus, combat feats, and extraordinary abilities such as favored enemy, precision, and take aim. This spell does not allow you to share supernatural or spell-like abilities, nor can you share innate magical abilities or advantages granted by magic items.

While the spell lasts, the recipient can choose to use either your archery skills or his own combat skills, but not both in the same round.

### SHARE SKINS

**School** illusion (shadow, shadowflesh); **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (A piece of fur, hair or skin of the caster)

**Range** close 25 ft. + 5 ft./2 levels

**Target** 1 creature

**Duration** 1 round/level

**Saving Throw** Will disbelief; see text; **SR** yes

This spell's illusory magic makes the target look like an exact physical duplicate of you. The duplicate retains

all of its own abilities, but looks, smells, and sounds identical to you. The target gains none of your abilities. The possessions the target carries are similarly altered to appear the same as yours. If this spell is cast upon an unwilling target, the target receives a Fortitude save to negate this effect.

Upon looking at or interacting with a target of *share skins*, a successful Will save dissipates the illusion for that creature and the target appears simply a shadowy, sickly version of itself.

### SHARE SKINS, GREATER

**School** illusion (shadow, shadowflesh); **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a piece of fur, hair or skin of the caster and the target)

**Range** 25 ft. + 5 ft./2 levels

**Target** 1 creature

**Duration** 1 round/level

**Saving Throw** Will negates; see text; **SR** yes

This spell functions as the *share skins*, except that the two subjects can swap physical locations up to twice at at your whim as a free action. This aspect of the spell resembles a *dimension door* spell, except that the two creatures can only change locations if you can see this spell's target and if it is within range.

### SHARED JUDGMENT

**School** enchantment (compulsion) [mind affecting]; **Level** inquisitor 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** ally touched

**Duration** see below

**Saving Throw** Will negates (harmless) **SR** yes (harmless)

You to expand your inquisitor's judgment ability to include one ally. That ally gains the benefits of your judgment ability, regardless of which judgment you have activated at any one time. *Shared judgment* lasts for a number of rounds equal to your level plus your Wisdom modifier, or until the combat ends and the judgment ability ceases, whichever comes first.

For the purposes of calculating bonuses gained, treat the ally as an inquisitor of their level or yours, whichever is lowest.

You cannot use this spell in conjunction with the slayer class ability.

If the ally is of a lower level than you, but he or she is also a worshipper of your deity, treat the ally's level as equal to yours.

### SHATTER, GREATER

**School** clockwork (evocation) [sonic]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a jagged stone and a small brass bell)

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

**Area** 25-ft.-radius spread or target; see text

**Duration** instantaneous

**Saving Throw** Fortitude special; see text; **SR** yes (object)

This spell creates a loud, chiming clangor that breaks non-magical objects; sunders a single large, non-magical object; or damages crystalline, stone, and metal creatures.

Used as an area attack, *greater shatter* destroys all non-magical objects made of crystal, glass, ceramic, brick, stone, or porcelain within a 25-foot radius of the point of origin, smashing them into dozens of pieces. Objects weighing more than 1 lb. per caster level are not affected.

All creatures within the area of effect must make a Fortitude save or be deafened for 1 round per caster level. Alternatively, you can target a single object, regardless of composition, weighing up to 1,000 lbs. per caster level, such as a portion of a bridge, cliff wall, dam, or glacier.

Finally, this spell deals 2d6 hp sonic damage per caster level (maximum 20d6) to crystalline creatures or constructs of any weight, with a Fortitude save allowed for half damage.

### SHED THE ELEMENTS

**School** abjuration; **Level** druid/shaman 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a smooth obsidian stone)

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

**Target** one living creature; see text

**Duration** 1 round/5 caster levels

**Saving Throw** Will negates (harmless); **SR** no

You target one creature and choose one elemental damage type: fire, electricity, acid, and cold. The creature is immune to that energy type for the duration of the spell. While this spell is in effect, the target creature's body and equipment are coated in a translucent, insubstantial essence.

Typically, only dragonkin can choose this spell, although other appropriate races may choose it at the GM's discretion.

### SHED THE RAIN

**School** abjuration; **Level** druid/shaman 2, elven archer 1, ranger 1

**Casting Time** 1 standard action

**Components** V, S, F (a duck feather), DF

**Range** touch

**Target** one touched creature

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

Rain and similar liquids bead and roll off you like water off a duck's back.

In addition to your skin, this protection extends to

anything you are wearing or carrying. As a result, for example, you can walk outside during a downpour and remain dry. This effect also gives you a +1 circumstance bonus on saving throws against splash attacks, such as acid and flaming oil. Any damage from such attacks is reduced by 1 (but never can be less than 0).

This spell does not affect goeey liquids or those significantly thicker than water, such as grease. This spell also does not protect against immersion; wading through a puddle or falling into a lake still leaves the affected equipment and body parts soaked. In addition, this spell does not affect items that are already wet.

### SHRIEKING FLOCK

**School** illusion; **Level** bard 6, druid/shaman 6, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** S

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

**Effect** an illusory flock of ravens

**Target** you

**Duration** 1 round/level (D) and concentration + 3 rounds

**Saving Throw** none or Will disbelief (if interacted with); see text; **SR** no

You transform into a whirling, shrieking flock of ravens ready to tear your foes apart with their beaks and talons. *Shrieking flock* functions as the *mislead* spell, but all creatures of less than 6 HD within 100 ft. of the caster must succeed on a Will save or become frightened.

### SHRIEKING GLYPH

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

**Casting Time** 1 standard action

**Components** V, S, M (tiny onyx musical notes worth 100 gp)

**Range** touch

**Target** creature touched

**Duration** 1 hr./level or until expended (see text) (D)

**Saving Throw** Fortitude partial; **SR** no

You trace a glyph resembling discordant musical notes on the subject's face, granting them the ability to emit a 30-ft. cone of sound as a standard action. Creatures in the area take 7d6 hp sonic damage and are deafened for 3d6 rounds unless they make a successful Fortitude save, which negates the deafness and reduces the damage by half. Once the subject uses this ability three times, the spell is expended.

**Mythic:** The damage of the sound cone increases to 7d8 hp sonic damage, and the number of times the target can use it increases to 5 times per day.

**Augmented (4th):** You may expend two additional uses of mythic power to deafen creatures that successfully save against the sound cone for 3d6 rounds. Creatures that fail the save are deafened until they are magically cured of that condition via removed blindness/deafness or a similar effect.



### SHIELDLIGHT

**School** evocation; **Level** cleric/oracle 1, paladin 1

**Casting Time** 1 swift action

**Components** V

**Range** touch

**Target** one shield

**Duration** 10 min./level (D)

You enspell an existing shield (of any size and material, as long as you can hold and use it) to give off a steady, gentle, translucent, pearly-white light in a 20-ft. radius, and increasing the light level for an additional 20 ft. by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). As long as you are alive, this light persists even in your absence until the spell expires. While a shield is affected by *shielddlight*, it gains a +1 bonus (both as a weapon, and in augmenting a bearer's AC).

### SHROUD OF DEATH

**School** necromancy (necrophagy) [evil]; **Level** antipaladin 4, cleric/oracle 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a piece of ice)

**Range** personal

**Area of Effect** line of sight

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You call up a black veil of negative power that devours the living. You can draw on the life energies of all living creatures in your sight, devouring tiny bits of their spirit. You gain 1 hp in the first round, 2 hp per creature in the second round, 3 hp per creature in the third, and so forth to a maximum of 10 hp per creature. The affected creatures lose these hp on your turn as negative energy damage; if they remove themselves from your line of sight, the damage ends, but it starts again as soon as they return to your sight.

The hp you gain are temporary hp, and you can gain a maximum of 10 hp/level. Any hp above that are lost.

**Mythic:** By expending one use of mythic energy, each creature in line of sight that round gains a negative level (Fort save negates). You gain 10 hp per creature affected in this way, and a +4 profane bonus to all attack and damage rolls and all DCs of spell you cast in this round.

### SILENT COMBAT

**School** transmutation [sonic, shadow]; **Level** shadowsworn 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./two levels)

**Target** one creature

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

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The subject of this spell makes attacks that are rendered utterly silent. The spell covers the noise of shouts and screams, rattling armor, clashing blades, or the heavy fall

of a body. It does not prevent spellcasters from casting spells with verbal components, and it does not prevent whispers or normal speech—only abrupt or loud noises that carry for a distance.

### SILENT SOUND

**School** evocation [sonic, shadow]; **Level** bard 1, shadowsworn 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** S

**Range** close (25 ft. + 5 ft./two levels)

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **SR** yes

You fire a ray of sonic energy too shrill to hear from your fingertips. Make a ranged touch attack. A hit inflicts 1d6 hp sonic damage per level (5d6 maximum).

**Mythic:** A hit inflicts 1d8 hp sonic damage per level (5d8 hp maximum) and a creature that fails its saving throw is deafened for 1 minute per tier.

### SILHOUETTE

**School** illumination (illusion); **Level** shadowsworn 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Area** wall up to 100 square ft.

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

You make a shadow play against a screen or wall. The screen or wall can encompass up to 100 sq. ft. The number of creatures that can see the shadow play is equal to your Intelligence score.

The shadow figures do not make any sound, but they can dance, run, move, cast spells, kiss, fight, and so forth. Most of the figures are general types such as a rabbit or a dwarf, but a number of forms equal to your Intelligence modifier can be recognized as specific individuals.

### SINK LAND

**School** evocation [water]; **Level** cleric/oracle 9, druid/shaman 9

**Casting Time** 1 standard action

**Components** V, S, M (isonade heartblood worth 5,000 gp), DF

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

**Area** 500-ft.-radius spread (S)

**Duration** 3 rounds

**Saving Throw** see text; **SR** no

When you cast *sink land*, the earth around you sinks and the water table rises. This creates a powerful shockwave and tidal rush and permanently alters the terrain near you.

The sinking effect lasts for 3 rounds, during which time creatures on the ground can't move or attack. In the first and second rounds, the land sinks and movement and

attacks are hampered; in the third round, water rushes into the area of the spell and speech, movement, and attacks are all prevented. Starting in the fourth round, creatures can move and act normally.

Spellcasters on the ground must make a concentration check (DC 20 + spell level) or lose any spells they try to cast. Being underwater in the third round, spellcasters must follow the rules for underwater spellcasting (see *Pathfinder RPG Core Rulebook*) and must also make the same concentration check for verbal components as in previous rounds.

The sinking land affects all terrain, vegetation, structures, and creatures in the area. The specific effect of a sink land spell depends on the nature of the terrain where it is cast, as listed below.

**Cave, cavern, or tunnel:** The roof collapses, dealing 8d8 hp damage to any creature caught under the cave-in (Reflex DC 16 for half) and pinning that creature under the rubble (see below). Water floods the cavern or tunnel; creatures unable to breathe water must hold their breath until freed or drown.

**Cliffs, hills, and mountains:** Cliffs crumble and mountains sink by up to 10 ft./caster level. This creates a landslide or mudslide that travels 40 ft. for every 10 ft. it falls vertically. Any creature in the path takes 8d8 hp bludgeoning damage (Reflex DC 16 for half) and is pinned under the rubble (see below). In addition, springs and melting snow or ice water spring forth from the hillside, turning the terrain to mud. The affected area slumps down and may form an alpine lake, ice field, or tarn if surrounded by higher terrain.

**Open ground:** Each creature standing in the area must make a DC 16 Reflex save to successfully take a breath before plunging underwater; otherwise, they begin drowning and they drop held items. The sinking creates a large lake or waterhole in even the driest region. The lake is 10 ft. deep/caster level in marsh, swamp, plains, or urban terrain; 5 ft. deep/caster level in forests or jungle; and 5 ft. deep/2 caster levels in snowy tundra. In a desert, the sinking creates a marsh 5 ft. deep regardless of caster level and affects half the usual radius. If cast along a shoreline or coast, the lake merges with the nearby body of water.

**Structures:** Any structure on open ground takes 100 hp damage from sinking foundations and rushing floodwaters. This collapses a typical wooden or masonry building, but not a structure of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature inside a collapsing structure takes 8d6 hp bludgeoning damage (Reflex DC 16 for half) and is pinned beneath the rubble (see below) below water level and may be subject to drowning.

**Pinned under rubble:** Any creature pinned beneath rubble takes 1d6 hp nonlethal damage/min. while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 hp lethal damage each minute thereafter until freed or dead.

The material component is the heartblood of an isonade (see *Midgard Bestiary for Pathfinder RPG*, page 65) or the heartblood of a similar epic leviathan or kraken.

### SKILL BOND

**School** transmutation; **Level** summoner 1

**Casting Time** standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. per caster level)

**Duration** 1 round/caster level

**Saving Throw** none; **SR** no

You may lend a skill check bonus to your eidolon or borrow a skill check bonus from it through the mystic bond you share. You must choose up to three skills to be affected; while you borrow them from or lend them to your eidolon, the lender may not use its own modifiers for those skills and must make those skill checks untrained if necessary.

### SKINBOOK

**School** transmutation [ink]; **Level** sorcerer/wizard 1

**Components** S, M; V (henna or exotic inks; see text for cost)

**Casting Time** 10 min. per spell level

**Range** personal

**Duration** permanent; see text

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

Using a process known only to ink magic scribes (See *Symbolic Magic*, page 288), you may inscribe an ink magic cipher or spell on your skin to serve as a scroll or as a recorded spell in a spellbook. A Medium-sized caster may record up to 24 spell levels on their bodies (by shaving all body hair), while Small casters may record up to 12 spell levels on their bodies. For example, recording a 9th level spell requires nine spell levels, leaving the caster with 15 spell levels for recording on their body. If used together with *illusory script*, the spell or scroll is invisible to all but the caster.

If recorded as a spell, the script must be tattooed or scratched into the flesh and made permanent. The caster treats any such recorded spell as if they had the Spell Mastery feat for that spell, and daily preparation of that spell is instantaneous. Further, any such recorded spell may be instantly swapped for another memorized spell of equivalent level.

If recorded as a scroll, black henna is typically used and the cost is calculated as normal for making a scroll. Casting a scroll recorded on one's skin this way can be done as a swift action.

Damage to one's skin through cutting, slashing, or fire prevents use of the skin-recorded spell until that flesh is healed, while skin-recorded scrolls may be destroyed this way. Skin-recorded spells are permanent but may be changed by using erase to remove them. Skin-recorded scrolls dissipate upon use. *Dispel magic* destroys a skin-recorded scroll but has no effect on a skin-recorded spell.

### SKINCHANGE

**School** necromancy; **Level** druid/shaman 4, sorcerer/wizard 5, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 100 ft. + 10 ft./level

**Target** one non-magical animal

**Duration** permanent or until you return to your body

**Saving Throw** Will negates (see below); **SR** yes

Upon completing this spell, you immediately transfer your consciousness into the body of an animal within range, leaving your body unconscious unless the target animal succeeds on a Will save. Failure to control the target ends the spell. You retain your class and level (or HD) as well as all class abilities derived from that class, and all skill ranks and any other abilities not granted your original physical form (such as darkvision or non-magical flight).

Skinchanging for less than a day incurs no ill effects, but after the first 24 hrs. you must make a Will save against a DC equal to 10 + the creature's original HD. Failure affects you as if you had failed the second save of a *baleful polymorph* spell. This save must be made every month thereafter.

In addition, your body still requires sustenance and suffers the effects of starvation as outlined in the *Pathfinder Core Rulebook* if left unconscious long enough.

### SKITTERING VERMIN

**School** illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

The target of this spell is beset on all sides by images of shadowy, skittering, demonic varmints that dart from the shadows just beyond the target's field of vision. The target can ignore the mocking phantasms with a Will save—if the save succeeds, it is merely staggered for 1 round as it catches a satisfactory glimpse of the flitting images to recognize them for what they are. On a failed save, the malevolent images distract and consume the target's attention. The threat of the shadowy vermin's impending attack reduces the target to half speed, the target cannot take attacks of opportunity, and it is always considered flanked.

### SLAP

**School** conjuration [force]; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one stinging slap

**Duration** instantaneous

**Saving Throw** none; **SR** no

You create a stinging slap against a single target. You must succeed on a ranged touch attack to hit your target. The slap deals 1d6 hp nonlethal bludgeoning damage.

### SLICE THE AIR

**School** transmutation; **Level** druid/shaman 2, elven archer 1, ranger 2

**Casting Time** 1 swift action

**Components** V, S, F (an arrow or bolt), DF

**Range** touch

**Target** one touched arrow or bolt

**Duration** 1 round

**Saving Throw** none; **SR** no

The next arrow or bolt you shoot completely ignores all natural winds, from gentle breezes to tornado-force winds. The spell reduces the effects of magical winds by one category (see *Pathfinder RPG Core Rulebook*).

If you do not make a shot within one round of casting, the spell dissipates.

### SLIDE

**School** transmutation; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S, M (a tiny wooden sled)

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

**Target** you or one willing creature

**Duration** 1 round

**Saving Throw** none; **SR** no

The subject glides swiftly over the ground, so swiftly that he or she may fall prone to make a double move as a single move action. On a steep slope, this may become a triple move as a single movement action but the sliding creature takes 1d6 hp bludgeoning damage from the sudden stop at the end.

In either case, the prone creature provokes attacks of opportunity during this movement and grants foes a +1 damage bonus to attacks of opportunity that hit.

### SLIME FORM

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

**Casting Time** 1 standard action

**Components** S, M (a pinch of slime mold spores)

**Range** touch

**Target** willing, non-ooze corporeal creature touched

**Duration** 2 min./level

**Saving Throw** none; **SR** no

The subject and all of its gear collapse into a pool of greenish liquid. The creature gains +5 AC and material armor becomes worthless, though size, Dexterity, deflection, and armor bonuses from forces still apply.

While in slime form, the creature becomes immune to sneak attacks and critical hits, but it cannot attack or cast spells with verbal, somatic, material, or focus components, and it also loses any supernatural abilities.



The creature can squeeze through any opening larger than 1 inch and gains a +20 to Climb rolls for the spell's duration. The subject's movement drops to 10 ft. per round until the spell ends.

### SLIMY MADNESS

**School** conjuration [mind-affecting]; **Level** sorcerer/wizard 3

**Target** one object or 10-ft. square

**Saving Throw** Will half; **SR** yes

A variant of the famous spell *grease*, this spell imbues the slippery grease it creates with essence from the Dark Tapestry, making the victims hear sounds and words from the Outer Gods and Great Old Ones.

This spell functions like *grease*, except the creatures that fall in the area or use the greased item take Wisdom damage equal to 1d6+1 hp per two caster levels (maximum +5). This damage doesn't stack, but the target must make a save each round spent in the grease or using the item.

### SLITHER

**School** illumination (transmutation) [shadow]; **Level** alchemist 2, shadowsworn 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, M (ashes from a wooden statue of you, made into ink and used to draw your portrait, worth 50 gp)

**Range** personal

**Target** you

**Duration** 1 round

You momentarily become a shadow, able to slide under a door, through a keyhole, or any other tiny opening. All of your equipment is transformed with you, and you can move up to your full running speed during the spell's duration.

If you return to your normal size while in a space too small for you (such as a mouse hole, sewer pipe, or the like), you suffer 3d6 hp damage while creating a space just big enough to fit into. You can cast spells without somatic components, and you can speak and breathe while in such a space. If the duration ends with you within a keyhole or door, it breaks and you take damage equal to the object's hardness.

**Mythic:** The duration of the spell increases by a number of rounds equal to 1 plus your mythic tier. If you end in a space too small for you, you can choose to take the normal effect, or you can be shunted to the nearest open space and take 1d6 hp points of damage per 10 ft. so traveled.

**Augmented (6th):** You may expend an additional use of mythic power to increase the spell's duration a number of minutes equal to 1 plus your mythic tier. If you choose to be shunted off to the nearest open space, you take no damage as long as the space is within 50 ft. If the distance is greater than 50 ft., you take 1d6 hp damage for every additional 10 ft. traveled.

### SNAKEBALL

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

**Casting Time** 1 standard action

**Components** V, S, M (a dead, dried newborn viper)

**Range** long (400 ft.+40 ft. per level)

**Area** 20-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Reflex half; see text; **SR** yes

A *snakeball* spell temporarily summons a spray of enraged poisonous snakes that bite any creature caught in their area of effect. Two snakes attack each victim that fails its Reflex save, and one snake attacks any victim that successfully saves. Effects such as evasion that negate damage on a successful save allow the character to avoid any snake attacks.

The vipers make bite attacks at +5 to hit with an additional +1 per 3 caster levels. The victim must make a Fortitude save (DC 10+1 per 3 caster levels) or suffer from the poison of a tiny viper: bite—injury; save Fort DC 10 + 1 per 3 caster levels; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

You point your finger and determine the range (distance and height) at which the *snakeball* is to burst. A green, pea-sized bead streaks from the pointing digit and, unless it hits a solid barrier or body before reaching the prescribed range, blossoms into the snakeball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must “hit” the opening (their AC is usually 13) with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The snakes summoned disappear immediately after attacking.

### SNAP THE LEASH

**School** enchantment [mind-affecting]; **Level** druid/shaman 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (used leash or similar object)

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Will negates; **SR** yes

You remove the shackles of domestication from a creature's mind, so that it entirely forgets being broken or trained. Mounts refuse all riders, and other animals forget any tricks learned and obedience taught.

Memories are not affected, so creatures may remain drawn to those who have treated them kindly and aggressive toward those who have harmed them. The animal can be domesticated again, but the trainer must start from scratch.

This spell is only partly effective against animals with more than 2 Intelligence, animal companions, familiars, and paladin mounts. Although the spell removes any tricks they know, the bond between animal and master is otherwise unaffected.

### SNARLING STEEL

**School** evocation; **Level** cleric/oracle 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** no

You create an amorphous, diamond-shaped cloud of clashing, flashing miniature swords, which clang and snarl savagely against each other. These blades are composed of force, not metal, and the shield-like clump they form hovers or flies about, always moving so as to remain adjacent to the target you choose when the spell is cast (the target cannot change once the spell is cast).

*Snarling steel* can be used against any one opponent, regardless of what they are attacking, to parry that opponent's physical attacks (forcing such attacks to hit take a 2d4 penalty). *Snarling steel* has no effect on magic item discharges or spells.

Alternatively, you can assign the *snarling steel* to move with and protect yourself or one target (who need not be touched, aware of this protection, or even willing to be protected). The cloud of swords automatically intercepts and deflects all missile attacks and hurled things. A *snarling steel* can deflect large and heavy objects dropped or falling from above, but if it successfully turns aside something as heavy as or heavier than its caster, its magic is exhausted and the spell ends.

### SNOW BOULDER

**School** transmutation [cold]; **Level** cleric/oracle 4, druid/shaman 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, M (handful of snow)

**Area** see text

**Duration** 1 round/level

**Saving Throw** Reflex negates; **SR** no

A handful of snow rolls in the direction you point, growing larger with each passing moment. It moves 30 ft. per round as you direct, causing damage and attempting an overrun or reposition combat maneuver (your choice) against any creature it hits. The snowball has an effective CMB equal to your caster level plus your Wisdom modifier. Each round the snowball increases in size and effectiveness until the spell's fourth round, when it retains its qualities until the spell ends.

The snow boulder's size and the amount of damage it inflicts depends on how many rounds it has existed:

- *Round 1:* Small size, -1 CMB, 1d6 nonlethal damage.
- *Round 2:* Medium size, +0 CMB, 3d6 nonlethal damage.
- *Round 3:* Large size, +1 CMB, 5d6 nonlethal damage.
- *Round 4+:* Huge Size, +2 CMB, 7d6 nonlethal damage.

A Reflex saving throw negates the damage and prevents the overrun or reposition attempt. A creature cannot be targeted by this spell more than once per round.

### SNOWBALL

**School** transmutation [cold]; **Level** druid/shaman 0, sorcerer/wizard 0

**Casting Time** 1 swift action

**Components** S, M (handful of snow)

**Duration** instantaneous

**Saving Throw** none (harmless); **SR** no (harmless)

You instantly sculpt a handful of snow into a snowball that's perfectly suited for throwing in a line up to 30 ft. long. The *snowball* inflicts 1d3 nonlethal damage (1d2 for Small characters) and has a +1 masterwork bonus to hit, but otherwise counts as a non-magical attack.

### SOLID DARKNESS

**School** illumination (conjunction) [creation]; **Level** shadowsworn 5, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** darkness spreads in a 30-ft. radius

**Duration** 1 min./level

**Saving Throw** none; **SR** no

A cloud of inky darkness billows out from the point you designate. The darkness completely obscures all sight, including darkvision.

A creature within the cloud is considered to have full concealment; attacks against it suffer a 50% miss chance, and the attacker can't use sight to locate the target.

*Solid darkness* is so thick that any creature attempting to move through it progresses at 1/10 normal speed (minimum of 5 ft. per round, although it cannot take a 5-ft. step), and all melee attack and melee damage rolls suffer a -2 penalty. The darkness prevents effective ranged weapon attacks by physical objects, but immaterial magic rays and the like are unaffected.

A creature or object that falls into *solid darkness* is slowed, so that each 10 ft. of darkness that the creature or object falls through reduces the damage of a fall by 1d6 hp, with a minimum damage of 0 hp.

For example, if a creature falls 30 ft. and then passes through 20 ft. of *solid darkness* before striking the ground, the total damage of the fall is 3d6 (or 5d6-2d6; accounting for total fall of 50 ft. with 20 ft. of the fall being through *solid darkness*).

### SOMNAMBULANCE

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature; see text

**Duration** 1 hr./level or until completed; see text

**Saving Throw** no; **SR** yes

Your ancestors' studies of eldritch slumber have taught you how to implant a *suggestion* into the mind

of a creature under the effects of *sleep* or *deep slumber*. Magically sleeping creatures believe this *suggestion* comes from their own unconscious minds, and therefore do not get a save against the suggestion. However, as with that spell, suggesting a creature do an obviously harmful act negates its effects.

If the *suggestion* would take the creature longer to complete than the duration of the *sleep* or *deep slumber* spell, a new sleep-inducing spell must be cast on it before the initial spell's effect ends. Otherwise, the creature awakens and does not complete the activity. If this happens, it receives a Will save to realize the suggestion was the result of magic and not its own mind.

Typically, only tieflings can choose this spell, although other appropriate races may choose it at the GM's discretion.

### SOUL DRINKING

**School** necromancy [evil]; **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid

**Duration** instantaneous

**Saving Throw** spell Fortitude, see below; **SR** yes

A howling wind blows between you and a target within range, rapidly aging it.

The target receives two Fortitude saves. If both saves succeed, the target is unaffected, and the spell is wasted. If only one succeeds, the target ages by one category, and it permanently loses 1 Strength, Dexterity, and Constitution point. If both saving throws fail, the target ages one category and suffers the mentioned ability damage; additionally, the caster gains 20 temporary hp and permanently gains 1 of the 3 lost ability points chosen at random as an inherent bonus.

If this spell is cast on an undead creature, the caster loses 1 point of Strength, Dexterity, and Constitution permanently, and the undead gains 20 temporary hp. If the caster is undead, it receives a Fortitude save to avoid losing ability score points.

### SNOWBLIND STARE

**School** necromancy [cold]; **Level** alchemist 2, cleric/oracle 2, druid/shaman 2, sorcerer/wizard 2

**Components** V, S

**Casting Time** 1 standard action

**Range** 30 ft.

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **SR** yes

Your eyes burn with a bright, cold light, granting you a gaze attack that inflicts snow blindness on any creature that meets it. Treat this as a normal gaze attack with the effects of snow blindness as detailed in chapter five of *Northlands*, page 9. The first failed saving throw inflicts minor snow blindness. A second inflicts its more severe variety.

### SPARKFIST

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

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of copper shavings)

**Range** touch

**Target** one construct

**Duration** 1 min./level

The spell causes a construct's fists to transform into rugged, unpolished metal, growing to roughly the size of a humanoid's head, and crackle with electricity. While under this spell's effect, the target construct's fists deal 1d10 hp bludgeoning damage (1d6 hp for Small constructs) and 1d8 hp electricity damage. Treat the fists as secondary natural weapons. If applicable, the target's unarmed strikes do not provoke attacks of opportunity while this spell is active.

Typically, only gearforged can choose this spell, although other appropriate races may choose it at the GM's discretion.

### SPEAK WITH ANCESTORS

**School** divination; **Level** cleric/oracle 4, shaman 4

**Casting Time** 10 min.

**Components** V, S, M (holy or unholy water and an ancestor idol), DF

**Range** personal

**Target** you

**Duration** 10 min./level; see text

You contact your ancestors and ask questions related to their lives and knowledge. You are allowed one such question per caster level.

The answers given are correct within the limits of the ancestor's knowledge; for example, dwarven ancestors know primarily answers that pertain to Craft, Knowledge (architecture and engineering), Knowledge (dungeoneering), Knowledge (history), and similar subjects. Most answers are a single sentence or a short phrase (five words or less), combined with patronizing wisdom and extended advice about how the questioner should proceed, and how much better things were during the ancestor's time.

Each question requires 1 round to ask, and 10 min. to answer. The spell, at best, provides information to aid character decisions. The ancestors structure their answers to further their own purposes, especially to advance their own family's causes and reputation as they see it. If the caster lags, ignores the ancestor's long-winded advice, discusses the answers with others, or goes off to do anything else, the spell ends.

Likewise, any question that is especially distressing or dangerous requires the caster to make a DC 15 Diplomacy check. If the check fails, the spell ends.

### SPEED BURST

**School** conjuration (dimensional); **Level** magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 2 rounds/level

By spending a standard action compressing and decompressing space, you may act with bursts of speed on the following round. For the first round of this spell's duration and on every odd round thereafter, you must spend a standard action to compress and decompress space from the higher dimensions. On every even round, you are under the effects of a *haste* spell, and visually you appear to travel twice as far as your movement should carry you.

During rounds you are compressing and decompressing space, you have a 50% chance that space decompresses behind you, allowing you move and act at normal speed. Otherwise, space decompresses in front of you and you are slowed as per the *slow* spell, except that visually you appear to travel half as far as your movement should carry you.

**SPELL STONE**

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

**Casting Time** 10 min.

**Components** V, S, F (an *ioun stone*)

**Range** touch

**Target** *ioun stone* touched

**Duration** permanent until discharged (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You transfer some of your prepared spells (or spell slots) into an *ioun stone*, which you touch at the culmination of this spell. If you spontaneously cast spells, you must designate which spells you are storing in the *ioun stone* at the time of casting.

When the stone is orbiting a character's head, the character can cast spells from the *ioun stone* if he has at least an Intelligence or Charisma score of 10. The transferred spells' variable characteristics (DC, range, damage, duration and so on) function according to your caster level at the time you cast this spell. The activation is the same as the spell's normal casting time. Casting a spell this way provokes attacks of opportunity as normal.

Only arcane spells can be transferred by spell stone. The number and level of spells the subject stone can hold depends on its value.

**Table 2-14: Spell Stones**

STONE VALUE	SPELLS STORED
Up to 8,000 gp	1st-level spell
Up to 20,000 gp	One or two 1st-level spells
Over 20,000 gp	One or two 1st-level spells and one 2nd-level spell

Once you cast *spell stone*, you cannot prepare a new 4th-level spell or use one 4th-level spell slot until the recipient uses the imbued spells, or until you dismiss the spell. If the number of 4th-level spells you can cast decreases, and that number drops below your current

number of active spell stone spells, the more recently cast *spell stone* is dispelled.

This spell cannot transfer spells into an *ioun stone* created with the iounmancer's summon stone or star mantle abilities (see page 338).

**SPELL SUPPRESSION**

**School** abjuration; **Level** cleric/oracle 3, druid/shaman 3, inquisitor 3, magus 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 10-ft.-radius

**Duration** concentration

**Saving Throw** none; **SR** no

The zone created by *spell suppression* diminishes the power of any other spell that is cast from within its area of influence. When a spell or spell-like ability is cast within the affected area, reduce the affected caster's effective caster level by 1 for every 4 caster levels you possess. If the effective caster level has been reduced below the minimum required to cast the spell, the affected caster may attempt a caster level check (DC 5 + your caster level) at his unmodified caster level. If the check is successful, the spell is cast at the minimum level required to cast the spell; otherwise it is lost.

For example, if a 6th-level cleric attempts to cast *searing light* from an area affected by an 8th-level witch's *spell suppression*, the effective caster level of the cleric's spell would be reduced to 4th level. Since *searing light* requires at least caster level 5, the cleric must make a DC 13 caster level check or lose the spell. If the check is successful, the cleric may cast the spell at caster level 5.

*Spell suppression* does not affect ongoing spells already in effect or spells brought into the area (such as enchantments on characters or objects).

*Spell suppression* can be made permanent with a *permanency* spell. The minimum caster level required is 11th, and it costs 7,500 gp.

**SPELL TRAP**

**School** abjuration; **Level** bard 4, cleric/oracle 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hr./level or until triggered

**Saving Throw** Will negates; **SR** yes

This spell lays an arcane trap on another spellcaster. The next time the affected spellcaster targets another creature with a spell or casts an area-of-effect spell that causes hp damage, this *spell trap* triggers and their own spell affects them instead of their intended target unless they succeed on a Will save.

For an area-of-effect spell, the area is centered on the affected caster. If the target casts spells that do not damage, those spells are not affected by the spell trap.

This spell affects spells of 4th level or lower. If the affected spellcaster casts a higher level spell that otherwise fit the criteria, *spell trap* remains untriggered.

### SPELLCASTER'S RECOIL

**School** conjuration (teleportation); **Level** cleric/oracle 3, inquisitor 3, magus 2, sorcerer/wizard 3, witch 3

**Casting Time** standard action

**Components** V, S

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

Manipulating the powers necessary to invoke any spell is a complex balancing act, and the target of this spell suffers a minor backlash when unleashing that power. Whenever the target successfully casts a spell or uses a spell-like ability, it is teleported 10 ft. in a random direction. In addition, it is staggered until the end of its next turn.

Roll a d10 and use the rules for splash weapons to determine the direction the target is teleported. On a roll of a 9, the target is teleported straight up, while a result of 10 teleports it straight down.

If the target's destination location is occupied, such as by another creature or a wall, the target does not teleport but is knocked prone instead.

### SPELLFORGED SINEWS I

**School** transmutation; **Level** cleric/oracle 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

A surge of magic makes you stronger. The spell grants a +2 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier for one round.

### SPELLFORGED SINEWS II –IX

These spells function as *spellforged sinews I*, except that the enhancement bonus is equal to twice the level of the spell.

### SPINNING AXES

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

**Casting Time** 1 action

**Components** V, S, F (an iron ring)

**Area** 10-ft.-radius burst centered on you

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

Spinning axes of force erupt from your form in a sudden burst. All creatures within 10 ft. of you take 1d4

hp force damage/level (maximum 10d4) and 1 hp bleed damage/2 levels (maximum 5 bleed damage). A creature that succeeds at a Reflex save takes half the force damage and no bleed damage.

### SPIRIT GUIDE

**School** divination; **Level** druid/shaman 2

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 hr./level

You see glorious visions of your ancestors. You may implore your ancestral spirits to guide you either home, to the nearest source of sustenance (i.e. food and water) or to the surface, if you are underground or underwater. The spirits do not provide you with any form of locomotion but do guide you by the quickest or safest route based on your request.

### SPIRIT OF THE ILLYRIAN RAM

**School** transmutation; **Level** bard 4, druid/shaman 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (piece of goat bone or horn)

**Range** touch

**Target** one creature

**Duration** 10 min./level

**Saving Throw** none; **SR** no

This spell makes the target lighter and nimbler of foot. The target gains a +4 spell bonus to Acrobatics and Climb checks. The target also doubles distance results on Acrobatics checks to jump and loses armor check penalties.

### SPLINTER STONE

**School** evocation [fire]; **Level** magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

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

**Area** burst (10-ft. radius)

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

You create a swarm of whirling iridescent, multi-colored *ioun stones* in a 5-ft. square. The stones immediately explode, dealing 1d6 hp damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half is bludgeoning damage and cannot be reduced by resistance to fire (but it can be reduced by damage reduction). In regards to damage reduction, at 9th level the stones count as cold iron; at 12th level, they count as cold iron and adamantine. (Although at 12th level the stones count as adamantine for the purpose of damage reduction, they do not ignore hardness).

### SPY MY SHADOW

**School** transmutation; **Level** shadowsworn 1, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** 1 min./level

You whisper a fey rhyme to your shadow, bringing it to life as a tenebrous spy that can slip under doors, between shutters, and through the narrowest of cracks. You may stretch your shadow up to 10× your height and move it as you wish, although it remains two-dimensional and cannot interact with physical objects.

You may spy through your shadow's eyes and ears as if they were your own, but magically enhanced senses do not work through this spell. Your shadow uses your Stealth skill normally to remain hidden. It gains a +4 bonus to Stealth checks in dim lighting but suffers a -4

penalty in brightly lit areas.

Enemies who see your shadow can make attacks against it using your touch AC, although the shadow is incorporeal. Damage or effects inflicted upon your shadow affect you as though the attack had hit you.

### STALLS OF THE PHARAOH

**School** evocation [electricity]; **Level** magus 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, F (a finger-bone tipped with gold)

**Range** 30 ft.

**Area** 30-ft. line

**Duration** 1 round/3 levels (see text)

**Saving Throw** Reflex half; **SR** yes

Your fingers appear covered by shining gold stalls



(sheaths) with electricity crackling at the tips. As a standard action, for as long as the spell persists, you may release a powerful stroke of electrical energy that deals 1d6 hp electricity damage/caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolts you generate set fire to combustibles and damage objects in their paths. They can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage shatters or breaks through an interposing barrier, a bolt may continue beyond the barrier if the spell's range permits; otherwise it stops at the barrier as any other spell effect does.

### STALWART

**School** conjuration (healing); **Level** cleric/oracle 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one touched creature

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You bring a reeling, unconscious, exhausted, or sorely wounded creature back to full hp, fresh vigor, and inspired courage.

Application of this spell ends the blinded, confused, dazed, deafened, exhausted, fatigued, nauseated, sickened, and stunned conditions. It temporarily restores lost hp and suspends the effects of ability damage, disease, insanity, and poison. When *stalwart* expires, suspended conditions return, and the spell recipient ends up 1 hp better than they were when this spell was applied to them, unless they were already at full hp. You may only cast this spell on yourself once per day, but you may cast it an unlimited number of times on other creatures.

When *stalwart* is applied to an undead creature, it deals 1 hp damage per caster level every round, and it temporarily restores the mind of the undead to the alignment, views, knowledge, and attitude it had before death. If *stalwart* magic (one spell or multiple *stalwarts*, in combination) reduces an undead to negative hp before spell expiration, the undead is destroyed. If not, it returns to 1 hp less than it had when the spell affected it.

### STANCH

**School** transmutation; **Level** antipaladin 1, cleric/oracle 1, inquisitor 1, ranger 1, paladin 1, sorcerer/wizard 1

**Components** V, S

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 hr./level

**Saving Throw** Fortitude negates (harmless); **SR** yes (harmless)

You coagulate the target's blood. The target is stabilized if dying, all bleed effects upon it end, and it is immune to bleed effects for the duration of the spell. It also cannot be the source of blood for any spell or effect that requires even a drop of blood be taken from a creature to cast the spell.

### STAR'S HEART

**School** illumination (transmutation); **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S, M (an *ioun stone*)

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

**Area** up to one 10-ft. cube per two levels

**Duration** 1 round/level

**Saving Throw** none; see text; **SR** no

This spell increases gravity tenfold, and all creatures in the area other than you drop all held objects and fall prone and helpless. If some solid object (such as the ground) is encountered when flying or levitating creatures fall, objects and take triple normal falling damage.

Any affected standing creature must make a DC 20 Strength check each round or fall prone. Once prone, creatures remain crushed by their own weight and suffer 3d12 hp bludgeoning damage each round until they make a successful DC 25 Strength or Dexterity check, at which point they stop taking damage but must continue making Strength checks to stand and stay upright. Failing another Strength check means the creature falls prone again and again begins taking damage as before.

All ranged attacks fall to the ground and miss in the area of the spell. This includes ranged touch attacks, thrown weapons, arrows, bolts, magical *flaming spheres*, and so on. The only exceptions are bolts of force.

Affected creatures may take free or swift actions but may not move or take standard actions. Creatures under the influence of a *freedom of movement* spell gain a +8 circumstance bonus to all Strength or Dexterity checks required by this spell. At the end of the spell's duration, affected creatures must make a Fortitude save or be exhausted. Creatures that save successfully are fatigued.

### STAR BURN

**School** illumination (evocation); **Level** cleric/oracle 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Area/Effect** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **SR** yes

You unleash a blast of white-hot divine power whose heat rivals that of stars. Any creature in the area of the burst takes 1d8 hp damage per two caster levels (maximum 10d8 hp damage). Undead creatures in the blast take additional damage equal to your caster level. Undead creatures that are particularly vulnerable to bright light take maximum damage from the spell

(including the extra damage equal to your caster level). Flammable objects in the area automatically catch on fire.

### STAR SWARM

**School** evocation; **Level** magus 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** see text; **SR** see text

A blast of coruscating, incandescent stones bursts forth from your hand. Every creature in the area of effect is struck by one of the stones, dealing 4d6 hp damage. Additionally, each type of stone has a secondary effect, as determined by the table below.

**Table 2-15: Star Swarm Effects**

DIO	COLOR	EFFECT
1	Deep red	4 Dexterity damage (Reflex negates)
2	Incandescent blue	4 Wisdom damage (Reflex negates)
3	Pale blue	4 penalty to Strength damage (Reflex negates)
4	Pink	4 Constitution damage (Reflex negates)
5	Pink and green	4 Charisma damage (Reflex negates)
6	Scarlet and blue	4 Intelligence damage (Reflex negates)
7	Dark blue	Blinded (as blindness, Fortitude negates)
8	Pearly white	Bleed 5 for 1 minute (Fortitude negates)
9	Lavender and green	Targeted greater dispel magic
10	Struck by two lights	roll twice more, ignoring any "10" results

**Mythic:** You may spend one use of mythic power to strike all creatures in the area with two stones, for a total of 8d6 damage and two rolls on the table.

### STARBOLT

**School** illumination (evocation) [force]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** scattered bolts in 20-ft. cube

**Duration** instantaneous

**Saving Throw** Fortitude partial; see text; **SR** no

You unleash a shower of bright force bolts that falls

from the heavens in a 20-ft. cube and illuminates targets. This spell creates one bolt at 1st level and one additional bolt for each two additional levels; thus, you command two bolts at 3rd level, three at 5th, and so on. The bolts deals 1d6+1 damage and can be targeted separately at any creatures in the area. In addition, a creature hit by a starbolt must make a Fortitude save or be dazed for the remainder of the round.

**Mythic:** The effect of the spell becomes a 40-ft. cube. Furthermore, the spell creates an additional number of bolts equal to half of your mythic tier (minimum 1).

**Augmented (3rd):** You may expend two additional uses of mythic power to blind creatures that fail their save for 1 minute.

### STARFIELD

**School** conjuration; **Level** magus 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** 40 ft.

**Effect** night sky centered above your head spreads in a 40-ft. radius

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

You conjure a night sky 20 ft. above your head (or just below the ceiling, if the ceiling is lower than 20 ft. high) replete with twinkling stars. This area of effect moves with you. Once per round, you can call down a falling star to strike enemies within the area of affect. The star requires a ranged touch attack to hit and deals 5d6 hp bludgeoning damage. In subsequent rounds, you can use a standard action to call down another star. You may call down a number of stars equal to your caster level (maximum 10).

Cast outside during daylight, star fall reduces the light level by one step in the area of effect.

### STARFIRE FURY

**School** evocation [fire] **Level** cleric/oracle 5, druid/shaman 5, inquisitor 5, magus 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 feet/level)

**Target** one creature or object

**Duration** 1 round/level

**Saving Throw** Reflex half; see text; **SR** yes

Multiple balls of fiery energy swirl around you and, at your command, smash against one creature or object within range. You may conjure up to three balls plus one additional ball for every two levels beyond seventh (to a maximum of six balls at 13th level). Each ball swirls closely to the targeted creature or object, always staying within 2 ft. of one another (they always stay in the same square). You can move the balls as a move action anywhere within the spell's range. These balls serve three functions.

First, the balls provide normal light in a 20-ft. radius, increasing the light level for an additional 20 ft. by one



step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this effect does not occur.

Second, this spell provides flanking on the target to all allies of the caster for as long as the balls are adjacent to the target.

Finally, the caster may direct one or more balls to collide with a target. Each ball used in this fashion requires a range touch attack to hit. Each hit deals 2d6 hp fire damage and causes the colliding balls to dissipate. A miss with a ball does not cause it to dissipate.

A caster may have only one instance of this spell active at a time.

### STARFALL

**School** illumination (evocation) [force]; **Level** alchemist 4, shadowsworn 4, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./two levels)

**Target** one creature/level

**Duration** 1 round/level

**Saving Throw** Reflex half; **SR** yes

You release a number of powerful force bolts from your body equal to your level. Each strikes a creature within line of sight. No more than 3 bolts can strike a single target. Creatures struck take 3d12 hp damage, and a Reflex save halves that damage. Those that fail their saving throw are also blinded and knocked prone.

### STARRY VISION

**School** illumination (divination); **Level** cleric/oracle 6, shadowsworn 5, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** S, M (diamond dust worth 500 gp)

**Range** close (25 ft. + 5 ft./two levels)

**Area** four 5-ft. squares/level

**Duration** 1 round/2 levels

**Saving Throw** none; **SR** no

You see the fate of all creatures in the spell's area. You can act on this knowledge with these effects:

- All creatures in the area are flat-footed against you for the spell's duration.
- You may move during any creature's turn in a round. This expends your move action this round.
- You gain a +8 insight bonus to your AC and any saving throws arising from the actions of a creature within the area of the spell.
- As a swift action, you can warn one other creature, which has not yet acted in a round, whether its spell or attack will fail. If the warned creature wishes, it may choose to take another action when it acts. The creature may reroll one failed attack roll this round against an affected creature, or the player may take a different action or attack a different target. For purposes of this spell, all attack actions are considered equivalent to one another, and all spellcasting actions are equivalent to one another.

### STEADFAST

**School** abjuration; **Level** cleric/oracle 4, paladin 4

**Casting Time** 1 swift action

**Components** V, S

**Range** touch

**Target** one touched creature

**Duration** 3 rounds

**Saving Throw** Will negates (harmless); **SR** no

If your body (or that of a touched creature) is planted on solid ground or the floor, you resist being hurled back by any charging or impaling attack, resist melee damage, and improve your defenses. For 3 rounds, this magic prevents the body from being moved (unless you or the spell's recipient desire to move), and it absorbs up to 77 hp of melee damage (if more damage is sustained, this spell automatically ends).

The spell provides a +3 sacred bonus to AC, and it bolsters the joints of the body, so you can withstand the impact of even a team of galloping horses or oxen crashing into you. At the end of this spell, the affected creature is fatigued.

This spell is often used to allow a single shieldmaiden to temporarily hold a bridge, doorway, or another choke point against a mighty onslaught as a delaying action. For more information about shieldmaidens, see page 64.

### STEAL BREATH WEAPON

**School** transmutation [air]; **Level** druid/shaman 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of cotton)

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

**Target** 1 creature with a breath weapon

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

**Saving Throw** Fortitude negates; **SR** yes

You claim the breath weapon of the target creature for yourself. If the target creature fails a Fortitude save, you gain its natural breath weapon for the duration of the spell. If the target does not have a natural breath weapon, the spell fails.

Your breath weapon is identical to the target creature's, including its frequency and associated saving throw and saving throw DC. If the breath weapon has an energy type, this spell gains the energy type as a descriptor. The target cannot use its breath weapon while this spell is active.

You cannot steal a breath weapon that does more than 15 dice of damage.

### STENCHCOIN

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

**Casting Time** 1 standard action

**Components** V, S, M (a bit of rotten meat)

**Range** touch

**Target** one coin

**Duration** permanent

**Saving Throw** Fortitude negates (object); **SR** none

This rather unpleasant spell is more annoying than deadly, and it must be cast on a coin of any valuation. This *stenchcoin* is scentless until it is disturbed, for example, by being placed into a container or otherwise moved from its resting place. At this point, it excretes a foul odor similar to a combination of skunk and rotting meat. The scent permeates other nearby coins (if the *stenchcoin* is in a coin pile, a purse with other coins, etc.) and fill any closed container. After 1 hr., the stench fills a regular bag or backpack, and after 4 hrs. it fills an extra-dimensional space such as a bag of holding or a handy haversack.

If the container is open after that point, anyone within 5 ft. of the container must make a Fortitude save or be nauseated for one round.

Dealing with the *stenchcoin* requires finding it. As other coins absorb scent, this process requires a DC 20 + caster level Perception check and 1 min. of work per 10 coins examined. As the scent spreads among all nearby coins, using *detect magic* on a *stenchcoin* in a pile of other coins will only indicate the 5-ft. square where the stenchcoin resides. If the *stenchcoin* is not with only coins, detect magic works as normal. Once found and discarded, the smell fades over several hours and can no longer cause nausea.

#### STEP LIKE ME

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

**Casting Time** 1 standard action

**Components** V, S, M (personal item such as blood, hair, footprint, or other connection to target)

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

**Target** one creature

**Duration** 1 day (D)

**Saving Throw** Fortitude negates; **SR** yes

You steal the footsteps of a target creature within one size category of you. For the duration of the spell, you leave the tracks of the target while they leave tracks as if they were you. In addition, creatures capable of identifying creatures using tremorsense mistake you for a creature of their own species.

#### STEP OUTSIDE

**School** conjuration (dimensional); **Level** magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S

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

**Target** one creature

**Duration** 1 round/level (D); see text

**Saving Throw** Reflex negates; see text; **SR** yes

You cast your arms downward and a dimensional sinkhole funnels you and the target into another dimension. To all observers, you both simply vanish. Both of you can still see, but neither of you can hear or smell. The world and everything in it looks like a confusing, ghostly overlay atop a featureless dimension that stretches to infinity in every direction. Normal gravity holds you to a flat floor.

While in the alternate dimension, you and the target

can see each other normally, and you may converse, duel, trade, etc. Neither of you can affect or be affected by anything outside the alternate dimension, including magic and ghost touch weapons.

The spell ends when you dismiss it or when the target makes a successful save, which it may attempt each round on its turn. When the spell ends, you both appear in your original positions you left from. If solid objects occupy the positions, you are shunted (unharmed) to the nearest open space.

#### STOLEN IDENTITY

**School** necromantic; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F (touching subject's face)

**Range** touch

**Target** humanoid touched

**Duration** 1 min./level (D)

**Saving Throw** Will negates (see below); **SR** no

By touching the face of another person while casting this spell, you acquire his or her voice and facial features. Other aspects of body and equipment are not duplicated, but the spell gives a +5 enhancement bonus to the Disguise check to impersonate the individual (+10 if only the face and voice are needed.) A dead or unconscious owner of the stolen face dead still gets a saving throw. While the spell is in effect, the target may only speak in a hoarse whisper.

#### STONE BONES

**School** transmutation; **Level** alchemist 3

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 10 min./level

When you drink this extract, you can feel your bones calcifying and, for a brief moment, your limbs seem too heavy to move. For the duration of this extract, your bones are as hard as stone, and this effect grants you DR 5/piercing and reduces by half any falling damage you sustain.

#### STORM FORM

**School** transmutation [air, electricity, sonic, water];

**Level** druid/shaman 6

**Casting Time** 1 standard

**Components** V, S, M (a piece of wet wool)

**Range** personal

**Target** you

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

**Saving Throw** Reflex partial; **SR** no

You transform yourself into a living storm cloud. Your body becomes a swirling black mass of clouds, illuminated from within by flickers of lightning. You become incorporeal and gain a fly speed of 60 ft. (average). Any creature striking you with a melee or

natural weapon takes 1d6 hp electricity damage +1 hp per caster level (maximum +20). You can also attack opponents with incorporeal touch attacks for the same damage. As a full-round action, you can rain upon a 5-ft. square within reach, drenching it and putting out any non-magical fires in that area.

Finally, as a full-round action, you can expand your form to an area in a 20-ft. radius and unleash the storm's fury in a burst of rain and wind, lightning and thunder. Any creatures in the area are drenched with rain, then struck by lightning for 1d6 hp per caster level (maximum 20d6, Reflex save for half), and finally hit with a thunderclap and driving winds (Fortitude save or deafened for 2d4 rounds and knocked prone). Using the spell in this manner expends the rest of its energy and you return to your normal form at the end of your turn.

### STRENGTH OF MADNESS

**School** transmutation [mind-affecting]; **Level** cleric/oracle 3, magus 3, sorcerer/wizard 3, witch 3

**Casting Time** standard action

**Components** V, S

**Range** touch

**Effect** target trades mental resilience for attack power

**Duration** 1 round/caster level

**Saving Throw** Will negates; **SR** yes

You transfer the maddening power of the Dark Tapestry into a target with your touch. To cast this spell on an unwilling target, you must make a touch attack; casting this spell on a willing creature does not require an attack roll.

The target receives a -2 penalty to Will saves and gains a +1 profane bonus on melee attack and damage rolls. At 8th caster level, and every three levels thereafter, the profane bonus increases to +2 and the penalty to Will saves increases by -2, and the spell also encompasses Reflex saves. At 14th level, Fortitude saves also take the penalty. The bonus to attack and damage increases by +2, to a maximum of -10 to all saves and +6 to attack and damage rolls at 20th level.

At any caster level while this spell is in effect, when rolling a natural 1 on a Will save the target experiences *confusion*, as the spell, for 1d4 rounds.

### STRENGTH OF THE UNDERWORLD

**School** necromancy (necrophagy); **Level** antipaladin 3, cleric/oracle 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You call on the power of the dark gods of the afterlife, who strengthen your undead life energies. You gain channel resistance +4, or you gain a +4 bonus to your channel resistance if you already have this ability.

**Mythic:** You may spend one use of mythic power to

negate all damage from one burst of channeled energy the next time you encounter it.

### SUFFOCATING VOID

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

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 40-ft.-radius spread

**Duration** 1 min./level (D)

**Saving Throw** none; **SR** no

When you cast this spell, you create an airless void zone. Creatures within the area of effect that breathe must hold their breath or immediately begin to suffocate. Creatures that do not need to breathe are unaffected by *suffocating void* and can act normally, even with respect to verbal spell components.

This spell does not function underwater.

### SUMMON BLACK GNASH

**School** conjuration (summoning); **Level** sorcerer/wizard 8, summoner 6, witch 7

**Casting Time** one round

**Components** V, S, F (DF)

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

**Effect** Summons Black Gnash (Unique Nessian warhound—CR11)

**Duration** one round/level (D)

**Saving Throw** none; **SR** no

This spell summons a unique Nessian warhound (*Pathfinder Bestiary*) named Black Gnash. Treat it as a Nessian warhound with the following exceptions: Black Gnash is immune to fire, cold, and acid, and it is immune to all spells 3rd level and below. Black Gnash devours the soul of any creature it kills; they cannot be raised, resurrected, or reincarnated. *Wish* or *miracle* is required.

### SUMMON BLADE

**School** conjuration (summoning); **Level** sorcerer/wizard 1

**Casting Time** 1 min.

**Components** V, S, M (a short string or leather strap)

**Range** see text

**Effect** one light, one-handed weapon

**Duration** 1 hr./level or until activated

**Saving Throw** none; **SR** no

The caster prepares a light, one-handed weapon (usually a dagger or sap), or an item that can be easily held in one hand, by wrapping and tying it with a string or strap. The end of the string is cut off.

The fragment detects faintly of conjuration magic. As an immediate action, the final word is spoken while holding the string. As long as the item is on the same plane of existence, it appears in the activator's hand, ready to use.

### SUMMON GREATER WONDROUS ITEM

**School** conjuration (summoning) [chaotic, glamor];  
**Level** magus 6, sorcerer/wizard 6, summoner 6, witch 6  
**Casting Time** 1 round  
**Components** V, S  
**Range** ∞ ft.  
**Duration** 1 round/level (D)

As *summon wondrous item*, but this spell summons one random wondrous item from the Medium Wondrous Item table (Table 15-8 in the *Pathfinder RPG Core Rulebook*).

### SUMMON LAMMASU/SHEDU

**School** conjuration (summoning); **Level** cleric/oracle 7, sorcerer/wizard 7, summoner 7  
**Casting Time** 1 round  
**Components** V, S, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** 1 summoned lammasu or shedu that serves for the duration of the spell  
**Duration** 1 round/level  
**Saving Throw** none; **SR** no

This spell summons either a lammasu or shedu (your choice, see *Bestiary* 3) to aid you, by virtue of a celestial compact that binds the creature to aid devout servants of good. The creature appears where you designate and acts immediately, on your turn. It will use its skills and abilities to aid you as you command to the best of its ability. Any attempt to get the creature to commit an evil act immediately ends the summoning.

### SUMMON MOUNTS

**School** conjuration (summoning); **Level** sorcerer/wizard 3, summoner 3  
**Casting Time** one round  
**Components** V, S, M (tuft of horse hair)  
**Range** close (25 feet + 5 per two caster levels)  
**Effect** 3 mounts for every 3 levels  
**Duration** 6 hrs./level (D)  
**Saving Throw** none; **SR** no

This functions as the *mount* spell, but you can summon three mounts for every three levels you possess (to a maximum of 18 mounts).

### SUMMON STAR

**School** illumination (conjuration) (summoning); **Level** cleric/oracle 7, sorcerer/wizard 8  
**Casting Time** 1 round  
**Components** V, S, F (a sunrod, which is consumed if the star dies)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one summoned creature  
**Duration** 1 round/level (D)  
**Saving Throw** none; **SR** no

You summon a star from the heavens to do your bidding. It appears as a glowing humanoid with long white hair, birdlike talons as well as hands, and it carries a staff made

of pure force. All creatures other than you who view the star must make a DC 20 Will save or be fascinated for the duration of the spell. The star is otherwise equivalent to an avoral agathion (*Bestiary* 2) with 91 hp whose lightning bolt ability deals force damage.

### SUMMON STAR MOTE

**School** conjuration (summoning) [light]; **Level** sorcerer/wizard 4, summoner 4  
**Casting Time** 1 round  
**Components** V, S, M (a pinch of coal ash)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one summoned star mote  
**Duration** 1 round/level (D)  
**Saving Throw** none or Fortitude (see below); **SR** no (see below)

You summon an animated star mote that has a mystic connection to you. It appears where you designate, and it acts immediately on your turn. Each round it can make a move and a standard action. It has a fly speed of 30 ft. (perfect). You can direct it as a move action. As a standard action, it can either shoot a ray of searing hot light at a creature within 30 ft., or it can unleash a 20-ft. burst of light.

If you shoot the ray, it uses your ranged touch attack modifier on the attack. On a hit, the ray deals 1d8 hp damage for every two caster levels you possess (maximum 10d8). If this ray hits a creature that is vulnerable to light (per the Universal Monster Rules), it also blinds that creature for 1 round.

If you use the burst, those within the radius must succeed a Fortitude saving throw or take 1d6 hp damage for every three of your caster levels (maximum 6d6). Creatures vulnerable to light that fail their saving throw are also blinded for 1 round per caster level. Creatures that successfully save take half damage from the burst and are not blinded, if applicable.

The star mote can be attacked. It is a Diminutive animated object with an AC of 22 (touch 16, flat-footed 14) and it uses your CMD. It has a hardness of 10, and 5× your caster level hp. It uses your saving throws, but it is immune to mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, and effects that require a Fortitude saving throw (unless the effect also works on objects or is harmless). The star mote is not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage. It cannot be healed or repaired. When the duration of the spell expires, the spell is dismissed, or the star mote is destroyed, it collapses into a small pile of stardust.

### SUMMON SUPREME WONDROUS ITEM

**School** conjuration (summoning) [chaotic, glamor];  
**Level** sorcerer/wizard 9, witch 9  
**Casting Time** 1 round  
**Components** V, S  
**Range** ∞ ft.  
**Duration** 1 round/level (D)

As *summon wondrous item*, but this spell summons one random wondrous item from the Major Wondrous Item table (see above). Reroll if a magic tome or manual is revealed.

### SUMMON UNDEAD

**School** conjuration (necrophagy); **Level** antipaladin 3, cleric/oracle 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M, DF (humanoid skull)

**Target** 1 undead creature

**Duration** 1 round/level

**Saving Throw** none; **SR** no

This spell functions like *summon monster I*, except that you can summon one creature from the following list: allip, flying skull (treat as dire bat), ghast, necrophidius (*Bestiary* 2), or shadow.

### SUMMON VENOMOUS SWARM

**School** conjuration (summoning); **Level** druid/shaman 4, sorcerer/wizard 5, summoner 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a square of green cloth)

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

**Effect** swarm of venomous snakes

**Duration** concentration + 2 rounds

**Saving Throw** none; **SR** no

This deadly spell summons a swarm of poisonous snakes. The swarm is under your mental command as long as you concentrate, and it deals 1d6 hp damage

plus 1d6 hp poison for every four caster levels you have (see the venomous snake swarm in the *Pathfinder Bestiary*). Otherwise, treat this as a standard *summon swarm* spell, and use the rules for the swarm subtype in the *Pathfinder Bestiary*.

### SUMMON WONDROUS ITEM

**School** conjuration (summoning) [chaotic, glamer];

**Level** magus 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 round

**Components** V, S

**Range** personal

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

This spell summons one random wondrous item from the Minor Wondrous Item table (see see previous spells). The item appears at your feet or in your hands (your choice). These items are often in an alien style or have a garish appearance and are clearly a conjuration to anyone with a single rank in Spellcraft.

You may only have one item summoned by this spell at a time, as you must dismiss your current item or let its duration end before summoning a new wondrous item. The summoned item and its effects disappear at the end of this spell.

### SUMMONER'S MARK

**School** conjuration; **Level** summoner 1

**Casting Time** standard action

**Components** V, S

**Range** close (25 ft. + 5 ft. per caster level)



**Target** one creature

**Duration** 1 min./level

**Saving Throw** none; **SR** no

A successful ranged touch attack transfers a glowing rune to the target's forehead. While the rune remains (for this spell's duration), all creatures you have summoned receive a +1 competence bonus to attack the target.

### SWIRL OF AXES

**School** conjuration (summoning); **Level** magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (one normal axe per axe created)

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

**Target** one creature/5 levels, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** none; **SR** yes (harmless)

For each of this spell's recipients, the spell creates a pair of Medium-sized axes that whirl about the recipient's head. During a recipient's turn, he or she may direct the axes to attack as a move action. The axes attack separately with an attack bonus equal to the target's base attack bonus plus your Charisma or Intelligence modifier (whichever is greater). The axes bypass damage reduction as magic weapons and deal slashing damage as a battleaxe (1d8/x3). The axes may participate in attacks of opportunity.

### SYMBIOSIS

**School** transmutation; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 day/level

You sprout mushrooms or other self-replenishing fungus on the backs of your hands and arms. This fungus can provide you with nourishment for the duration of the extract's effects, removing without penalty the need to eat or drink.

### SYMBIOSIS, GREATER

**School** transmutation; **Level** alchemist 4

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 day/level; see text

As *symbiosis*. In addition, as a standard action, you can absorb all of the fungi's nutrients to gain regeneration 2 (acid or fire) for 1 round per caster level. While you have regeneration granted from this extract, severed body parts reattach in 1 round if you or another creature holds in place and you do not move or take other actions during that round. Otherwise, detached body parts take 2d10 rounds to regrow.

### SYMBOL OF CONDEMNATION

**School** divination; **Level** cleric/oracle 3, sorcerer/wizard 3, witch 3

**Casting Time**: 10 min.

**Components**: V, S, M (mercury and phosphorus, plus a powdered scarlet red ruby worth 200 gp)

**Range**: 0 ft.; see text

**Target**: one symbol

**Duration**: see text

**Saving Throw** Will negates; **SR** yes

This spell functions as *symbol of death*, except the spell does not cause death. Instead, *symbol of condemnation* marks all creatures that fail a Will save in the spell's 60-ft. burst with a glowing, scarlet-red symbol of condemnation somewhere visible on the creature's body (GM's choice).

Any intelligent creature that views the symbol of condemnation on a creature immediately shifts their attitude toward the affected creature to unfriendly, and the marked creature must make Diplomacy checks while interacting with it. Additionally, creatures marked with a *symbol of condemnation* act unfriendly to each other.

The *symbol of condemnation* remains visible on the creature for one day per caster level unless magically dispelled.

Any guards or lawful officials who view the inflicted creature may make an Intelligence check to determine if the inflicted should be judged for their crimes.

*Symbol of condemnation* can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 5,000 gp.

### TAME DRAKE

**School** enchantment (charm) [mind-affecting]; **Level** bard 3, druid/shaman 3, ranger 3, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one lesser dragon

**Duration** 1 hr./level

**Saving Throw** Will negates; **SR** yes

This spell convinces a lesser dragon to regard you as a friend and ally (treat the dragon's attitude as friendly). A dragon you or your allies have attacked or threatened receives a +5 bonus to its Will save, while a creature that is at most one step removed from your alignment receives a -5 penalty to its save. Otherwise, this spell functions as *charm person*.

### TAN HIDE

**School** transmutation; **Level** cleric/oracle 0, druid/shaman 0, ranger 1, witch 0

**Casting Time** 1 standard action

**Components** V, S, M (ounce of salt)

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

**Target** one piece of skin or animal hide up to 15 lbs.

**Duration** instantaneous

**Saving Throw** none; **SR** no

*Tan hide* treats the target as if a trained tanner has cured it over a period of days. Each casting cures up to 15 lbs. of skin or hide into leather of quality sufficient for creating items with the Craft (leather) Skill. The skin or hide must be freshly slaughtered (no less than 1 day old), and cut into pieces no more than 15 lbs. in weight. The uncured hide of an adult dragon typically weighs about 50 lbs, for example, meaning it would need to be cut into four pieces for four separate castings. If the target is any heavier or older, and the casting fails.

### TEMPEST

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a miniature paddle or fan of coral)

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

**Target** an area of water of 10 ft. radius (+ 5 ft./2 levels) and 5 ft. deep (+ 5 ft./2 levels)

**Duration** 1 round/level

**Saving Throw** none (see text); **SR** none

You make the water churn and roil, increasing the DC of Swim checks and hampering the movement of creatures within. The DC to swim in the affected area is equal to the spell's DC and must be made each round the creature is in the area. Creatures who fail their Swim checks are pulled underwater 5 ft. and take 1d4 hp bludgeoning damage/2 caster levels from the churning water. Attacks made through or into the area of rough water suffer a 20% miss chance.

### TEMPORAL RIPPLE

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Area** 40-ft.-radius emanation centered on you

**Duration** instantaneous

**Saving Throw** none; **SR** no

A slight disturbance in the flow of time confuses all nearby creatures, so they flinch or hesitate just a moment.

In combat, all participants (including you and those with readied or delayed actions) must reroll initiative and begin with the combatant immediately following you in the new initiative order. Only one casting of this spell is effective per combat; subsequent castings during a single combat fizzle with no effect.

### TERRIFYING GAZE

**School** necromancy [fear, mind-affecting]; **Level** inquisitor 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M/DF (a reptilian eye)

**Range** 30 ft.

**Target** enemies within 30 ft. of you

**Duration** 1 round/level

**Saving Throw** Will negates (see text); **SR** yes

Your eyes flash brightly with the power and presence of dragonkind, granting you a gaze attack. Enemies within 30 ft. of you that meet your gaze must succeed on a Will save or become shaken for the duration of the spell. Shaken targets become panicked for 2d4 rounds and remain shaken for the remainder of the spell's duration. A creature that succeeds on a Will save is shaken for that round but is immune to this gaze attack for 24 hrs.

A target may avoid this gaze attack by averting its eyes, gaining a 50% chance to avoid having to make a saving throw against the gaze attack (it also gains a 20% miss chance on attacks against you). A target may also otherwise take action to avoid looking at you (for example, using a blindfold, which gives you total concealment against it).

Dragons receive a +2 bonus to the DC of this spell. Dragonkin, draconic bloodline sorcerers, and wizards who specialize in the dragon arcane school receive a +1 bonus to the DC of this spell. These bonuses do not stack.

### TERROR

**School** illumination (necromancy) [fear, mind-affecting]; **Level** shadowsworn 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (an eagle's claw)

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

**Effect** ray

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Will partial; see text; **SR** yes

You wave a withered eagle's claw and create a sense of unrelenting fear from the heavens. An invisible ray of terror (requiring a ranged touch attack) causes one living creature to become panicked. If the saving throw succeeds, the creature is shaken for 1 round.

### THIRD EYE

**School** transmutation; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 min./level

You sprout an extra eye from your forehead that grants you a minor bonus to Perception or improves your existing vision. If you have darkvision or low-light vision, you may choose to gain +10 ft. to your vision's range or gain a +2 competence bonus to all Perception checks. If you do not have darkvision or low-light vision, you may only choose the bonus to Perception. This extract does not enhance or grant other kinds of senses such as tremorsense or blindsense.

This extract may be taken multiple times and its benefits stack, but in this case the alchemist sprouts multiple eyes.

### THOUSAND DARTS

**School** clockwork (evocation); **Level** sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a set of mithral darts worth 25 gp)  
**Range** long (400 ft. + 40 ft./level)  
**Effect** line of needle-like darts  
**Duration** instantaneous  
**Saving Throw** Reflex half; **SR** yes  
 You launch thousands of needle-like darts as a short-lived, continuous line that is 5 ft. long per caster level. You may set the starting point, direction, and end point of the line anywhere within range. The spell's darts magically strike all creatures in the line, although they are allowed a Reflex save for half damage. The spell deals 1d4+1 hp damage per level (maximum 20d4+20).

### THUNDER ARROW

**School** evocation [sonic]; **Level** druid/shaman 3, elven archer 2, ranger 3  
**Casting Time** 1 swift action  
**Components** V, S, DF (an arrow or bolt)  
**Range** touch  
**Target** one touched arrow or bolt  
**Area** 30-ft.-radius spread  
**Duration** instantaneous  
**Saving Throw** Fortitude partial; see text; **SR** yes  
 The next arrow you shoot emits a tremendously loud noise when it hits a solid surface, including a creature. You may choose whether the noise is, for example, a hideous shriek, a thunderclap, an animal or demonic roar, or any other wordless clamor.  
 All creatures within 30 ft. must succeed on a Fortitude save or be stunned for 1 round. Creatures with fewer than 6 Hit Dice that are within 10 ft. of the arrow's impact must make a Fortitude save or be knocked unconscious for 1 round. Deaf creatures are immune to the arrow's effects. In addition, magical effects that negate noise, such as *silence*, can cancel this spell's effect.  
 You must shoot the enchanted arrow within 1 round of casting *thunder arrow* or the spell dissipates.

### THUNDERBOLT

**School** evocation [air]; **Level** bard 3, druid/shaman 3, sorcerer/wizard 3, witch 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** 1 creature  
**Saving Throw** Fortitude partial; **SR** no  
 You blast your target with a thundering roar. You must succeed on a ranged touch attack. On a hit, you deal 1d6 hp sonic damage per caster level (max 10d6). Regardless of whether you hit, all creatures within 15 ft. of the target, including the target itself, must succeed on a Fortitude save or be deafened for 1 min.  
**Mythic:** The damage increases to 1d8 hp sonic damage

per caster level (maximum 10d8 hp). Regardless of whether your range touch attack hits, all creatures within 30 ft. of the target (including the target) must make a Fortitude save or become deafened. That condition can only be cured with *remove blindness/deafness* or a similar effect.

**Augmented (4th):** You can spend an additional three uses of mythic power to deal half damage to the spell's target even if the range touch attack misses, as long as that miss is not the result of rolling a natural 1.

### THUNDERCLAP

**School** evocation [electricity]; **Level** bard 0, cleric/oracle 0, druid/shaman 0, sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V, S, M (thin metal wire)  
**Range** personal  
**Effect** thunderous noise  
**Duration** instantaneous  
**Saving Throw** none; **SR** no  
 A loud, thunderous noise echoes all around you, drawing the attention of creatures within hearing distance. The noise is clearly audible up to 3,000 ft. away over clear terrain.

### TICK STOP

**School** clockwork (transmutation); **Level** sorcerer/wizard 0  
**Casting Time** 1 standard action  
**Components** V  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one animated object or construct  
**Duration** 1 round; see text  
**Saving Throw** none; **SR** yes  
 You speak a word, and the target construct may only take a single move action on its next turn. It may make free, swift, and immediate actions as normal, but no standard or full-round actions. The construct is immune to further *tick stop* spells from the same caster for 24 hrs.

### TIDAL WAVE

**School** conjuration; **Level** druid/shaman 8, sorcerer/wizard 8  
**Casting Time** 1 standard action  
**Components** V, S, M  
**Range** long (400 ft. + 50 ft./level)  
**Area** 50 ft. long + 10 ft./level line of water 200 ft. wide  
**Duration** 1 round/level  
**Saving Throw** Reflex partial; see text; **SR** no  
 When you cast this spell, you call a massive wave from the nearby ocean to crash on land. The wave is 200 ft. wide and inundates an area inland within 50 ft. plus 5 ft./level of the shore.  
 Creatures caught in the wave take 1d6 hp bludgeoning damage/caster level (maximum 20d6) at the moment of impact. They also must make a Swim check each round the spell lasts (DC equal to this spell's) to stay above water.



At the end of the spell, unsecured objects and creatures caught in the wave are pulled back out to sea unless they make a Reflex save. The distance equals half the distance the wave came inland. Buildings and objects caught in the wave take 100 hp damage at the moment of impact.

### TIME CAPSULE

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 7

**Casting Time** 30 min.

**Components** V, S, M (closable object)

**Range** touch

**Target** object touched or up to 5 sq. ft./level (see description)

**Duration** 1 day/level

*Time capsule* can be used on any closeable object, such as a bottle, chest, or enclosure (a small room or cave). When the object is closed, time ceases to flow for every item, creature, or character within the object. They do not grow older. Body functions of any living creatures or characters virtually cease.

However, if the object is opened, time moves freely until the object is closed again (if the spell is still active). If the object is broken open, the spell's duration ends, even if it is made permanent via the *permanency* spell.

*Time capsule* can be made permanent with a *permanency* spell at a cost of 15,000 gp and minimum CL 14th.

### TIME JUMP

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** touched construct

**Duration** 1d4+1 rounds

**Saving Throw** no; **SR** yes

You throw a construct forward through time. Effectively, the target disappears for 1d4+1 rounds. During this time, the creature cannot be perceived or scryed upon in any way, nor can it act or be acted upon, even with a *wish*.

Persistent effects with durations that affect the creature each round do not affect it, and spells or effects on the creature with durations do not have their durations decreased. When the creature returns to the time stream, it is unaware that any time has passed.

### TIME LOOP

**School** clockwork (enchantment) [temporal]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, F/DF (a loop of wire)

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Fortitude partial, see text; **SR** yes

You capture the target in a loop of time. The target must repeat the actions it took the round prior to being affected by this spell to the best of its ability. For example, if the target used all of its actions to move, it must do so again on the following round, although the direction of the move is up to the target.

If the target cannot perform the same action—for example, the only available potion bottle is empty, the memorized spell is expended, or the target of its attack is no longer within reach—then the target loses that action and cannot take one in its place. If the target succeeds on the Fortitude save, then it does not have to repeat its previous action but instead is staggered for 1 round.

### TIME STEP

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 3

**Components** V, S

**Casting Time** 1 standard action

**Range** personal

**Target** you

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

When you cast this spell, your movements become as darting as a hummingbird's, as if the rest of the world briefly pauses while you move and act.

For all natural modes of movement (including land, burrow, climb, fly, and swim) your base movement distance is doubled, including 5-ft. steps (which in



essence become 10-ft. steps). You can, for instance, cast a spell or take some other standard action and then make what would normally be a double move.

This will stack with another spell or similar effect that grants an enhancement bonus to your base speed (such as *expeditious retreat*) but it will not stack with a magically conferred movement type with a set speed (such as *fly* or *burrow*) or an enhancement with a specified maximum (such as *haste*). As with *expeditious retreat*, this spell will affect your jumping distance.

### TIME VORTEX

**School** clockwork (transmutation) [temporal]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, F (a clockwork butterfly)

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

**Area** 30-ft. radius spread

**Duration** 1 round/level

**Saving Throw** Will negates; **SR** yes

You disturb the currents of time to destabilize your target area, creating a swirling vortex of temporal energy. A creature in the area is subject to one of the following effects for that round, determined by rolling on the following table at the start of the creature's turn.

Table 2-16: Time Vortex Effects

ROLL D%	EFFECT
1-30	The target can only move at half speed for 1 round.
31-60	The target is staggered for 1 round.
61-90	The target is subject to slow for 1 round.
91-100	The target is subject to <i>temporal stasis</i> for 1 round.

The target can make a Will save each round to avoid the effect, but is subject to the spell each round he or she begins in the area.

### TIMELESS ENGINE

**School** clockwork (transmutation); **Level** cleric/oracle 7, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one clockwork device or construct

**Duration** permanent

**Saving Throw** none; **SR** yes (harmless)

This spell halts the normal processes of degradation in a non-magical clockwork device, rendering normal maintenance unnecessary and slowing fuel consumption to 1/10th normal. For magical devices and constructs, the spell greatly slows wear.

The affected magical device does not suffer any penalties for long-term wear, nor does it need fuel, grease, or winding nearly as often. A magical clockwork device, machine, or creature that normally requires daily

maintenance instead needs care only once per year. One that requires only monthly maintenance can go a decade between checks.

### TIMELY DISTRACTION

**School** evocation [chaos]; **Level** antipaladin 2, magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a handful of sand or dirt to be thrown)

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

**Targets** one creature or object

**Duration** 1 round/level

**Saving Throw** none; **SR** yes

You call forth a swirling, jerking, crackling wave of constantly shifting display pops, flashes, and swept-up debris. You can use this chaos to make a dirty trick combat maneuver against any one creature anytime during this spell's duration. Once you've attempted the dirty trick (successfully or not), the *timely distraction* ends.

The exact effect of the dirty trick is determined at random by rolling 1d6 (see table below). Your CMB for this dirty trick is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This dirty trick does not provoke an attack of opportunity. If your CMB check fails, this spell fizzles.

Table 2-17: Timely Distractions

ROLL D6	EFFECT
1	Blinded
2	Dazzled
3	Deafened
4	Entangled
5	Shaken
6	Sickened

This spell is particularly popular among lesser demons and proteans.

### TIRELESS

**School** clockwork (transmutation); **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** S, M (an everwound spring worth 50 gp)

**Range** touch

**Effect** one creature

**Duration** 24 hrs.

**Saving Throw** none; **SR** yes (harmless)

The target requires no food, drink, or rest, and gains the stamina of a machine. This allows the target to move three times its normal overland movement rate, perform three times the usual amount of labor (such as crafting a magical item or potion), or read and learn material at three times the normal rate. Creatures under the effects of this spell are immune to non-magical fatigue and exhaustion and suffer no consequences for not sleeping

or for overexertion. *Tireless* has no effect on magical fatigue or exhaustion.

### TOLLING DOOM

**School** necromancy **Level** bard 6, cleric/oracle 6, inquisitor 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, DF/F (a bronze bell)

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

**Target** up to 1 creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** see text; **SR** yes

When you cast this spell, the sound of a deep, tolling bell seems to ring out from somewhere above and beyond. Your designated targets are overcome with an impending sense of doom. Each round the bell tolls, targets must make a Will save or suffer a -1 penalty to attack, damage, ability checks, skill checks, and saving throws, as your spell erodes their resolve (the maximum penalty is -15).

Additionally, when a target of *tolling doom* is attacked, their opponent receives a bonus to confirm critical hits equal to the total penalty accrued by the target (e.g. a target suffering a -3 penalty grants a +3 bonus to an attacker's critical confirmation rolls.)

This spell has no effect on a target without an Intelligence score.

### TOOLKIT

**School** conjuration (creation) **Level** cleric 0, sorcerer/wizard 0

**Casting Time** 1 swift action

**Components** V, S

**Range** personal

**Target** you

**Duration** concentration

You can summon any known tool into your free hand to complete a specific task. The tool remains as long as you concentrate on this task. The spell gives a +2 circumstance bonus on any Craft skill.

### TORC OF THE PHARAOH

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

**Casting Time** 1 standard action

**Components** V, S, F (a small square of gold)

**Range** touch

**Target** creature touched

**Duration** 1 hr./level

**Saving Throw** Will negates (harmless); **SR** no

A tangible field of force surrounding the subject appears as a gold collar studded with small gems. Though the torc is tangible, it weighs next to nothing and the field of force surrounds the subject on all sides. The force provides the subject with a +4 armor bonus to AC and protects vital areas more effectively. When a critical hit

is scored on the subject or when sneak attack damage would be rolled, there is a 25% chance that the critical hit is negated and that damage is instead rolled normally. Additionally, there is a 25% chance that the sneak attack does not do additional damage.

Unlike mundane armor, a *torc of the pharaoh* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since the *torc of the pharaoh* is made of force, incorporeal creatures can't bypass it.

### TORC OF THE PHARAOH, GREATER

**School** conjuration (creation) [force]; **Level** sorcerer/wizard 4, summoner 4

**Casting Time** 1 standard action

**Components** V, S, F (a small square of gold)

**Range** touch

**Target** creature touched

**Duration** 1 hr./level

**Saving Throw** Will negates (harmless); **SR** no

This spell functions like *torc of the pharaoh*, except that the armor bonus increases to +6 and the chance to negate critical hit damage and avoid sneak attack damage increases to 50%. The spell's visual effect changes to that of a thick gold collar and chest plate studded with large, glittering gems.

### TOUCH OF CALLIMACHUS

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Will negates; **SR** yes

Your touch evokes a raised, bluish glyph on the subject. The target is more susceptible to your spells and takes a -2 penalty to all saves against spells you cast with the penalty, increasing by 1 per 4 caster levels to a total of -6 at 20th level. In addition, you gain a +2 bonus to caster checks to overcome the affected creature's spell resistance, if any.

### TRANSFORM SHIELD

**School** transmutation; **Level** cleric/oracle 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one shield

**Duration** 1 min./level (D)

You temporarily transform a shield into a tool, weapon, or other item of your choice with a volume and mass no greater than the shield (there's no minimum shield size) and of any material of your choice (that you have touched before).

Your shield could become a lockpick, bucket, grapnel, stake, trumpet, shackles, or darning needle. It could be made from pure silver, adamantite, ruby, or glass. It

gains the usual strength and durability of the material you've chosen. If broken, it instantly reverts to the intact shield it began as (if it's inside a living body or confined space, it teleports harmlessly out in a random direction far enough to get clear before it reverts to its original state). If you are touching the transformed shield, you can as a swift action make it revert to its shield form before the spell expires (ending the spell by doing so).

### TRANSPPOSITION

**School** conjuration (teleport); **Level** sorcerer /wizard 5  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch and medium (100 ft. + 10 ft./level)  
**Target** you and up to four other touched, willing creatures  
**Duration** 1 round/level (D)  
**Saving Throw** none; **SR** no

You select up to four other targets, and you may instantly trade places with each other. As an immediate action that does not provoke an attack of opportunity, any of the spell's recipients may teleport to the location of another recipient, which teleports to the first recipient's square. None of the creatures you designate may initiate a *transposition* with you, but you may initiate one with them.

The swap takes place instantaneously, so each creature involved in the swap must face the circumstances of any action(s) targeting the creatures before the exchange. The transposition must occur between two living creatures, but a recipient may initiate a transposition with an unconscious, sleeping, dying, or otherwise disabled recipient.

### TRAPSHADOW

**School** illusion; **Level** sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V, S, M (mirror or other reflective object)  
**Range** touch  
**Target** 1 trap  
**Duration** permanent until trap is triggered  
**Saving Throw** none (object); **SR:** None

*Trapshadow* increases the detection DC of a trap by an amount equal to half your caster level. This is an illusion effect, and any one touching the trap is able to make a Will save to disbelieve the illusion. (Usually, however, touching the trap also trips it.)

If *dispel magic* is cast on the trapped area, it may dispel this spell if it is the highest-level spell in the area. Also, if the trap is discharged, *trapshadow* ends and must be recast.

### TREASURE DISK

**School** conjuration (creation); **Level** magus 4, sorcerer/wizard 4  
**Components** V, S, M (a small crystal)  
**Casting Time** 1 standard action  
**Range** close (25 ft. + 5 ft./level)  
**Effect** 10-ft. diameter disk of force

**Duration** 2 hrs./level

**Saving Throw** none; **SR** no

This spell is used for moving large treasure hoards quickly. The disk can contain 10 gallons of liquid or 1,000 lbs. of weight per caster level. Otherwise treat as a standard *floating disk* spell. This spell is especially popular among dragons and dragonkin.

### TREASURE JUMP

**School** enchantment; **Level** sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a cricket, grasshopper, frog or toad)  
**Range** touch  
**Target** one object of a weight equal to 1 lb. per level.  
**Duration** permanent until triggered  
**Saving Throw** Fortitude negates (object); **SR** no (object)

The object enchanted with this spell can make a short teleporting hop of 10 ft. per caster level. You can initiate the hop by mental command (you must have line of sight to the object), or you may specify a predetermined location within range when the spell is first cast.

This spell is often used to lure foolish treasure hunters into dangerous areas, or to frustrate them by stealing valuables from their very hands. Kobolds also use pressure-plates that spring traps when the object is moved, or they cast this spell on support pillars within their lairs.

### TREASURE SCENT

**School** transmutation; **Level** alchemist 1  
**Casting Time** 1 standard action  
**Components** S  
**Range** medium (100 ft. + 10 ft./level)  
**Area** circle, centered on you, with a radius of 100 ft. + 10 ft./level  
**Duration** 1 min./level  
**Saving Throw** none; **SR** no

When you take this extract, you gain the ability to smell gold, silver, precious stones, etc. Any such treasure within range can be located as if you had the scent ability. For the purposes of this extract, treasure is considered an overpowering scent and cannot be masked or hidden by other strong odors.

### TRILLING FIELD

**School** evocation [sonic]; **Level** bard 2, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a dead cicada)  
**Effect** sonic field in a 30-ft. radius centered on you  
**Duration** 1 round/level  
**Saving Throw** none; **SR** no

You create high-vibrato sound in the area around you. This effect negates any sound-based blindsense or blindsight of creatures within the area (such as bats or a caster using the *echolocation* spell). Any creatures within the area of effect find the sound loud, painful, and

distracting, and they take a -1 penalty to attacks, ability checks, and skill checks.

Spellcasters must make concentration checks to successfully cast while within the field (DC equal to 10 + the spell's level). Deafened creatures are immune to penalties and do not need to make concentration checks. Those within the field must shout to be heard, and any hearing-based Perception checks are made with a -20 penalty.

### TRIPPING STICK

**School** transmutation; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F (a stick or pole)

**Range** close (25 ft. +5 ft. per level)

**Target** one stick or pole

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

**Saving Throw** none; **SR** no

You animate a stick or pole and use it to trip a nearby opponent. The stick can move up to 30 ft. in the first round as a free action. After the first round, you must concentrate to move the stick. The stick attacks one enemy within 5 ft. of it on your initiative, and when it attacks, it attempts a trip maneuver with a CMB equal to your CMD + your caster level. This attack does not provoke attacks of opportunity.

The stick can be attacked, and it has hardness and hp based on its construction. Wooden sticks have hardness 5 and 5 hp. Metal staves have a hardness of 10 and 10 hp. The stick can be broken and destroyed as normal, and it can be grappled, assuming it has a CMD equal to the caster's CMB + the caster's level.

### TRIUMPH OF ICE

**School** transmutation [cold]; **Level** cleric/oracle 7, druid/shaman 7, sorcerer/wizard 7, witch 7

**Components** V, S, DF

**Casting Time** 1 standard action

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

**Area** 5-ft. cube or one creature/level

**Duration** varies (see text)

**Saving Throw** see text; **SR** yes

You transform one of the five natural elements (air/fog, water, earth, fire, or lava) into to ice or snow. The effect varies depending on the element targeted, as listed below. All damage is limited to 20 dice.

- **Air/Fog:** Vapors condense into snow. If cast upon a *fog cloud*, *stinking cloud* or a similar effect this spell either suppresses that effect for 1 round per caster level or adds *freezing fog* (see page 176) to its other effects (your choice). Creatures with the air subtype take 1d6 hp damage per caster level and, if airborne, must make a Fly check (DC equal to the spell's save) or crash.

- **Water:** Water becomes a sheet of ice up to one inch thick per caster level. Creatures in the targeted area must make a Reflex save to avoid being caught and immobilized. Escape requires a successful Strength or Escape Artist check against the spell's save DC.

Affected creatures with the water subtype take no damage but are paralyzed for 1 round per level if they fail a Fortitude save. If successful, they are slowed for 1 round per caster level if they pass.

- **Earth:** You transform earth into permafrost, ending the duration of *rock to mud* or creating an effect similar to *mud to rock*. Creatures burrowing through the area do so at half their normal speed until the area thaws. If they can burrow through solid rock, their speed is unaffected.

Affected creatures with the earth subtype take 1d4 hp damage per caster level because this spell generates stress fractures that riddle their bodies.

- **Fire:** Fire is transformed into shards of ice, which function as caltrops if walked over. The ice melts normally and does not reignite unless it is part of the area of effect of an ongoing spell or similar effect. If that is the case, the flames return after 1 round per caster level.

Affected creatures with the fire subtype take 1d8 hp damage per caster level. They also are stunned for 1d3 rounds unless they make a successful Fortitude save.

- **Lava:** Lava is cooled and forms a stone crust up to one inch thick per every 2 caster levels. Exceptionally heavy weights may cause the crust to break (see rules for crossing ice in chapter five of *Northlands*, page 91).

Affected elemental creatures suffer damage or other negative effects depending on their subtype. Treat a creature with the water subtype as if the lava were water, a creature with the earth subtype as if the lava were earth, and so on. Creatures may be entitled to a Fortitude save for half damage or to limit or negate other effects, as listed above.

### TUNNELING SWARM

**School** conjuration (summoning); **Level** druid/shaman 3, ranger 3, witch 2

**Casting Time** 1 round

**Component** V, S, M (a handful of sawdust or sand)

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

**Effect** 5-by-8-foot opening, 5 ft. deep + 1 ft./3 levels

**Duration** 2 rounds/level (D)

**Saving Throw** none; **SR** no

You summon a swarm of burrowing insects (miner bees, carpenter ants, termites, trapdoor spiders, etc.) that cannot be used to attack, but they may be commanded to create a short tunnel through any earth or solid wood substance (not stone or metal) at a rate of 5 ft. per round. The insects will reinforce unstable substances, such as sand, so the resulting tunnel does not collapse onto the caster.

Several *tunneling swarm* spells can then form a continuing passage to breach very thick walls. When *tunneling swarm* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *tunneling swarm* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

### TWIST THE SKEIN

**School** divination; **Level** cleric/oracle 1, witch 1  
**Casting Time** 1 immediate action  
**Components** S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** none; **SR** no

You tweak a strand of the subject's fate as they are making an attack roll, saving throw, or skill check. The target receives a circumstance modifier of 1d20-10 to his or her check, which may be enough to retroactively turn a failure into a success (or vice versa). The target must take the modified result even if it's worse than the original.

**Mythic:** When determining the fate modifier granted by this spell, roll 1d20-10 twice. You can pick which result is applied.

### TWISTMAP

**School** transmutation; **Level** sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, F (an incorrect map of the local region)  
**Range** touch  
**Target** one map  
**Duration** 2 hrs./level  
**Saving Throw** none (object); **SR** none (object)

This spell renders a map subtly but seriously inaccurate by changing the direction of critical turns, suggesting blind or unexplored areas are in fact already travelled, etc. When making a Survival or Perception check using the map, the GM should secretly add a -10 to the roll. A failed result should be described to the party as a success, but the GM should then lead them into a trap or dead end. The party may make a DC 20 + the caster's level Survival check to figure out that the map has been magically altered if they specifically ask about its accuracy.

### UNCANNY REACH

**School** conjuration (dimensional); **Level** magus 2, sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** S  
**Range** personal  
**Target** you  
**Duration** 1 round/level (D)

By leveraging shortcuts through extradimensional space, you extend your natural reach by 5 ft. per 2 caster levels. When manipulating objects and landing melee and touch attacks at this augmented distance, your arm appears to end at an elbow of roiling flesh where it passes into the extradimensional space. A few feet later, your disconnected forearm and hand emerge at a similar knot of flesh. You gain a +2 attack bonus against any opponent who has not previously witnessed you perform an augmented reach with this spell.

### UNCANNY UTTERANCE

**School** illusion (figment); **Level** bard 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a bit of goose down)  
**Range** long (400 ft. + 40 ft./level)  
**Targets** Any creatures within range looking in the caster's direction  
**Effect** illusory sounds  
**Duration** 10 min./level  
**Saving Throw** Will disbelief; **SR** no

*Uncanny utterance* expands and amplifies your speech, making it easy for you to be heard by any affected creatures looking in your direction—they hear your voice as if you were 5 ft. away. As long as an affected creature is looking in the direction of the caster, the sound remains audible to them even if the caster is far away and barely visible. Any creature that hears the *uncanny utterance* receives a Will save to disbelieve the spell. Each affected creature may also voluntarily look away to stop hearing the utterance on their next turn.

### UNHOLY WORD

**School** evocation [evil, sonic]; **Level** sorcerer/wizard 9, witch 9  
**Casting Time** 1 standard action  
**Components** V  
**Range** 60 ft.  
**Target** all creatures in a 60 ft. radius  
**Duration** instantaneous  
**Saving Throw** Fortitude partial; see text; **SR** yes

When casting this spell, you let out a terrifying cry that affects all creatures within range. This powerful sonic attack strikes fear into the hearts of those affected and damages their sensitive tissues, causing shortness of breath, bleeding from the eyes and ears, and temporary blindness and deafness. Those within the area of effect take 1d6 hp damage per caster level (maximum 20d6, successful Fortitude save halves).

In addition, those affected suffer the following ill effects according to how many Hit Dice they possess.

Table 2-18: Unholy Word Effects

HIT DICE	EFFECT
Equal to caster level	Bleeding, fatigued
Up to caster level -1	Deafened, bleeding, fatigued
Up to caster level -5	Blinded, deafened, bleeding, fatigued
Up to caster level -10	Panicked, blinded, deafened, bleeding, fatigued

**Bleeding:** The creature takes 2d6 hp bleed damage. Save reduces bleed damage to 1d6 hp.

**Fatigued:** The creature becomes fatigued. Save negates.

**Deafened:** The creature is deafened for 2d4 rounds. Save reduces the deafened effect to 1d4 rounds.

**Blinded:** The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

**Panicked:** The creature is panicked for 2d6 rounds. Save means the creature is shaken for 1d6 rounds.

### UNSLEEPING

**School** transmutation; **Level** cleric/oracle 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** touched creature

**Duration** 10 hrs./level

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

You or one touched spell recipient will feel a continuous, faint tingling as this spell works. The target does not get tired or suffer any effects of fatigue, including loss of alertness, drowsiness, and damaged concentration. The target remains awake, alert, and fresh.

If multiple *unsleeping* spells are cast upon you or another target before existing ones expire, this augmentation can continue indefinitely. However, when the *unsleeping* effect ends, the target can't enjoy the benefits of *unsleeping* again until twice the total length of the previous effect has elapsed.

Most shieldmaidens use *unsleeping* sparingly in desperate situations where forced marches, prolonged guardianship, or lengthy sentinel duty are vital. For more about shieldmaidens and their magic, see page 64.

### VAMPIRIC FOG

**School** necromancy (necrophagy); **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** fog spreads in 20-ft. radius, 20 ft. high; see text

**Duration** 1 round/level

**Saving Throw** none; **SR** no

You harness an eldritch power and project it into a cloud of blood red, hazy vampiric mist.

In addition to obscuring sight in the same way as *fog cloud*, the fog deals 2 points of Constitution drain and sickens creatures within it each round on your turn, starting when you cast the spell. If a creature is reduced to 0 Constitution points, it dies.

Creatures that move out of the fog's area of effect are sickened for the following 2d6 rounds.

### VEIL COMPANION

**School** illusion (glamer); **Level** druid/shaman 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** your companion creature, familiar, or mount, which must be Large or smaller

**Duration** 1 min./level (D)

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

By means of this spell, your companion creature appears as a common object. Creatures that directly interact with the companion receive a Will save to detect the illusion.

### VEIL COMPANION, GREATER

**School** illusion (glamer); **Level** druid/shaman 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

**Duration** 10 min./level (D)

This spell provides the same benefit as *veil companion*, and it also provides the benefit of *invisibility* as the spell.

*Greater veil companion* also gives the affected creature immunity to effects with of the divination (scrying) subtype. A scrying attempt automatically fails if it specifically targets the creature, or it fails to detect the creature if the scrying is performed over an area.

### VICIOUS SPIKES

**School** transmutation; **Level** druid/shaman 2, sorcerer/wizard 2

**Components** V, S

**Casting Time** 1 standard action

**Range** touch

**Target** living creature touched

**Duration** 1 round/level

**Saving Throw** Will negates (harmless); **SR** no

The target of the spell sprouts bony spikes all over its body, head, and limbs for the duration of the spell. This does not harm the target, but it does give it a natural piercing attack similar to armor spikes, except it is always proficient with them. Otherwise, use the rules and damage for armor spikes found in the *Pathfinder RPG Core Rulebook*.

### VIEW THE PAST

**School** divination [temporal]; **Level** cleric/oracle 2, druid/shaman 2, inquisitor 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 min./level (D)

**Saving Throw** none; **SR** no

This spell allows you to experience events from up to 10 years per caster level in the past. You experience events at a location as if you were present when the event occurred. If you are trained in the skill, you can make Knowledge (history) checks with a +5 bonus to focus on relevant events.

### VIGILANT FIST

**School** evocation; **Level** cleric/oracle 5, paladin 4  
**Casting Time** 1 standard action  
**Components** V, S, M (a drop of your blood)  
**Range** long (400 ft. + 40 ft./level)  
**Area** An area up to 10 cubic ft./level  
**Duration** 1 hr./level  
**Saving Throw** none; **SR** special

You create an invisible, immobile, warded area. If anything moving intrudes into this area, the *vigilant fist* activates. The area can include existing elements that move, such as hanging curtains or lamps, and their movements won't trigger the magic, but if anything new enters the area, the spell awakens.

The air of the warded area solidifies into an invisible fist that strikes the intruder with a single blow. It receives a +9 bonus to hit (spell resistance reduces this to no attack bonus), and it deals bludgeoning damage of 4d4+1 hp per caster level. At the same time, the air gives you a solid but harmless rap on the knuckles or shoulder to awaken or alert you to the intrusion. If there are multiple intruders, the foremost will be attacked; if multiple intruders attack in a line and none is foremost, the largest is struck (if they are the same size, a random intruder will be struck).

A *vigilant fist* is usually cast in an entrance, across a passage, behind the caster, or to guard a back way while the caster personally guards the front. The caster of *vigilant fist* can't be taken unawares when sleeping.

### VISAGE OF MADNESS

**School** enchantment (compulsion) [evil, mind-affecting]; **Level** antipaladin 4, cleric/oracle 5, sorcerer/wizard 5, witch 5  
**Casting Time** 1 standard action  
**Components** V, S  
**Effect** A gaze attack that drives foes mad  
**Duration** 1 min./level (D)  
**Saving Throw** Will negates, Fort partial, see text; **SR** yes

When you cast this spell, your face takes on aspects of a demon lord's, momentarily driving enemies mad. For the duration of this spell, you gain a gaze attack. Any foe within 30 ft. of you must make a Will save or spend its action clawing or gouging their eyes with an available weapon. The self-inflicted attack deals 1d6 hp + the foe's Strength modifier, and the creature must make a Fortitude save or be permanently blinded. A successful Fort save reduces the duration of the blindness to 1d4 rounds.

Creatures that fail their Will saves must make additional Will saves each round for the duration of the spell; if they fail, they keep clawing until they permanently blind themselves. A *calm emotions* or successful *dispel magic* will end the compulsion, though creatures are still vulnerable to further exposure to the gaze attack.

### VITAL MARK

**School** transmutation; **Level** alchemist 2, antipaladin 2, cleric/oracle 2, magus 2, sorcerer/wizard 2, witch 2

**Components** V, S  
**Casting Time** 10 min.  
**Range** touch  
**Target** item touched  
**Duration** 24 hrs.  
**Saving Throw** none; **SR** no

You perform a ritual that marks one unattended magic item (including weapons and armor) with a clearly visible stain of your blood. The exact appearance of the bloodstain is up to you, but the magic item's abilities do not function for anyone else as long as the bloodstain remains on it.

For example, a +1 *flaming kukri* with a *vital mark* is a non-magical kukri in anyone's hands. It only functions as a +1 *flaming weapon* for the caster who placed the bloodstain upon it.

This spell can be made permanent with the *permanency* spell for a cost of 5,000 gp and minimum caster level 10th. A *vital mark* can be removed with spells like *dispel magic*.

### VOICE OF THE DRAGON

**School** transmutation; **Level** sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a dragon scale)  
**Range** personal  
**Target** see text  
**Duration** 1 min./level  
**Saving Throw** Will partial; **SR** no

You change your voice to that of a powerful adult dragon. While under the effects of *voice of the dragon*, you may speak in a booming voice that can be heard clearly up to one mile away. You may also create any vocalizations that an adult dragon would be able to create, such as a hiss or roar. You gain a +10 bonus on Disguise and Bluff checks to conceal your identity from creatures that cannot see you.

In addition, once during the duration of the spell, you may emit a terrifying draconic roar that causes all opponents within 60 ft. to become frightened for 1d6 rounds; kobolds who fail their saving throws cower for 1d6 rounds instead. Creatures that succeed on their saving throws become shaken for 1 round. Kobold allies in the area of effect gain a +2 morale bonus on attack rolls and saving throws against fear for 1 min. Using this effect does not end the spell.

### VOIDMOTE

**School** conjuration; **Level** bard 2, cleric/oracle 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./level)  
**Effect** black missile fires from caster's hand towards target  
**Duration** 1 round per caster/level  
**Saving Throw** Reflex partial; **SR** yes  
 An urchin-shaped missile made from the black stuff



of the Void flies from your fingers, deals 1d3+1 hp cold damage, and may fatigue the target.

The missile strikes unerringly, even if the target is in melee combat, as long as you have line of sight. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. The target may make a Reflex save to avoid being fatigued.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures, and each missile has the possibility of fatiguing the target (although a creature hit with multiple missiles is only subject to one chance of being fatigued for one round). A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

### VOLLEY SHIELD

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

**Casting Time** 1 standard action

**Components** S

**Range** touch

**Target** creature touched

**Duration** 1 round/level or until discharged

**Saving Throw** Will negates (harmless; see text); **SR** yes (harmless; see text)

This spell brings into existence an invisible, moving shield with a reflective surface that can absorb damage from incoming spells, projectile weapons, and melee weapons. The shield grants the target DR 15/magic. The shield remains in effect for its duration or until it prevents 15 hp damage/caster level. When it absorbs this maximum amount of damage, the shield immediately dissipates.

The shield can also volley spells back to their originator. When the target is the subject of an opposing spell, it must make a saving throw as normal. If this save succeeds, the shield successfully volleys the spell back to its original caster. The returned spells' range, duration, saving throw, and other components remain unchanged. The original caster receives the appropriate saving throw versus the returned spell and suffers any ill effects the spell might cause.

### VOLUND'S INSTANT PILLAR

**School** transmutation [earth]; **Level** cleric/oracle 1, druid/shaman 1

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Area** 5-ft. square

**Duration** 1 round/level

**Saving Throw** see text; **SR** no

Upon completing this spell, a short pillar of stone and earth abruptly rises 5 ft. from the ground in the target area. The 3-ft. diameter column has hardness 8, 300 hp, and break DC 25. The pillar does not fill the entire space,

and so it does not block movement, but it does count as difficult terrain.

The pillar grants cover to a Medium or smaller creature in its square. A Medium or smaller creature in the square when the pillar rises must make a Reflex save to avoid being suddenly shoved upward with the force of the pillar. Those that fail are knocked prone in the square and carried up 5 feet on top of the pillar. A creature may choose to remain on the pillar deliberately.

### VOLUND'S INSTANT PILLAR, GREATER

**School** transmutation [earth]; **Level** cleric/oracle 3, druid/shaman 3

**Area** 15-ft. radius burst

As *Volund's instant pillar*, except it creates a separate pillar in each square in the area of effect. The space between them is small, but drains away water, mud, liquids, and heavy gasses. Gaseous creatures can take full cover between the burst pillars.

### VOLUND'S RENDING GRASP

**School** transmutation [earth]; **Level** cleric/oracle 3, druid/shaman 3

**Casting Time** 1 standard action

**Components** V, S, M (a small clay disc carved with an image of a claw)

**Range** touch

**Target** 1 creature

**Duration** 1 round/level

**Saving Throw** see text; **SR** yes

This spell functions like *Volund's vengeful grasp*, but it also prevents the target from charging and deals 1d4 hp bludgeoning damage per round. Any round in which the target makes its Reflex save, it avoids taking damage and can move and charge freely (but this does not end the spell effect).

### VOLUND'S VENGEFUL GRASP

**School** transmutation [earth]; **Level** cleric/oracle 1, druid/shaman 1

**Casting Time** 1 standard action

**Components** V, S, M (a small clay disc)

**Range** touch

**Target** 1 creature

**Duration** 1 round/level

**Saving Throw** see text; **SR** yes

This spell causes tiny, grasping hands to burst from the earth to grab and harass the target. Each round, the target must make a Reflex save as a swift action or suffer a 10 ft. penalty to its base speed (minimum 0 ft.). A successful Reflex save does not end the spell but frees the target from the spell's effects for 1 round.

This spell affects other modes of movement as well, such as burrow and climb, but specifically does not affect flying and swimming. The movement slowing effect of this spell does not stack with those of similar spells, such as *slow*.

## VOMIT GREEN SLIME

School conjuration (creation) [acid]; Level alchemist 3

**Casting Time** 1 standard action

**Components** S

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous; see text

**Saving Throw** Reflex half; see text; **SR** no

You vomit forth a cone of caustic slime that liquefies organic material. Creatures caught in the cone initially suffer 1d8 hp acid damage per two caster levels. A successful Reflex save halves this damage.

On subsequent rounds, those that have taken initial damage from this extract suffer 1 point of Constitution damage per round as the slime dissolves their flesh. Anything that deals cold or fire damage, a piercing or slashing weapon, sunlight, or a *remove disease* spell destroys this extract's slime; although if the target is hit with cold, fire, piercing, or slashing damage to dissolve the slime it must also take that additional damage.

Scraping off the slime (thereby destroying the scraping device) also destroys this slime and ends the continuing damage.

Additionally, dousing the affected creature with a vial of nushadir pellets (see the *Pathfinder RPG Core Rulebook*) or a flask of nushadir-water neutralizes the slime. However, if this is done, the target is nauseated for 1d4 rounds (Fort DC 10 negates).

## VOMIT TENTACLES

School transmutation; Level antipaladin 2, cleric/oracle 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of a tentacle)

**Range** 15 ft.

**Effect** tentacles that attack 1 chosen target within range

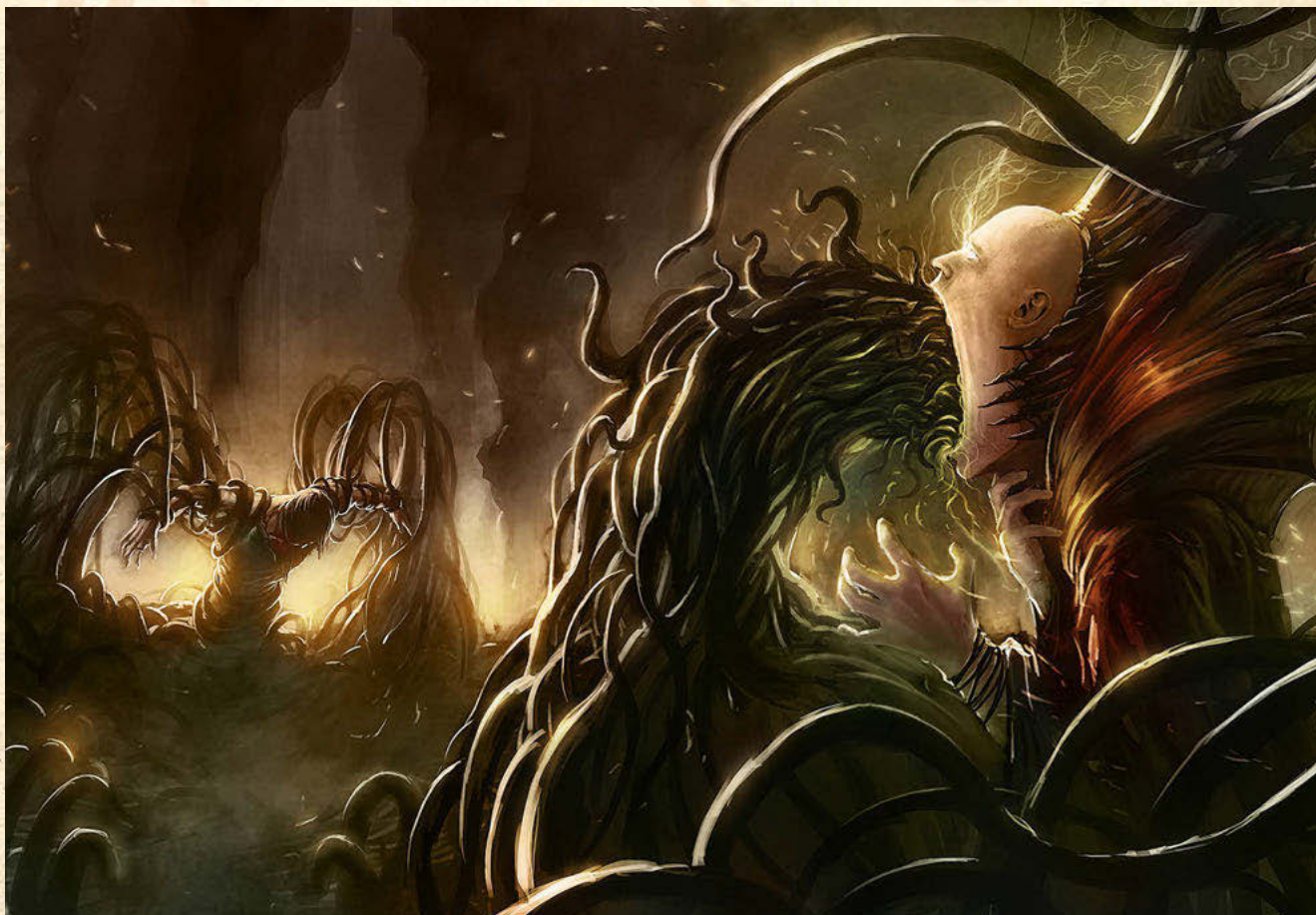
**Duration** 1 round/level

**Saving Throw** none; **SR** no

Upon casting this spell, your jaws distend and you spew myriad thin, slimy tentacles from your mouth, which grasp and bind your opponents. While the spell is in effect, you are incapable of speech and cannot cast spells with verbal components.

The tentacles have a 15-ft. reach and can initiate a grapple on any one foe within range. The tentacles' CMB uses your character level as its base attack bonus with a +4 Strength bonus (or your own bonus, whichever is higher) and a +1 size bonus. If the grapple is successful, the tentacles inflict 1d6 hp+4 (or your Str bonus, if it's higher) damage and the target gains the grappled condition.

Each round the grapple is maintained, the tentacles inflict another 1d6+4 (or your Str bonus, if it's higher), and they can perform other grapple maneuvers. The CMD for escaping the tentacles is equal to 10 + their CMB + your Dex modifier. The tentacles can grapple more than one opponent at a time, but they may only



## Vril Spells and Class Options

Although any character of the appropriate class can use them, the vril spells that appear in this chapter particularly complement the vril adept and vrilbound magus archetypes. Details on those class options can be found in Chapter 6: Archetypes. Additionally, more information about vril magic in general—including feats and items—can be found on page 73 in Chapter 1: New Magic Options.

grapple one opponent per round, and they may only grapple foes adjacent to you.

The tentacles provide a +4 racial bonus to drag and reposition maneuvers against targets grappled by the tentacles, and you provoke no attacks of opportunity for performing these maneuvers. You also gain a +4 competence bonus to your CMD against such maneuvers if they are attempted by your grappled foe. The tentacles can be attacked to free the grappled opponents. Inflicting 5 hp slashing damage per your caster level severs enough tentacles to free all grappled opponents. Any severed tentacles regrow so long as the spell persists, and they are usable again on your next action.

### VORACIOUS VERMIN

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

**Casting Time** 1 standard action

**Components** V, S

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

**Targets** all creatures in a 20-ft.-radius burst

**Duration** 1 round/level

**Saving Throw** none; **SR** no

Like *skittering vermin* (see page 239), the targets of this spell are besieged by phantasms of small, strange, imp-like creatures darting among the shadows. Unlike that spell, however, the mocking malevolence of the shadowy varmints is a tangible threat capable of actually harming the spell's targets.

The affected targets are aware that as long as they move at half speed, avoid taking attacks of opportunity, and are considered flanked due to the distraction of the *voracious vermin*, attacks from the skittering horrors produced by the spell's effect are warded. The voracious vermin attack any target that moves at full speed, that is the target of an attack of opportunity, or that chooses to forego the flanking penalty on any given round.

The conjured vermin have an attack bonus equal to your caster level, deal 1d6 hp slashing damage + your Intelligence modifier per attack, and gain bonuses appropriate to an invisible creature (see *invisibility*). Each affected target that forgoes the precaution penalties may be attacked once per round. Though affected subjects

may see brief glimpses of the attacking entities, they are treated as a spell effect, not actual creatures, and cannot be attacked. They can be dispelled normally.

### VRIL ANNEXATION

**School** transmutation; **Level** sorcerer/wizard 2

**Casting Time** 1 swift action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round

This spell allows you to convert a selected touch-range spell into compatible vril energy, effectively delivering its effects at a range through a ray of vril rather than dealing the vril blast's normal damage or healing.

When you cast this spell, select any touch-range spell of 4th level or lower that you can cast. This prepared spell or spell slot of the appropriate level is converted into vril energy and stored for 1 round, during which time you can unleash a vril blast as a standard action. You must make a ranged touch attack roll for this ray with a +2 bonus. This ray delivers the effects of the sacrificed-touch range spell to the target. If the converted energy of the spell is not used in 1 round, the spell energy is wasted.

### VRIL ANNEXATION, GREATER

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

**Casting Time** 1 swift action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round

As *vril annexation*, but your blast delivers the converted touch spell and deals a normal amount of damage (1d6 hp damage per spell level sacrificed +1 hp per caster level) or healing (2 hp for every level of the sacrificed spell of spell slot +1 hp/caster level). If the converted energy of the spell is not used in 1 round, the spell energy is wasted.

### VRIL CONVERTER

**School** transmutation; **Level** sorcerer/wizard 2, magus 2

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

For the duration of this spell, you are able to convert spell energy into searing rays of raw, primordial force by sacrificing prepared spells or unused spell slots of 1st level or higher and channeling them into blasts of raw vril.

This ray resolves as a ranged touch attack with a range increment of 30 ft. This attack deals 1d6 hp damage per spell level sacrificed +1 per caster level. Alternatively, the blast heals 2 hp for every level of the sacrificed spell or spell slot +1 per caster level. 0-level spells cannot be converted in this manner.

### VRIL FEEDBACK

**School** transmutation; **Level** sorcerer/wizard 3, magus 3  
**Casting Time** 1 immediate action; see text  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** instantaneous

You convert an enemy's destructive spell energy into a vril reservoir from which you can temporarily draw to power your own abilities. You can cast this spell as an immediate action after successfully saving against a single-target spell or a ray directed at yourself or your gear. When you do, you absorb that hostile spell's energy into your body.

You store this energy for 1 round, and during that time you can use it to power any vril-based special abilities you can use, rather than sacrificing your own prepared spell slots. Use the absorbed spell's level to calculate the ability's effects. You can absorb, but not expend, spell energy of levels greater than those you are capable of casting. The spell level you can harness and expend through your vril-based ability is limited by the highest-level spell slot or prepared spell you can cast.

Any additional energy absorbed from spell slots of higher level than you can cast immediately dissipates. In any case, all the absorbed energy dissipates after 1 round if not used.

### VRIL REFRACTION

**School** transmutation; **Level** sorcerer/wizard 1  
**Casting Time** 1 swift action  
**Components** S  
**Range** personal  
**Target** you  
**Duration** 1 round/level

For the duration of this spell, you can refract your vril blasts, splitting your vril ray into two. Each ray attack is resolved as a separate ranged touch attack, and each target takes half as much damage or healing as normal (round down).

### VRIL TRANSISTOR

**School** transmutation; **Level** sorcerer/wizard 2, magus 2  
**Casting Time** 1 standard action  
**Components** S  
**Range** personal  
**Target** you  
**Duration** 1 round/level

This spell greatly enhances the damage and range of channeled vril energy. For the duration of the spell, any vril blast or special ability that inflicts vril-based damage is treated as if it were empowered, as the metamagic feat Empower Spell. Increase all variable numeric effects by half. In addition, the effect's range or area increases by 50%.

### VRIL TULPA

**School** transmutation; **Level** sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** special (see below)

This spell creates a tulpa, or thoughtform, made of pure vril energy harvested from a sacrificed spell. When you cast this spell, select any other prepared spell or available spell slot of 1st-level or higher. You shape the harvested vril energy of that slot into an adjacent thoughtform, creating a silvery, quasi-real version of yourself. The tulpa is tethered to your body via a fine, mercurial umbilical cord.

The thoughtform looks like you but has a silvery translucence, and it can be used just like an *unseen servant*, with an effective Strength score of 2 (so it can lift 20 lbs., drag 100 lbs., exert 20 lbs. of force, and use skills that can be used untrained with a DC no higher than 10). The tulpa has a base land speed equal to your own, and for each level of the sacrificed spell, the tulpa has 4 hp, a duration of 2 rounds, and an AC equal to 10 + the sacrificed spell's level.

As a move action, you can direct the thoughtform to move (it cannot fly, climb, or even swim, though it can walk on water). The umbilical tether has a length of 10 ft. per spell level sacrificed to create it, and if the tulpa is directed to move beyond this range, the tether snaps and the tulpa is immediately dismissed. During your turn, you can switch from using your senses to those of the tulpa, or back again, as a swift action, and when doing so you can see through its eyes and hear through its ears as if you were standing where it is. While you are using its senses, your body is considered helpless.

The tulpa is primarily a remote viewing thoughtform, easily directed around corners and into rooms within range of its umbilical tether. For non-vril specialists, the tulpa cannot attack in any way; it is never allowed an attack roll. It can be attacked and targeted (it gets no saves against attacks and cannot fight defensively), and it dissipates immediately if it takes damage equal to or greater than its hp. If the tulpa is destroyed while you are sharing its senses, your senses are shunted back to your body and you are staggered for 1 round.

Those proficient in manipulating vril (those capable of producing vril blasts, either through an archetype, bloodline, feat, spell, or wizard school) can sacrifice spells and channel vril blasts through the umbilical tether when sharing the tulpa's senses, with the blasts originating from the thoughtform instead of from the caster. You must still roll an attack roll as normal.

### VRIL VAMPIRISM

**School** transmutation; **Level** sorcerer/wizard 3  
**Casting Time** 1 swift action  
**Components** V, S  
**Range** personal

**Target** you

**Duration** 1 round

**Saving Throw** special (see below); **SR** yes

This spell allows you to augment your next vril blast by drawing life energy from your target. On any round in which you cast this spell as a swift action, you can sacrifice spells or spell slots as normal to create vril blasts. If you succeed on the blast's ranged touch attack, it deals damage as normal. On a successful attack, you gain temporary hp equal to the damage dealt. There is no save against this effect. You can't gain more than the subject's current hp + the subject's Constitution score (which is enough to kill the subject). The temporary hp disappear 1 hr. later.

If the target can cast arcane spells, you can siphon spell energy from the subject rather than gaining temporary hp. The vril blast deals damage as normal, but rather than gaining temporary hp, you drain 1 spell level or spell slot for every die of damage you inflict. Spellcasting targets lose a corresponding number of prepared spells or spell slots appropriate to the drained spell levels, chosen randomly. A successful Fortitude save avoids this draining effect, but not the damage.

### WALKING WALL

**School** transmutation; **Level** sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M (100 miniature axes)

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

**Effect** one mobile wall composed entirely of axes

**Duration** 1 min./level

**Saving Throw** none; **SR** no

This spell creates a monstrous wall of swinging axes from the pile of miniature axes you use in the casting of the spell. The wall takes on a vaguely humanoid shape, stands 10 ft. tall, and has a space and reach of 10 ft. You direct the wall as a move action, but it will continue executing any command you gave it previously if you choose not to direct it.

The wall has a base speed of 50 ft. (it cannot run or charge), and it can make a total of four attacks per round. Each axe deals damage as a Large battleaxe (1d10/x3) and attacks with an attack bonus equal to your caster level plus your Charisma and Intelligence modifier (whichever is greater) minus 1 (for its Large size). The axe wall has hardness 20 and 200 hp.

### WALL OF BONES

**School** conjuration (creation); **Level** sorcerer/wizard 5, white necromancer 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** wall of interlocking bones, up to one 10-ft. cube/level (S)

**Duration** 10 min./level (D)

**Saving Throw** none; **SR** no

This spell creates a solid wall of very strong, interlocking bones which is 1 inch thick per caster level.

It covers up to a 10-ft.-square area per caster level. Thus, a 10th-level caster can create a *wall of bones* 100 ft. long and 10 ft. high, a wall 50 ft. long and 20 ft. high, or any other combination of length and height that does not exceed 1,000 sq. ft..

The wall can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. The wall cannot be conjured to occupy the same space as a creature or another object.

A *wall of bones* can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-ft. square of the wall has hardness 6 and 10 hp per inch of thickness.

A section of the wall is breached when its hp drop to 0. If a creature tries to smash through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

### WALL OF DARKNESS

**School** illumination (evocation) [shadow]; **Level** shadowsworn 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** S

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

**Duration** concentration plus 1 round/level (D)

**Saving Throw** see text; **SR** yes

You conjure a wall up to 10 ft. tall and 10 ft. long per level, or a sphere or hemisphere with a radius of 5 ft. plus 1 ft. per level. A *wall of darkness* cannot be seen through with any sort of vision, magical or otherwise, including divination spells up to 5th level.

While *dimension door* and similar spells can bypass the wall, anyone who attempts to physically pass through it immediately sustains 3d6 + 1 hp/caster level (maximum +20) hp cold damage and must make a Fortitude check or take 1 point of Strength damage.

If the spherical or hemispherical construction of the wall is used to trap a victim, then a Reflex save allows the victim to avoid imprisonment.

A *light* spell can weaken a *wall of darkness*, reducing damage sustained by those passing through it to 1d6 + 1 hp/caster level and eliminating the Strength damage. The damage reduction and elimination lasts only 1 round.

*Daylight* completely negates a *wall of darkness* for 1 round. *Sunburst* dispels a *wall of darkness*.

A *wall of darkness* can be made permanent with a *permanency* spell. This costs 5,000 gp and requires minimum caster level 10th.

### WALL OF NOTHINGNESS

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** a wall covering one 5-ft. square/level (S)

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

**Saving Throw** Fortitude partial (object); **SR** yes

You create a wall of utter nothingness torn from the very outer rim of the galaxy. The wall cannot be moved or damaged. Any unattended object passing through the wall is automatically destroyed. Creatures passing through a *wall of nothingness* take 2d6 hp damage per caster level (maximum of 40d6). Any creature reduced to 0 or fewer hp by the wall is entirely disintegrated, leaving nothing behind. Any creature that makes a successful Fortitude save is partially affected and suffers 10d6 hp damage. If this reduces a creature to 0 hp it is entirely disintegrated, requiring resurrection or a more powerful spell to bring it back to life.

Spells such as *dispel magic* can remove a *wall of nothingness*. The wall must be continuous and unbroken when formed. If any object or creature breaks the wall's surface, the spell fails.

A *wall of nothingness* blocks line of sight and line of effect.

A *wall of nothingness* can be made permanent with a *permanency* spell. This costs 25,000 gp and requires minimum caster level 16th.

### WALL OF RUNES

**School** necromancy; **Level** cleric/oracle 6, sorcerer/wizard 6, summoner 5, witch 6

**Casting Time** 1 standard action

**Components** V, S, M/DF (a rune inscribed on a piece of parchment)

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

**Effect** ephemeral wall one 10-ft. square/level

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

**Saving Throw** Will negates; **SR** yes

An opaque wall covered in shimmering runes springs into existence. The runes may take on different appearances depending on the culture from which you hail—some appear as detailed hieroglyphs, others as complex cuneiform—but whatever the appearance of the wall, its effects are the same.

The wall is ephemeral and offers no physical resistance, but anyone passing through the wall must succeed at a Will save or be cursed.

Choose one of the following curses when casting this spell. The wall imposes this curse on all creatures that pass through it.

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

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

### WALL OF TIME

**School** clockwork (abjuration) [force, temporal]; **Level** cleric/oracle 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, DF/F (an hourglass)

**Effect** wall of magical gears up to 20 ft. long/level or a ring with a radius of 5 ft./2 levels

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

**Saving Throw** none; **SR** yes

A wall of shimmering blocks and intangible, moving gears springs into existence. Non-magical ranged attacks that cross the wall vanish into time. The wall offers total concealment (50% miss chance) against magical ranged attacks and spells that pass through the wall. A creature that passes through the wall is slowed, per the spell *slow*, for the duration of this spell.

This wall is considered a force effect.

### WALL OF VISCERA

**School** conjuration [fear, mind-affecting]; **Level** sorcerer/wizard 5, summoner 4, witch 4

**Components** V, S, F (a miniature dagger)

**Casting Time** 1 standard action

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

**Effect** wall up to 10 ft./level long and 5 ft./level high (S)

**Duration** 1 round/level

**Saving Throw** Will partial; **SR** yes (see text)

When you cast this spell, you prick yourself with the focus, dealing 1 hp damage. If this damage is somehow prevented or negated, the spell is not cast.

You create a 5-ft.-wide, opaque curtain of undulating, clotting blood. While the wall must be vertical, you can shape it in any continuous path along the ground that you like. You can even create a cylindrical or square *wall of viscera* to enclose specific points.

Creatures in liquid or gaseous forms cannot pass through the wall (though ethereal or insubstantial ones can), and neither can most gases, liquids, and gas or liquid breath weapons. If the wall is conjured in the same square as a creature that could not pass through it, the creature is immediately and harmlessly shunted to the nearest open space. The squares containing the wall are considered difficult terrain for creatures that can pass through it.

The wall emanates an aura of dread. Any living creature that wishes to pass through the *wall of viscera* must succeed at a Will save to do so. The save must be made each time the creature wishes to pass through the wall (or remain in the wall if it pauses partway through). This unwillingness is a mind-affecting fear affect.

If a creature with spell resistance attempts to pass through the wall, it must make a caster level check when it first does so. If the check fails, the creature can ignore the wall's fear effect. When you cast this spell, you may exclude yourself from the fear effect, as well as up to one creature per level if you possess a drop of blood from each creature to be excluded.

Creatures that resist or are immune to the fear effect

of this spell still must treat the wall as a physical object that blocks vision, resists liquids and gases, and counts as difficult terrain.

### WALL OF WATER

**School** evocation [water]; **Level** druid/shaman 5, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (a handful of water)

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

**Effect** opaque sheet of water up to 20 ft. long/level or a ring of water with a radius of up to 5 ft./2 levels; either form 20 ft. high

**Duration** concentration +1 round/level

**Saving Throw** Reflex partial; see text; **SR** yes

You create an opaque, upright wall of water that blocks vision. Creatures trying to pass through the wall take 2d6 hp bludgeoning damage +1/caster level (maximum +20) and must make a Reflex save or be pushed back 5 ft. The wall deals double damage to creatures with the fire subtype.

If you evoke the wall so that it appears where creatures are, each takes damage as if trying to pass through the wall (half damage on a successful Reflex save). Each is pushed into a square of the creature's choice adjacent to the area occupied by the wall. If any 5-ft. length of wall takes 20 hp or more of magical fire damage in 1 round, that length evaporates.

*Wall of water* can be made permanent with a *permanency* spell. This costs 5,000 gp with minimum caster level 10th. A permanent *wall of water* suppressed with fire becomes inactive for 10 min., then reforms at normal strength.

### WARP METAL

**School** transmutation; **Level** alchemist 2

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** 1 round/level; see text

This extract allows you to mold metallic objects with your hands as if they were made of soft clay. You may twist, bend, distort, or otherwise reshape the object or objects in any fashion while this extract is in effect, but you cannot fundamentally alter the objects' size category or weight. Once this extract expires, you can no longer mold objects, and any objects you have molded in this way retain the last shape you molded them into while the extract was still in effect.

### WATER HAMMER

**School** transmutation [water]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels plus the area)

**Area** one 5-ft. square/2 levels; max 4 squares

**Duration** instantaneous

**Saving Throw** none; **SR** no

You create a small globe of freezing water around your fist and send it hurtling forward. The sudden blast of water affects anything within the target squares. The spell does 1d6 hp cold damage plus +1/2 levels (max 1d6+5). For every 2 caster levels, you may affect another square, to a maximum of four squares at 9th level. Each square must be adjacent to another square.

### WATERS OF ETERNITY

**School** divination; **Level** cleric/oracle 3, druid/shaman 3

**Casting Time** 5 min.

**Components** V, S, F (bowl of sea water)

**Range** personal

**Target** you

**Duration** 1 hr./2 levels

**Saving Throw** none; **SR** no

Worshippers of deities that hold water sacred use *waters of eternity* to gain a look into the future.

Staring into a bowl of saltwater grants the spellcaster 1d6 brief, soundless visions of the near future. If saltwater is used, the spell grants visions of what is likely to happen within the next 72 hrs. If seawater was scooped into the bowl directly from the sea within the last hour, the caster can see 2d4 visions that go up to one week into the future. Each vision is usually vague and lasts less than five seconds.

### WATERY SPHERE

**School** evocation [water]; **Level** druid/shaman 2, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a bit of shell)

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

**Effect** 5-ft.-diameter sphere

**Duration** concentration

**Saving Throw** Reflex negates; **SR** no

A globe of water moves and rolls in a direction of your choice at a speed of up to 30 ft./round. As part of this movement, it can climb or jump up to 30 ft. to strike an object. It quenches fires and can entangle one creature of Medium sized or smaller.

When the sphere enters the space of a target, it can be avoided with a successful Reflex save. On a failed save, the target is entangled by the sphere; it is immediately considered submerged and must hold its breath to avoid drowning if it cannot breathe water. Once the *watery sphere* has entangled a creature, it moves with them. The entangled creature can attempt to break free of the sphere as a move action, making a Strength or Escape Artist check with a DC to escape equal to the DC of the spell.

A creature breaking free of the globe ends the spell.

### WE ARE A ROCK

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

**Casting Time** 1 standard action

**Components** V, S, M (a small stone)

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

**Target** one Small- or Medium-sized creature per caster level

**Duration** 10 min. per level (D)

**Saving Throw** Fortitude negates (harmless); **SR** yes

This spell covers a number of Small or Medium humanoids of up to your caster level with a specific glamor of either a large boulder or a pile of rubble or trash (caster's choice). The boulder or trash is of an appropriate type for the terrain and situation. This spell grants a +20 to Stealth as long as the waiting creature takes no actions of any type, including free actions. Typically, ambushers have their weapons drawn when the spell is cast. If the illusion is touched or is the target of a spell, effect or attack, anyone able to see this interaction gains a Will save to disbelieve.

### WEAPON OF BLOOD

**School** transmutation (necrophagy); **Level** alchemist 1, sorcerer/wizard 1

**Components** V, S, M (a pinch of iron shavings)

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 min./level

When you cast this spell, you cut yourself with any immediately available implement, and the trickling blood transforms into a short, sharp blade of solid red metal.

This cut deals 1d4 hp of damage that cannot be

healed until after the blade it creates is destroyed or the spell ends. This wound has no effect on the spell's casting and does not require the spellcaster to make a concentration check.

Once the spell is cast, the blood flowing from the spellcaster's body transforms into a razor sharp blade that functions as a +1 dagger. This dagger has the hardness and hp of steel and lasts until it is sundered or the duration expires, whereupon it transforms back into normal blood and flows away.

At higher levels, the spellcaster can increase the power of the dagger as described on Table 2-18.

Table 2-18: Weapon of Blood Details

SPELLCASTER LEVEL	WEAPON CREATED
3rd-6th	+2 dagger
7th-9th	+2 keen dagger
10th-13th	+3 keen dagger
14th-17th	+3 keen wounding dagger
18th-20th	+5 keen wounding dagger

For every increase in power, the spellcaster must spend an additional amount of blood equal to 2 hp of damage. Therefore, a 12th-level spellcaster must take 1d4+6 hp of damage to create a +3 *keen dagger*. He could also take just 1d4+2 hp damage to create a +2 *dagger* or 1d4+4 hp damage to create a +2 *keen dagger*.



BRYAN SYME



### WEAPONTHWART

School evocation; Level cleric/oracle 6

Casting Time 1 standard action

Components V, S

Range touch

Target touched creature

Duration 1 round/level

Saving Throw none; SR no

You create an aura around yourself or a touched creature that moves as you move, and it becomes visible only in momentary silver flashes as it thwarts attacks. A *weaponthwart* protects only against physical attacks from both magical and normal slashing and piercing pointed weapons. It rebounds all such attacks back at the weapon wielders for full damage.

A *weaponthwart* will turn back a weapon animated or guided by magic, but it won't block weapons or weapon-like forces created by a spell (such as the whirling blades of a *blade barrier*). Nor will it block bludgeoning weapons, the blows of armored fists, or the damage of spikes on the armor of a foe crashing into someone protected by a *weaponthwart*. Edged and pointed missiles are flung back at their sources, as are spike-studded balls and hurled caltrops. Blunt bludgeoning missiles such as boulders are unimpeded by this spell.

### WELL OF ANGRY SOULS

School illusion (fear) [mind-affecting]; Level inquisitor 3, white necromancer 3

Casting Time 1 standard action

Components V, S, DF

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

Area 20 ft.

Duration 1 round/level

Saving Throw Will negates; see text; SR yes

When you cast this spell, the area becomes filled with whirling, ghostly creatures that howl with the plaintive cry of the angry, unsettled dead. Creatures in the area of this spell believe these dead creatures castigate them for past misdeeds and thoughts, and they must make a Will save or become shaken.

A new saving throw is required each round to prevent this fear from becoming one step greater. If the creature or creatures affected belong to your religion, they are so terrified that they cannot flee the area if frightened or panicked.

### WHISTLING WHORL

School evocation [air]; Level magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a paper wing)

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

Effect a blade of high-pressured wind

Duration 1 round/level

Saving Throw none; SR yes

You form the air around you into a compressed, wing-shaped blade of wind that produces a characteristic

whistling sound when you launch it at your targets. If you make a successful ranged touch attack against your target, the blade deal 1d8 hp slashing damage.

For every three caster levels you possess, if your touch attack hits the target, the blade can strike another target within range or whip around to strike the same target again (to a maximum of five attacks at 15th level).

If you rolled a natural 20 on any ranged touch attack, on your next round as a move action you may continue to attack with the *whistling whorl* up to the maximum attacks you can generate with the spell. You may continue to do this up to the spell duration as long as you hit your targets and roll a natural 20 each round.

### WILD ERRANTRY

School evocation; Level cleric/oracle 3

Casting Time 1 swift action

Components V

Range personal

Target you

Duration 1 round/level

You gain divine aid for a single intended action, chosen after casting and attempted before the spell expires.

*Wild errantry* allows two rolls to be made, both with a +4 luck bonus, to any required skill checks see if a crazy, daring, or unlikely action can be successfully attempted. Typical actions include leaping across a chasm and through a small opening, jumping from the back of one racing mount to another, or falling some distance and successfully catching hold of (and managing to cling to) a railing, windowsill, swinging rope, or other handhold.

This magic smiles upon farfetched and even foolhardy actions. If used to aid a relatively straightforward act (swinging across a river on a vine, for example, as opposed to leaping to catch that vine to make the same swinging journey), its benefit decreases to a +3 luck bonus. *Wild errantry* also benefits actions of chance, such as rolling a particular result with dice (in game), finding something hidden (for example, under shells), or drawing a particular card. If a game of chance has been fixed to be impossible (a selection of cards has been altered, dice are "crooked," or there's no hidden marker under any shell), this magic tells its caster that.

### WIND ARROW

School evocation [air]; Level druid/shaman 3, elven archer 2, ranger 3

Casting Time 1 swift action

Components V, S, F (an arrow or bolt), DF

Range touch

Target one touched arrow or bolt

Area see text

Duration 1 round

Saving Throw see text; SR yes

When you shoot the touched arrow, it spreads a brief, powerful wind gust in its wake, as if some enormous creature just sped by.

Small fires—including candles and torches—located

within 10 ft. of the arrow's path are extinguished. Further, the gust scatters live embers from larger fires, tears papers and similar items from unsuspecting hands (Reflex to maintain a grip on the object), and knocks Fine flying creatures out of the air. Small, unattended items are sucked up into the wind's wake and are carried for 3d6 times 10 ft. before falling to the ground. Large but lightweight items, such as tents, have a 10% chance of being knocked over. Unsecured shutters flap violently, while unsecured doors slam shut or burst open.

In spaces more than 10 ft. from the arrow's path but 20 ft. or less away from it, the gust extinguishes tiny flames, including most candles, and small fires sputter. Small, unattended objects are knocked over and moved 3d10 feet. Larger objects, such as tents, may rock and sway, but they remain undamaged. Fine flying creatures are whirled about and are left staggered for 1 round. Unsecured shutters and doors flap forcefully.

### WIND DOWN

**School** clockwork (transmutation); **Level** bard 1, cleric/oracle 1, magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Target** one ongoing spell or spell-like ability

**Duration** instantaneous

**Saving Throw** none; **SR** no

You decrease the duration of one ongoing spell or spell-like ability that has been cast on a creature or object. You must make a caster level check, and if the check's total exceeds the target effect's spell level, its duration is reduced by half (minimum 1 round). If you are targeting a temporary effect from a magic item, use its caster level rather than the spell level for the level check.

A spell that is not subject to *dispel magic* is also not subject to *wind down*. The spell otherwise acts as *dispel magic*, but it cannot affect spells made permanent with *permanency* or magic items with no duration such as weapons, armor, or wands. However, *wind down* can affect ongoing spells and effects cast by magic items, schools, and potions.

**Mythic:** You automatically reduce the target spell or spell-like effect's duration by a number of rounds (if the spell has a duration of rounds) or minutes (if the spell has a duration of minutes or higher) equal to your mythic tier. This reduction occurs even if you do not succeed the caster level check.

### WINDING KEY

**School** clockwork (transmutation); **Level** cleric/oracle 5, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** S, M (an ornately carved silver key worth 50 gp)

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

**Target** one animated object or construct

**Duration** 1 round/level

**Saving Throw** none; **SR** yes (harmless)

Target construct gains an extra standard action or move action each round.

### WINGSPAN

**School** transmutation; **Level** druid/shaman 1, ranger 1, sorcerer/wizard 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** flying creature touched

**Duration** 10 min./level

**Saving Throw** Fort negates (harmless); **SR** yes (harmless)

A creature benefitting from this spell has a greater wingspan, although its size does not change. This grants a 10-ft. increase to the target's fly speed and improves its maneuverability class one step.

### WITCH'S ESCAPE

**School** transmutation; **Level** shaman 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F (a small broom)

**Range** touch

**Target** creature touched

**Duration** 3 rounds

**Saving Throw** Will negates (harmless); **SR** yes (harmless)

The caster or recipient rises straight up into the air up, to 10 ft., and then can move as a *fly* spell in a straight horizontal line for 3 rounds. The subject can fly at a speed of 60 ft. (or 40 ft. if the subject wears medium or heavy armor, or if it carries a medium or heavy load). It cannot ascend, descend, turn, or maneuver.

### WITHERED SIGHT

**School** necromancy [temporal]; **Level** cleric/oracle 1, druid/shaman 1, inquisitor 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (a dried eye)

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

**Target** one creature

**Duration** 1 hr./level (D)

**Saving Throw** Fortitude negates; **SR** yes

You magically and rapidly age the target's eyes. The target receives a -4 penalty to Perception checks and a -2 penalty to attack rolls. A *lesser restoration*, *remove blindness/deafness*, or similar spell of higher level negates the effect.

### WITHERING BOMB ADMIXTURE

**School** necromancy; **Level** alchemist 1

**Casting Time** 1 standard action

**Components** S

**Range** personal

**Target** you

**Duration** 1 round/level

The nature of all bombs you create and throw during this extract's duration is changed.

When you throw a bomb and hit a direct target, black tendrils of necromantic energy writhe out from the bomb. These tendrils suck the strength from the target, and it takes a penalty to Strength equal to  $1d4+1$  / two caster levels (maximum  $1d4+4$ ). A successful Fortitude save reduces this penalty by half. This penalty to Strength lasts for 1 round/caster level. Multiple penalties assessed in this way do not stack; instead, when multiple *withering bomb admixtures* effect a target, apply only the largest penalty.

When you throw a bomb while this extract is in effect and you miss your target, the tendrils are not released. You must target a creature and not a square for the tendrils to be released.

This extract has no effect on any discoveries that modify your bombs, and you can only have one admixture effect (formula with the word “bomb admixture” in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new admixture becomes active.

### WOLFSONG

School transmutation; Level druid/shaman 1, ranger 1

Casting Time 1 standard action

Components V

Duration instantaneous

Saving Throw none; SR no

You let out a howl that can be heard up to five miles away outdoors. The howl conveys a message of up to nine words to wolves and wolf-like creatures, and to up to one creature per caster level of your choosing.

If you choose to convey this message to one or more

creatures, you must choose them when this spell is cast. Additionally, although all wolves and wolf-like creatures can understand the message, they may not possess the intelligence to act on it.

The sound carries considerably less far when the caster is indoors and the message’s recipients are outdoors; typically one-half mile or less. For purposes of Perception checks, the sound is as loud as that of a nearby battle outdoors if the listener is within range.

### WOTAN’S REDE

School divination; Level bard 2, cleric/oracle 3, witch 3

Casting Time 1d6 rounds

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw Will, negates (harmless); SR no

You recite a poem that is sent to your lips by the ancient gods of knowledge and wisdom. It grants you supernatural insight or advice.

As a result, you may make one Knowledge (geography, history, local, nature, or nobility) or Perform (oratory) check with an insight bonus equal to your caster level. You may make this check even if you are untrained in the skill. If you are trained in the skill, your normal bonus stacks with the insight bonus this spell provides.

If you choose not to use this spell in place of a skill check, it instead provides a piece of general advice that’s equivalent to one from an *augury* or *divination* spell. This spell may not be used with the Silent Spell feat.



### WRESTING WIND

**School** evocation [air]; **Level** druid/shaman 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M/DF

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

**Area** 20-ft. radius burst

**Duration** instantaneous

**Saving Throw** none; **SR** yes

This spell creates a burst of air that attempts to forcibly remove wielded weapons from all creatures in the area of effect. The CMB for the disarm attempt equals your caster level + your primary spellcasting attribute's modifier + 2, and the spell makes one attempt for all applicable targets in the area. If the disarm attempt exceeds a target's CMD by 10, the target's weapon lands 10 ft. away from the target in a random direction (use rules for splash weapons to determine where it lands).

### WYRMFOLD

**School** conjuration (teleportation); **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V

**Range** personal + variable radius; see below

**Effect** 1-ft.-radius/level sphere, plus variable; see below

**Duration** instantaneous

**Saving Throw** none (Reflex special); **SR** no

A blending of *teleport* and *plane shift*, *wyrmfold* allows you to instantaneously travel to any point you have physically visited before, regardless of distance or planar location. There is no chance of error, and any barrier or warding short of a deity's intervention is ignored.

The *wyrmfold* effect has a variable radius, up to 1 ft. per caster level, but it is always a sphere centered on the caster. Everything inside the sphere is transported. Only volume matters; mass does not.

You can also sacrifice hp to increase the radius. Every 5 hp sacrificed adds 1 ft. to the radius, but you may not reduce yourself to less than 1 hp by casting *wyrmfold*. You may also reduce the radius below the 1 ft. per level norm, but your body must always fit completely inside the sphere—you cannot reduce it in a way that only covers yourself partially.

If you are standing on a solid surface, a hemisphere of that material will travel with you to the destination and so with the air within the area of effect. Because *wyrmfold* transports everything in the radius, it creates a total vacuum immediately after the spell is cast. Everything within 100 ft. of the outer radius suffers from a gust of wind directed into the center of the void. Creatures or objects within 10 ft. of the outer radius take 5d8 hp bludgeoning damage from the air rushing in to fill the void (Fortitude halves).

Any creature bisected by the outer edge of the radius of the *wyrmfold* must make a Reflex save; if successful, they may choose to either go entirely into or entirely out

of the spell area. If the Reflex save fails, the creature is subject to a *disintegrate* spell (Fortitude save as normal, but with no spell resistance), but is otherwise in or out of the spell area as they chose. Any non-living object or matter inside the sphere is teleported to the destination, with any portion outside the sphere staying where it is (no save or spell resistance allowed).

### WYVERN'S STING

**School** transmutation; **Level** sorcerer/wizard 8, witch 8

**Components** V, S

**Casting Time** 1 standard action

**Range** touch

**Target** living creature touched

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text; **SR** no

Your tail gains a horrible stinger at the tip and lengthens to become whiplike. If you do not have a tail, you gain a wyvern's tail for the duration of the spell.

You gain a sting attack, which is a 10-ft. reach melee touch attack. A successful hit inflicts 1d4 points of Constitution damage per round for 8 rounds. The target makes a Fortitude saving throw each round to negate the damage and end the affliction. If you combine this natural attack with another attack or action, the normal secondary natural attack penalty applies.

### YARILA'S BOUNTY

**School** conjuration; **Level** druid/shaman 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S

**Target** one creature touched

**Duration** 10 min./level (D)

**Saving Throw** Will negates; **SR** yes

The sun's life-giving energy heals and sustains your body. For the duration, you gain fast healing 1 whenever exposed to direct sunlight; 30 min. of exposure also provides a day's normal nourishment and removes the fatigued and exhausted conditions. Limited exposure to sunlight—such as dim light—reduces the spell's healing to 1 hp/min. Normal or magical darkness suppresses the spell's effect entirely.

Undead are especially vulnerable to this spell. If a targeted undead fails its Will save, it gains the shaken condition and suffers damage instead of healing while in sunlight.

**Mythic:** When the target is exposed to direct sunlight, it gains fast healing 5. The target need only be exposed to direct sunlight for 10 min. to be provided with a day's normal nourishment, and any fatigued and exhausted conditions are removed. Exposure to direct sunlight for 30 min. or more removes poisons and diseases afflicting the target. Undead targeted by this spell take 5 hp damage each round when exposed to direct sunlight.



# Symbolic Magic

**T**he glyphs of the aboleths, the runes of the north, and the ink magic ciphers of mysterious magocracies all rest upon the same magical foundation—they are the expression of magical effects through abstract symbols.

In some ways, glyphs and runes are more powerful than the ciphers of ink magic in that those without spellcasting abilities can use them. However, ink magic represents a bridge between the symbolic arcana of runes and glyphs and the more formulaic methods of standard spellcasting. Metamagic feats do not apply to runes and glyphs, but ink magic can benefit from them.

The exact origin of symbolic magic as a whole differs depending on the source. The aboleth claim their magic predates all other forms, and that their glyphs serve as the fundamental proto-language

of mystic power in its rawest and most unfocused format. Given the ancient nature of the aboleth and the versatility of their glyphs, many tend to agree. However, followers of Odin hold fast to the claim that runes spring from Yggdrasil and from visions of the Great Rune.

Regardless of the philosophies surrounding them, the underlying mechanics of glyphs and runes are fundamentally the same, and the thematic unity of this magic is undeniable. This implies a neutral origin of symbolic magic, given its variations among aberrations, humans, and devils, and it suggests a thematic relationship with ink magic. To accomplished students of the arts, the truth is clear: Symbolic magic is simply another expression of magic, and it is only as good, evil, or indifferent as its wielders make it.

# Aboleth Glyphs

The dark and foreboding oceans are home to the empires of the aboleths and sea titans. Although both groups still exist, their numbers wane and their power fades. Even so, there are many remnant populations, lost ruins, and hidden caches that more than one pirate crew has attempted to recover. The fact that no such raiders seem to exist anymore speaks to the terrible magic and the incredible lethality of the crumbling ruins these empires left behind. Of all the ruins, one of the most commonly encountered forms of magic are the mysterious aboleth glyphs that are carved into almost every structure.

Before the gods awoke and almost all races—some quite exotic—walked the land, the aboleth swam in the deep shadows of the ocean, quietly learning symbols and runes of magic. They used glyphs to create spell-like effects and to help maintain their rule until the sea titans eventually usurped them and sent them into exile.

## Mastering a Glyph

Mastery of a glyph requires more than just knowing how to draw it. The glyph master must understand the wider meaning of the glyph and how its power is woven into reality. This study and wisdom requires the Rune Mastery feat (see sidebar). The would-be master also must complete an appropriate sacred trial. For example, the master must perform a sacrifice on behalf of an unspeakable entity of the farthest planes associated with the glyph, or she must ceremonially imbibe the blood and brain matter of an aboleth, or she must complete some other task that represents the character's mastery of the glyph and what it represents.

A mastered glyph is like a clerical domain, but it is much more specific. A glyph's powers can be harnessed by any class. There are six commonly known glyphs, each with a different meaning and power.

## Glyph Creation

Aboleth can craft any glyph-of-warding effect using their Hit Dice as their effective caster level. Those with 13 or more HD can craft greater glyph-of-warding effects, and those with 18 or more HD can increase the maximum potential damage of their glyphs to 20d8 and the highest potentially stored spell to 8th level.

## Glyph Use

Invoking one of a glyph's powers is a standard action that provokes an attack of opportunity from threatening enemies. Treat this as a supernatural ability, except that the glyph master must either create a physical representation of the glyph (in paint,

## Using Glyphs and Runes

Accessing the magic inherent within glyphs and runes requires the Rune Mastery feat, which is detailed below. In addition to mastering this feat, rune and glyph users must accomplish other, story-related tasks as listed in each section's description.

More feats and traits for those who wish to use runes and glyphs can be found on page 287.

### RUNE MASTERY (METAMAGIC)

You are wise in the lore of one or more runes or glyphs.

**Prerequisites:** Wisdom 12 or more.

**Benefits:** Select two runes or glyphs. You gain the mastery bonus of each of these runes or glyphs and a +2 insight bonus when carving or scribing them onto an item with the Craft skill.

You may select this feat multiple times. Each time you do, you gain the mastery bonus of two additional runes or glyphs. The bonus when carving or scribing any runes or glyphs does not stack.

blood, written in the sand or snow, etc.) or trace the path of an existing carving of the glyph that was created to an exacting standard.

Creating a glyph suitable for this use or adding it to an item requires a DC 20 Craft check. Glyph tattoos are occasionally seen on demented island tribes that worship aboleth.

Breaking or destroying a glyph-inscribed item cancels any power currently invoked upon it. Improvised glyphs need only be marred or disrupted in order to cancel their power.

Unless otherwise noted, glyph powers that duplicate spell effects have the same duration as the spell and use the glyph master's character level as the caster level. Other effects have their duration detailed in the glyph's description.

## Glyph Descriptions

Glyphs are listed below in the following format.

### NAME OF THE GLYPH

**Meaning:** What the glyph symbolizes and has power over.

**Mastery Bonus:** Characters with the Rune Mastery feat (see sidebar) for this glyph gain the listed power, trait, or bonus.

**Associated Spells:** Characters with the Runesmith feat (see page 288) can craft magical items as if they could cast the spells listed here. A character with Runic Spellcasting (see page 288) adds these spells to their spell list.

**Powers:** A character with Deeper Rune Lore (see page 287) for this glyph can harness its powers once per day. The character can select any power of the glyph, provided the character level is equal to the level of the power listed.

## MARK OF THE EMPIRE UNDYING

**Meaning:** This symbol represents the web of travel once used by the Aboleth Imperium.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph gain a +2 bonus to CMD versus grapples and a +2 bonus to saving throws against any effect that would restrict their movement.

**Associated Spells:** *Create wormhole\** (see page 150), *dimension door*, *gate*, *greater teleport*, *teleport*, *teleportation circle*.

**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. The character may teleport 15 ft. The character may force a caster to reroll the touch attack of a dimensional anchor cast against any target within 30 ft. The



character may make a CL check (with a +4 bonus, using their character level as their CL) against a dimensional lock effect. Success indicates the character may use extra-dimensional travel normally.

## MARK OF THE GLORIOUS DOMINION

**Meaning:** This symbol represents the seeking gaze of the aboleth and their desire for expansion.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph gain a +2 bonus to Perception checks and a +2 bonus to saving throws against scrying effects and effects that would limit the character's vision.

**Associated Spells:** *Arcane eye*, *clairaudience/clairvoyance*, *prying eyes*, *reverse scry\** (see page 223), *scrying*.

**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. As a swift action, a spellcaster may increase the range of a spell by one step; for example, a spell with a touch range becomes close range, close becomes medium, and medium becomes long.

Spells with a long range may be cast through scrying effects, or they gain a range of 1 mile/level. Targeted effects still require the caster to see the target, regardless of permitted range.

## MARK OF THE INVISIBLE CHAINS

**Meaning:** This symbol represents the enforced enslavement of the surface races by the aboleth.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph gain an additional saving throw each round (for a number of rounds equal to either their Charisma, Intelligence, or Wisdom bonus, selected at the time the feat is gained) against ongoing effects. This ability can be invoked once per day.

**Associated Spells:** *Bane*, *command*, *crushing despair*, *doom*, *dominate person*, *heavy chains\** (see page 184).

**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. As a swift action, a spellcaster may increase the DC of an associated spell being cast by one half their caster level (minimum +3, maximum +6). A character may scribe this glyph on an object. The glyph may be activated as a standard action, which does not provoke attacks of opportunity. The activating



## A Celestial Glyph

The symbolic magic presented here deals primarily with the marks found in parts of Midgard. However, celestial creatures have their own set of glyphs, occasionally employed by the particularly devout and written in Enochian script.

### ALEPH

**Meaning:** The beginning; the essence of things; protection.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph may, once a day as an immediate action, add +1 to a saving throw before knowing the result.

**Associated Spells:** *circle of protection*, *dispel evil*, *dispel magic*, *divination*, *guidance*, *protection from evil*, *resistance*, *scrying*.

**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. As an immediate action, a spellcaster may make a second roll for a saving throw and add half their character level (minimum +3, maximum +6). A character may inscribe this glyph on an object. The glyph may be activated as an immediate action, which does not provoke attacks of opportunity, to increase the object's hardness by 10 for a number of minutes equal the creator's character level.

character can cast command with a range of 30 ft. and a CL equal to their character level. Alternatively, the character may forgo all further saving throws against an ongoing effect for a single, immediate saving throw with a bonus equal to half their character level.

### MARK OF THE REALM INVIOLETE

**Meaning:** This symbol represents the arcane barriers erected to protect aboleth territory from outsiders.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph gain a +2 bonus to saving throws against illusion effects and do not need to interact with an illusion to identify it—a successful Perception check (DC 10 + the spell's level + any caster feats that modify the spell's DC) is enough.

**Associated spells:** *Alarm, guards and wards, hallucinatory terrain, mirage arcana, symbol of fear, weaponthwart\** (see page 272).

**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. The character may trace a 30-ft.-radius area, creating a magical boundary which lasts for 8 hrs. + 1 hr. per character level. Any creature crossing this boundary without the proper password causes a mental *alarm* effect for the character and summons a shadowy aboleth to attack the intruder. The shadow aboleth has 1d8+6 hp per character level, no mucus cloud, slime, or spell-like abilities, and a movement rate of 60 ft. However, on a critical hit with a tentacle, the target suffers the effects of a *hold person* (DC 10 + 1/2 character level + Wisdom bonus), CL equal to the caster's character level. It disappears if reduced to 0 hp or if the duration expires. Alternatively, the character may make an immediate reroll against an associated spell effect with a bonus equal to half their character level.



### REALM OF SUBLIME SUBMISSION

**Meaning:** This symbol represents the corrosive effects of the aboleth's mental domination over other species.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph gain +2 to saving throws vs. enchantment or charm effects.

**Associated Spells:** *Bestow curse, eyebite, feeblemind, touch of idiocy, wall of runes\** (see page 269).

**Powers:** A character with Deeper Rune Lore for



this glyph can harness its powers once per day. As a swift action, a spellcaster may increase the DC of an associated spell being cast by half their caster level (minimum +3, maximum +6). As an immediate action, a character may reduce the DC of an associated spell targeting them by half their caster level (minimum +3, maximum +6). Alternatively, a character may scribe the glyph on an object. The glyph may be activated as a standard action, which does not provoke attacks of opportunity to cast touch of idiocy with a range of 30 ft. and a CL equal to their character level.

### MARK OF THE WILLING GIFT

**Meaning:** This symbol represents the voluntary sacrifice the aboleth's servants often make to heal their masters.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph automatically stabilize when reduced to negative hp as long as there is another living creature within 30 ft.

**Associated Spells:** *Death knell, false life, shield other, stabilize, vampiric touch, weapon of blood\** (see page 271).

**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. When suffering damage from an attack or spell, the character may, as an immediate action that does not provoke attacks of opportunity, attempt to transfer the damage from the attack or spell to a target within 30 ft. The character then makes a Will save. The result of this roll sets the Will DC for the target; success indicates the target resists the effect and the character still suffers the damage. Failure indicates the target suffers the damage instead. (For example, if a character with a Will bonus of +8 rolls a 12 while using this ability, the target must now make a DC 20 Will save or suffer the damage.) This is a supernatural ability.



### MARK OF THE CHECKED ADVERSARY

**Meaning:** This symbol represents the imprisonment of those foes the Aboleth Imperium recognized as too dangerous to kill or leave free.

**Mastery Bonus:** Characters with the Rune Mastery feat for this glyph gain a +2 bonus to saving throws against any effect that would restrict their movement or remove their soul from their body.

**Associated Spells:** *Antipathy, magic circle, icy prison, imprisonment, magic jar, prison without walls\** (see page 218), *resilient sphere, soul bind.*





**Powers:** A character with Deeper Rune Lore for this glyph can harness its powers once per day. The character may force a target within 30 ft. to reroll the saving throw against any associated spell. The character may make a CL check (with a +4 bonus, using their character level as their CL) against a target with a *freedom of movement* effect. Success indicates the character may grapple the target normally for the duration of the effect. If an effect that would remove the character's soul from their body would not ordinarily allow a save, this glyph may be activated as an immediate action to allow a saving throw. For effects such as the *deck of many things*' donjon card, consider the DC as 30. The character may choose to make either a Fortitude or Will Save.

## Rune Magic

According to Norse lore, runes draw on the power of the Ginnungagap, the yawning void beyond existence. Legend says Wotan found, stole, or learned these runes when he hung himself from Yggdrasil. His priests say runes are tiny snatches of the Great Rune that makes up all existence—the foundation of creation—but no one knows for sure.

Mastery of a rune requires more than just knowing how to draw it. The rune master must understand the wider meaning of the rune and how its power is woven into the world. This study and wisdom requires the Rune Mastery feat (see page 277), and a character with the Runic Spellcasting feat adds these spells to their spell list.

Usually, mastering a rune also requires the would-be master to complete an appropriate sacred trial. This trial typically involves a quest on behalf of a deity associated with the rune, slaying a monster that draws power from the rune, or some other task representing the PC's mastery of the rune and what it represents.

A mastered rune is like a clerical domain, but it is much more specific and its powers can be harnessed by any class. There are 24 commonly known runes. Each has a different meaning and power. Wotan certainly knows runes more than these; additional runes or new powers for existing ones may also be discovered by rare or unique means. For example, it's said some esoteric runes are known by ancient trolls or jotuns, are found on bark tablets in forgotten barrows, or are bargained from the hungry spirits of Ginnungagap.

### Invoking Runic Powers

Invoking one of a rune's powers is a standard action that provokes an attack of opportunity from threatening enemies. Treat this as a supernatural

ability, except that the rune master must either create a physical representation of the rune (in paint, blood, written in the dirt or snow, etc.) or trace the path of an existing carving of the rune that was created to an exacting standard. In the North, many common objects bear an appropriate rune for just this purpose. Creating a rune suitable for use in this way (or adding it to an item) requires a DC 20 Craft check. Runic tattoos also are common.

Breaking or destroying a rune-inscribed item cancels any power currently invoked upon it. Improvised runes need only be marred or disrupted in order to have the same effect.

Unless otherwise noted, runic powers that duplicate spell effects have the same duration as the spell, use the rune master's character level as the caster level. Other effects have their duration detailed in the rune's description.

## Rune Descriptions

Runes are listed below in the following format.

### NAME OF THE RUNE

**Meaning:** What the rune symbolizes and what powers it controls.

**Mastery Bonus:** Characters with the Rune Mastery feat (see page 277) for this rune gain the listed power, trait, or bonus.

**Associated Spells:** Characters with the Runesmith feat (see page 288) can craft magical items as if they could cast the spells listed here.

**Powers:** A character with Deeper Rune Lore for this rune can harness its powers once per day. The character can select any power of the rune, provided the character level is equal to the level of the power listed.

### ALGIZ

**Meaning:** Elk and reindeer, evading danger; the god Heimdall.

**Mastery Bonus:** A +1 insight bonus to initiative checks.

**Associated Spells:** *Dispel magic, dispel evil, expeditious retreat, guidance, jump, keen senses, reset\** (see page 222), *resistance, true seeing*; spells with "protection from" or "magic circle against" in the title; spells that transform the target into an elk or reindeer.

**Powers:** Mastery of *algiz* grants the following powers as you increase in level:

**1st level:** When invoked from an *elk-horn wand*, this rune grants a +1 sacred bonus to saving throws against magical effects and a +1 bonus to dispel magic attempts. This power lasts for 24 hrs., but the wand must be wielded for the benefit to be used (wielding it is a free action). At 10th level, you may



also create *elk-horn rods* (See *Northlands*, page 78) and *rods of enemy detection* using all the normal rules for crafting magical items, except that you count as having Craft Rod and any requisite spells for purposes of these items.

**5th Level:** When inscribed upon the ground, living creatures within 10 ft. of the *algiz* rune gain a +4 sacred bonus to saves versus to sleep effects and a +2 bonus to Perception checks for the next 9 hrs.

**9th Level:** When invoked onto a creature, *algiz* transforms them into an elk or reindeer, as per *beast shape II*. If used against an unwilling target, the rune master can instead use *baleful polymorph* on the target.

## ANSUZ

**Meaning:** Gods and outsiders.

**Mastery Bonus:** +1 insight bonus to Knowledge checks made to identify the type, powers, or weaknesses of outsiders.

**Associated Spells:** Spells that commune with the gods, spells that grant divine favor or that summon, banish, or control outsiders.

**Powers:** Mastery of *ansuz* grants you the following powers as you increase in level:

**1st Level:** When invoked upon an object, *ansuz* wards off enemies of the gods, including giants and fey hostile to the Aesir. Such creatures must stay at least 5 ft. away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (which requires a standard action each round). An affected creature can overcome its revulsion and act normally if it makes a Will save each round. The DC for this save is 10 + half the rune master's level + the master's Wisdom modifier. This power lasts 1 hr. per level of the rune master.

**7th Level:** Inscribing *ansuz* on an area grants a prayer to all worshipers of the Aesir within 40 ft.

**11th Level:** When invoked on the forehead of a willing creature, *ansuz* sends them into a senseless trance for one round, during which they receive a message from the gods; treat this effect as a divination. A creature can only receive this power once per week.

## BERKANAN

**Meaning:** Birch tree, love, new beginnings; the Bear Maiden.

**Mastery Bonus:** +1 to Diplomacy checks and Craft checks that involve wood.

**Associated Spells:** *Bark skin*, *eagle's splendor*, *enthrall*, *euphoric tranquility*<sup>APG</sup>, *good hope*, *warp wood*; any spell with "charm" in the title.

**Powers:** Mastery of *berkanan* grants the following powers as you increase in level:

**1st Level:** When invoked for a living creature, this rune allows that creature to reroll a single Diplomacy check as a swift action in the next 24 hrs. A target can only be granted this benefit once per day.

**3rd Level:** You can create elixirs of love. This follows all the normal rules for potion brewing, save that mastery of the rune grants you the equivalent of the Brew Potion feat and requisite spells for this elixir.

**Plant:** When invoked on a wooden object, *berkanan's* power imbues it with the suppleness and malleability of the birch, allowing you to warp wood.

## DAGAZ

**Meaning:** Day and laying the dead to rest.

**Mastery Bonus:** You always know exactly how long until the next sunset or sunrise.

**Associated Spells:** *Continual flame*, *daylight*, *detect undead*, *gentle repose*, *hide from undead*, *final rest*\* (see page 172), *light*, *searing light*, *shieldlight*\* (see page 237), *sunbeam*, *speak with dead*, *undeath to death*.

**Powers:** Mastery of *dagaz* grants the following powers as you increase in level:

**3rd Level:** A creature upon whom *dagaz* is invoked is cured of mundane or magical blindness. They also become immune to dazzle effects for 1 hr. per level of the rune master.

**5th Level:** When invoked on an object, *dagaz* makes it glow with daylight.

**13th Level:** When invoked in an area, *dagaz's* power surges out destroys undead creatures as per *undeath to death*.

## EHWAZ

**Meaning:** Horses, freedom, the Nithing Pole.

**Mastery Bonus:** A +1 insight bonus to Ride and Escape Artist.

**Associated Spells:** *Bestow curse*, *expeditious retreat*, *freedom of movement*, *haste*, *jump*, *knock*, *longstrider*, *mount*, *phantom steed*, *summon mounts*\* (see page 251).

**Powers:** Mastery of *ehwaz* grants the following powers as you increase in level:

**5th Level:** When invoked on locks or shackles, *ehwaz* causes them to open as if knock has been cast.

**7th Level:** When invoked on the ground, *ehwaz* summons a *phantom steed*.

**9th Level:** You may create *nithing pole* (see *Northlands*, page 82), using all the normal rules for item creation, except that you are counted as having Craft Wondrous Item and any required spells for this item.



## EIWAZ

**Meaning:** Yew tree or Yggdrasil.

**Mastery Bonus:** A +1 insight bonus to Knowledge (planes) and this skill becomes a class skill for you.

**Associated Spells:** *Contact other plane, miracle, Freya's instant ballista\** (see page 177) *speak with dead, shillelagh, tree stride*; spells that provide passage to other planes.

**Powers:** Mastery of *eiwaz* grants the following powers as you increase in level:

**3rd Level:** Invoked on an otherwise unworked branch, *eiwaz* creates a *shillelagh*.

**9th Level:** Sleeping beneath an object upon which *eiwaz* has been invoked causes the target to dream of the nine worlds. These dreams produce answers as if the dreamer had cast *contact other plane* (the target suffers any side effects). Unwilling targets can negate the rune's power with Will save (DC 10 + half rune master's level + the master's Wisdom modifier)

**11th Level:** Invoked on the bark of a living tree, it allows the rune master to travel between that tree and another also marked with the *eiwaz* rune, as if under the effects of *tree stride*.

## FEHU

**Meaning:** Cattle, livestock, and wealth.

**Mastery Bonus:** +1 insight bonus to Handle Animal checks made with domesticated animals.

**Associated Spells:** *Ant haul, bull's strength, calm animals*; other spells used to control a domesticated animal.

**Powers:** Mastery of *fehu* grants the following powers as you increase in level:

**1st Level:** Placing the rune on an object makes it easier to lift or drag. For 1 hr. per level of the rune master, treat the object as half its normal weight, and under "favorable conditions" if it is dragged.

**3rd Level:** You mark an animal or beast with an *arcane mark*, which also grants you a +1 insight bonus per character level to perceive or recognize the creature regardless of disguise, transformation, or invisibility.

**7th Level:** Placed on you, the rune gives you the power to fascinate animals and magical beasts that can see the rune as per the *animal trance* spell.

## GEBU

**Meaning:** Generosity and hospitality, and gifts.

**Mastery Bonus:** +1 insight bonus to Appraise checks. Appraise also becomes a class skill for you.



**Associated Spells:** Spells that create items or food and drink; spells that create a refuge (*tiny hut, mage's magnificent mansion, sanctuary*, etc).

**Powers:** Mastery of *gebu* grants you the following powers as you increase level:

**1st Level:** When invoked on an item, you can learn its name and properties if you handle the object for one full round (as *identify*, except that if necessary the character may make the Spellcraft check untrained).

**3rd Level:** When invoked on a willing living creature, it grants them sanctuary. The rune master cannot invoke this power on him or herself.

**7th Level:** Placed in a feasting hall where it's clearly visible, the rune master may activate this power with a command word from anywhere within its range. It produces *calm emotions* on all targets within 20 ft.

## HAGALAZ

**Meaning:** Hail and winter weather.

**Mastery Bonus:** +5 circumstance bonus to survival checks made to determine future weather conditions.

**Associated Spells:** *Endure elements* (cold only), *flurry\** (see page 174), *sleet storm, ice storm*; spells that produce wintry weather (for example, snow or ice).

**Powers:** Mastery of *hagalaz* grants you the following powers as you increase in level:

**3rd Level:** Invoking *hagalaz* upon a creature grants them *endure elements* (cold).

**9th Level:** When invoked on the ground beneath the open air, *hagalaz* conjures a *sleet storm* or *ice storm* within the appropriate spell's range.

**14th Level:** When invoked on the ground within the area of a *sleet storm, ice storm, or control weather* (hail and blizzards only), or in the area of similar magic, *hagalaz* attempts to dispel it as if the rune master had cast *dispel magic*. If the hail or sleet is not magical in origin the rune instead functions as *control weather*, either removing hail and snow from the area or making a blizzard or snowstorm worse (rune master's choice).

## INGWAZ

**Meaning:** Ancestors, Northmen; the god Wotan or Odin.

**Mastery Bonus:** +1 insight bonus to Knowledge (history). This skill becomes a class skill.

**Associated Spells:** *Divine favor, ethereal jaunt, heroism, greater heroism, rage, righteous might, true strike, Wotan's rede\** (see page 274).

**Powers:** Mastery of *ingwaz* grants the following powers as you increase in level:

**1st Level:** When invoked upon a spear, the rune invokes divine favor from the Aesir for the first





character who throws it over the head of an enemy force consisting of nine or more opponents in the next 9 hrs.

**5th Level:** When invoked on the face of a willing creature, it turns the creature into a berserker, granting it the benefits of a *rage* spell, (caster level 3rd).

**7th Level:** When invoked on the nails and flesh of a corpse, this rune acts as *speak with dead* spell, (caster level 6th).

### ISAZ

**Meaning:** Ice, imprisonment, and paralysis; the gods Boreas and Mara.

**Mastery Bonus:** Whenever you take environmental damage from cold, you take 1 hp less than normal.

**Associated Spells:** *Ghoul touch, hold person, imprisonment, triumph of ice\** (see page 260); spells that imprison or paralyze, spells that create ice.

**Powers:** Mastery of *isaz* grants the following powers as you increase in level:

**1st Level:** This rune is invoked on the ground. Slippery ice spreads out from the rune in any pattern of coterminous squares you designate, filling one 5-ft. square per level of the rune master. This makes the area difficult terrain and raises the DC of any Acrobatics checks in the area by five. Once created the ice is non-magical and melts as normal.

**3rd Level:** When invoked on a weapon, the rune makes it burn with an icy radiance, granting the frost quality for up to 1 hr./level of the rune caster or for a number of successful strikes equal to the rune

master's level (whichever occurs first). This effect does not stack with any similar qualities already present.

**5th Level:** A shield marked with this rune glitters like frost in the morning sun for 1 hr. When in daylight, all opponents in a 30-ft. cone in front of the shield are dazzled. Once per round you may focus its effects on an enemy within 30 ft., as if using *snowblind stare\** (see page 242).

### JERA

**Meaning:** Abundant harvest; the gods Freyr and Freyja.

**Mastery Bonus:** +1 insight bonus to Profession (farmer) and Knowledge (nature) checks. Both these skills become class skills for you.

**Associated Spells:** *Plant growth, purify food and drink, warp wood*; spells that create food or water enhance plants.

**Powers:** Mastery of *jera* grants the following powers as you increase in level:

**1st Level:** When invoked on the belly of a living creature, *jera* guarantees that any union in the next 24 hrs. proves fruitful. If invoked on a pregnant creature at least once per month during pregnancy, it guarantees a successful birth and healthy baby. There also is a one in eight chance of twins.

**3rd Level:** When invoked around food and drink, *jera* makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking (as *purify food and drink*).

**7th Level:** When marked in the earth among grasses, weeds, vines, or produce, they swell in size or become bountiful, as per *plant growth*.

## KAUNEN

**Meaning:** Flaming torch, enlightenment, and ulcers.

**Mastery Bonus:** You gain low-light vision. If you have already have this, you gain darkvision; if you already have darkvision, you gain a +1 bonus to Perception checks.

**Associated Spells:** *Remove disease*; spells that produce fire or light.

**Powers:** Mastery of *kaunan* grants you the following powers as you increase in level:

**1st Level:** Traced on the ground, *kaunan* burns as bright and hot as a campfire for up to 8 hrs. It counts as magical fire, cannot be moved, and does 2d6 hp fire damage (Reflex save for half) to any creature in it.

**3rd Level:** Traced on a weapon, *kaunan* grants it the *flaming* quality for up to 1 hr. per level of the rune caster or a number of successful strikes equal to the rune master's level (whichever occurs first). This effect does not stack with any similar qualities already present.

**7th Level:** Invoked on a creature, *kaunan* burns away illness and ailments as per *remove disease*.

## LAUKAZ

**Meaning:** Water, the sea; the god Njord.

**Mastery Bonus:** You gain Aquan as a bonus language. If you already know this language, you get a +1 insight bonus to Diplomacy checks with creatures of elemental water.

**Associated Spells:** *Calm the waves\** (see page 138), *create water*, *control water*, *elemental body IV* (water only), *elemental swarm* (water spell only), *horrid wilting*, *locate water\** (see page 201), *summon monster* (water elementals only), *water breathing*.

**Powers:** Mastery of *laukaz* grants the following powers as you increase in level:

**1st Level:** When invoked upon an object, *laukaz* helps it float in water for up to 24 hrs. This grants a +4 item bonus to Swim checks made by its bearer.

**7th Level:** When invoked on a living creature's chest, it grants them water breathing.

**11th Level:** When invoked on a lakebed, riverbed, or the bottom of the sea, *laukaz* allows the character to control nearby waters as per a *control water* spell.

## MANNAZ

**Meaning:** Humanoids, especially humans and dwarves.

**Mastery Bonus:** +1 bonus to saves against effects that petrify or transform

you from your normal shape (lycanthropy, *baleful polymorph*, or *flesh to stone*, for example).

**Associated Spells:** *Awaken*, *bear's endurance*, *bull's strength*, *calm emotions*, *cat's grace*, *darkvision*, *eagle's splendor*, *fox's cunning*.

**Powers:** Mastery of *mannaz* grants the following powers as you advance in level:

**1st Level:** When invoked upon a plant or animal, it awakens them.

**5th Level:** When invoked on an area, *mannaz* is famous for calming berserkers; it produces *calm emotions* on all living creatures within 20 ft. of the rune.

**7th Level:** When invoked upon a creature, *mannaz* returns a lycanthrope to its humanoid form or attempts to dispel (as *dispel magic*) any polymorph effect the target is currently under. Creatures may resist this with a successful Will save. The DC for this save is 10 + half the rune master's character level + the master's Wisdom Modifier.

## NAUDIZ

**Meaning:** Necessity and need.

**Mastery Bonus:** Once per day you may cast *stabilize* as a spell-like ability.

**Associated Spells:** *Aid*, *divine guidance*, *guidance*, *protection from energy*, *repulsion*, *resistance*, *sanctuary*, *stabilize*.

**Powers:** Mastery of *naudiz* grants you the following powers as you increase in level:

**3rd Level:** Invoked on an item, *naudiz* grants *guidance* or *resistance* to any creature that touches it (their choice). Up to one creature per level of the rune master may gain this bonus, but they can only benefit from it once per use of the power.

**5th Level:** Invoking *naudiz* upon a creature grants them *aid*.

**15th Level:** When invoked on an item weighing no more than 20 lbs., it allows you to call the object to you, causing it to teleport into your hand as a swift action. The maximum range of this effect is 400 ft. + 40 ft. per level of the rune master. If the object is in the possession of another creature, they may make a Will save in order to negate its effects. The DC for this save is 10 + half the rune master's character level + the master's Wisdom modifier. This power lasts for 24 hrs. or until used.

## NYKÖPING

**Meaning:** The passage of time, the seasons, and the phases of the moon.

**Mastery Bonus:** A +1 insight bonus to Survival. This skill becomes a class skill.

**Associated Spells:** *Control weather*, *endure elements*,

freeze\* (see page 176), gust of wind, haste, ice storm, infernal healing<sup>ISWG</sup> (but targets do not detect as evil), longstrider, rusting grasp.

**Powers:** Mastery of *nyköping* grants the following powers as you increase in level:

**3rd Level:** When invoked on a creature, the rune inures them from harsh weather, as if they were protected by an *endure elements* spell.

**5th Level:** When invoked on a creature, the rune grants them magical healing, as if they were protected by an *infernal healing* spell (but targets do not detect as evil).

**7th Level:** When invoked on an item, *nyköping* makes it crumble as if with *rusting grasp*.

**9th Level:** When invoked on a creature, *nyköping* grants them magical speed, as if they were under the effect of a *haste* spell. The target is exhausted for 24 hrs. afterward, even if they could not normally be exhausted.

**11th Level:** When invoked on the ground beneath the open sky, *nyköping* creates a strong breeze in the area as per *gust of wind*.

**13th Level:** When invoked on the ground beneath the open sky, *nyköping* improves the weather in the area as per *control weather*. Its effect is always the same, which is to make the sun come out.

## OTALAN

**Meaning:** Property, inheritance, and family.

**Mastery Bonus:** Whenever you aid another, the bonus is +3 rather than +2.

**Associated Spells:** *Blade of my brother\** (see page 128), *deathwatch*, *imbue with spell ability*, *locate object*, *major creation*, *minor creation*, *shield other*, *telepathic bond*, *teleport object*.

**Powers:** Mastery of *otalan* grants the following powers as you increase in level:

**1st Level:** When invoked on two related, living creatures touched by the rune master, the rune provides each target with knowledge of the other's health, as per *deathwatch*, over any range as long as both targets are on the same plane. This effect lasts 1 day per level of the rune master. Only one use of this power may be active at a given time.

**7th Level:** When invoked on a reflective surface (for example, on a mirror, polished shield, or even on still water), *otalan* lets you *sCRY* on an object you have possessed for at least one week, or on any member of your immediate family (within three generations of you).

**13th Level:** When invoked on an object, *otalan's* power lingers harmlessly in the item until its wielder is killed. As soon as they are dead, the object teleports



into the hands of an individual, who must be specified when the rune is invoked. This individual can be named or identified by a title or relationship (for example, the king of Noatun, my firstborn son, or other identifying phrases).

This power functions over any range as long as the object and target are on the same plane. If another creature has the object when its owner dies, the creature may make a Will save to negate the effect. The DC of this save is 10 + half rune master's level + the master's Wisdom modifier. This power lasts until used, but the rune master may only have a single use of this power active at a given time. If inscribed on a new item, the effect ends on any others.

## PERTO

**Meaning:** Things are not as they seem; the god Loki.

**Mastery Bonus:** A +1 insight bonus to Wisdom checks to solve riddles or puzzles, and to saves against illusions.

**Associated Spells:** *Disguise self*, *false vision*, *hallucinatory terrain*, *Loki's gift\** (see page 201), *lullaby*, *major image*, *minor image*, *mislead*, *mass suggestion*, *screen*, *suggestion*; *spells that mislead or create false perceptions*.

**Powers:** Mastery of *perto* grants the following powers as you increase in level:

**3rd Level:** When invoked on a creature, *perto* changes its appearance, as per *disguise self*.

**5th Level:** When invoked on two objects, one of which you may hang around a creature's neck to make them the subject, *perto* grants *misdirection*.

**7th Level:** When invoked on the ground, objects within 10 ft. of the rune gain nondetection.

## RAIDO

**Meaning:** Travel.

**Mastery Bonus:** Your speed increases by 5 ft., and you always know which way is north.

**Associated Spells:** *Ant haul*, *floating disk*, *lift\** (see page 199), *purge pests\** (see page 219), *repel vermin*; *spells that increase speed or assist in overland travel*.

**Powers:** Mastery of *raido* grants you the following powers as you increase in level:

**1st Level:** When invoked on an object, *raido* grants a +5 enhancement bonus to Acrobatics checks made to ski, skate, or control a sled for 1 hr. per level of the rune master. The bonus increases to +10 if the rune master is 10th level or higher.

**5th Level:** When invoked on a living creature, *raido* surrounds it with a barrier repellent to pests as *repel vermin*. This effect lasts 1 min.

**7th Level:** When invoked on a living creature, it



allows them to hustle for 2 hrs. per day before starting to take damage. A single use of this power allows the rune master to affect one creature per character level.

## SOWILO

**Meaning:** The sun; the god Baldur.

**Mastery Bonus:** You become immune to dazzle effects.

**Associated Spells:** *Eagle's splendor*, *suggestion*; spells that create non-prismatic light, any spell with "charm" in the title.

**Powers:** Mastery of *sowilo* grants the following powers as you increase in level:

**5th Level:** When invoked on a creature, the rune grants it magical confidence and charisma, allowing it to *enthral* an audience.

**7th Level:** When invoked upon an item, *sowilo* makes it glow as if with the *daylight* spell.

**13th Level:** When invoked on the ground beneath the open sky, *sowilo* improves the weather in the area as per *control weather*. Its effect is always the same; it makes the sun come out.

## TETAZ

**Meaning:** Fearlessness assemblies or councils, the god Tyr.

**Mastery Bonus:** A +1 to saves versus fear effects.

**Associated Spells:** *Charm animal* (wolves only), *heroism*, *remove fear*, *true strike*; any spell with "hand" in the title.

**Powers:** Mastery of *tewaz* grants the following powers:

**1st Level:** When invoked on an object, *tewaz* drives off wolves, worgs, werewolves, and other lupine creatures. Such creatures must stay at least 5 ft. away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (doing so requires a standard action each round). An affected creature can overcome its revulsion and act normally if it makes a Will save each round. The DC for this save is 10 + half the rune master's level + the master's Wisdom modifier. This power lasts 1 hr. per level of the rune master.

**3rd Level:** When invoked on a shield, *tewaz* grants it the *arrow-catching* magical quality for 1 min. per character level of the rune master.

**5th Level:** When invoked somewhere clearly visible, it acts as a *calm emotions* spell on all creatures in a 20-ft. radius that can see it.

## TURISAZ

**Meaning:** Giants; thunder and lightning.

**Mastery Bonus:** You gain Giant as a bonus language. If you already know this

language, you get a +1 circumstance bonus to sense motive checks against giants.

**Associated Spells:** Spells that enlarge you, grant giant form, or create thunder or lightning; any item that requires its creator or user to be a giant.

**Powers:** Mastery of *turisaz* grants you the following powers as you increase in level:

**3rd Level:** When inscribed on a weapon, *turisaz* grants it the *shock* quality for up to 1 hr. per level of the rune caster or for a number of successful strikes equal to the rune master's level (whichever occurs first). It does not stack with any similar qualities already present.

**5th Level:** When invoked on armor, it grants resist electricity 10 and a +2 profane bonus to the wearer's Strength score.

**7th Level:** If placed on an area, *turisaz* acts as a glyph of warding, exploding with a blast of thunder that inflicts 1d8 hp sonic damage for every two character levels of the rune master.

## URUZ

**Meaning:** Wild ox, sacrifice to the gods, and strength.

**Invocation:** For the purposes of carrying capacity, treat your Strength score as if it were 2 points higher.

**Associated Spells:** *Bull's strength*, *remove curse*; other spells that grant blessings from the gods.

**Powers:** Mastery of *uruz* grants you the following powers as you increase in level:

**3rd Level:** When crafted on a shield, this rune invokes the power of the auroch's charge. It grants a +20 circumstance bonus to the wielder's next bull rush or overrun attempt. The bonus lasts for 24 hrs. or until used.

**5th Level:** When invoked on a living creature, *uruz* grants them *bull's strength*.

**7th Level:** When invoked on an appropriate sacrificial beast, this rune amends offenses the sacrifice giver may have made against the gods (treat as *remove curse*). Sometimes it may instead result in the gods delivering a different blessing upon the sacrifice giver, such as *geas/quest* or divine power.

## WUNJO

**Meaning:** Happiness and joy.

**Mastery Bonus:** Whenever you receive a morale bonus, the bonus is increased by one point.

**Associated Spells:** Any spell that provides a morale bonus.

**Powers:** Mastery of *wunjo* grants you the following powers as you increase in level:

**1st Level:** When invoked in an area, *wunjo* makes

nearby creatures happy and content. Affected creatures gain a +2 bonus to Diplomacy but a -4 penalty to Perception and Sense Motive checks. The duration is 1 min. per level and the effect spreads in a radius from the rune that is 10 ft./level of the rune master. Unwilling targets may make a Will save to resist (DC 10 + half the rune master's character level + Wisdom bonus). A successful save makes a target immune to the same effect for 24 hrs.

**3rd Level:** Invoking *wunjo* on a creature grants them the effect of a *remove fear* spell. If the target is currently under the effects of *crushing despair* or another fear effect, the rune master may instead attempt to dispel it as if they had cast *dispel magic*.

**10th Level:** Inscribed on an object held aloft, *wunjo* provides allies with *good hope*.

## Glyph and Rune Traits and Feats

The following feats may be applied to glyphs or runes, as listed in each description.

### ABOLETH GLYPH MEMORY (FEAT)

Some creatures are born with a natural attunement to a glyph whose nature is similar to their own.

**Prerequisites:** Aboleth or aberrant bloodline.

**Benefit:** The creature gains all the benefits of Rune Mastery for the chosen glyph, but can invoke its power 3 times each day. The glyph selected must fit thematically with the creature's nature, origin, or abilities.

### ABOLETH SPAWN (TRAIT)

Your ancestry is polluted with the taint of the aboleth.

**Benefit:** You can use *acid splash* as a spell-like ability a number of times per day equal to 3 + your Charisma modifier (minimum 1).

### DEEPER RUNE LORE (METAMAGIC FEAT)

You have mastered the secret powers of one of the sacred runes or a glyph.

**Prerequisites:** Wisdom 12 or higher.

Table 2-1:

## Rune and Glyph Feats and Traits

NAME	PREREQUISITE	BENEFIT
Aboleth Glyph Memory*	Aboleth, Aboleth Spawn** or Aberrant Bloodline	Gain the benefits of Rune Mastery for the chosen rune, and invoke its power 3/day
Aboleth Spawn**	—	Use <i>acid splash</i> as spell-like ability
Deeper Rune Lore#	Wis 12+	You may invoke secret powers of a rune or glyph
Glyph Reader*	Knowledge (history) 2 ranks, Linguistics 2 ranks	+4 bonus to Craft (lost technology) and Use Magic Device checks with ancient items
Pattern Glyph*	—	+1 bonus on save DCs for pattern subschool
Rune Mastery*	Wis 12+, or Pattern Glyph*	You gain a mastery bonus over 2 runes of your choice
Runesmith#	Master Craftsman*CRB	You can use rune magic to craft magic weapons instead of spells
Runic Blood#	Northern monster	Gain the benefits of Rune Mastery for the chosen rune, and invoke its power 3/day.
Runic Counterspell#	Runic Spellcasting#, Ability to cast arcane or divine magic	You can counterspell using any spell of a higher level than the targeted spell
Runic Potence#	Wis 15+, Rune Mastery* or Runic Blood#	You can invoke the power of a rune or glyph one more time per day
Runic Spellcasting#	Rune Mastery or Glyph Reader*	+1 CL for casting a spell associated with a rune or glyph you have Mastered; -1 DC if targeted by such a spell

\* Indicates a feat

\*\* Indicates a trait

# Indicates a metamagic, item creation, or monster feat



**Benefit:** Choose one rune covered by your Rune Mastery feat.

You may invoke one of the secret powers of this rune once per day as a spell-like ability. You may take this feat multiple times. Each time you learn the secret powers of a different rune.

### GLYPH READER (FEAT)

You are learned in the ways and writing of lost civilizations.

**Prerequisite:** Knowledge (history) 2 ranks, Linguistics 2 ranks.

**Benefit:** You gain a +4 insight bonus to Craft (lost technology) and Use Magic Device checks when attempting to operate or restore ancient magic items or technology.

### PATTERN GLYPH (FEAT)

You weave powerful, mind-affecting glyphs from lost civilizations into some of your illusion spells.

**Benefit:** When you cast a spell of the pattern subschool, increase the save DC by +1. This stacks with the Spell Focus and Greater Spell Focus feats.

### RUNESMITH (ITEM CREATION FEAT)

Runes or glyphs you know provide prerequisite spells when creating magic items.

**Prerequisites:** Master Craftsman.

**Benefit:** When creating magical items, you may use a rune or glyph that you've mastered in place of a spell needed in its creation. See each rune's description for the spells associated with each rune.

### RUNIC BLOOD (MONSTER FEAT)

Some northern creatures are born with a natural attunement to a rune whose nature is similar to their own.

**Prerequisites:** Born in the frozen North.

**Benefit:** The creature gains all the benefits of Rune Mastery for a single chosen rune, but can invoke its power 3 times each day. The rune selected must fit thematically with the creature's nature, origin or abilities.

### RUNIC COUNTERSPELL (METAMAGIC FEAT)

Your mastery of runes or glyphs is such that you can deflect magic that draws upon their universal power.

**Prerequisites:** Runic Spellcasting, ability to cast arcane or divine magic.

**Benefit:** When targeted by a spell associated with a rune or glyph you have mastered, you may counterspell it by sacrificing any spell that is one or more spell levels higher than the target spell.

**Normal:** Without this feat, you may counter a spell only with the same spell or with a spell specifically designated as countering the target spell.

### RUNIC POTENCE (METAMAGIC FEAT)

Your mastery of runes or glyphs is deeper than that of others.

**Prerequisites:** Wisdom 15 or higher, Rune Mastery or Runic Blood.

**Benefit:** You may invoke the power of any rune or glyph (if applicable) you have mastered one more time each day. You may take this feat more than once. The effects are cumulative.

### RUNIC SPELLCASTING (METAMAGIC FEAT)

You know how to work mastered runes or glyphs into your spellcasting, and to resist the magical effects of their associated spells.

**Prerequisites:** Rune Mastery.

**Benefit:** If you cast a spell associated with a rune or glyph you have mastered, you cast the spell as a caster of 1 level higher than normal.

If you are targeted by such a spell, the DC of any saving throw is lowered by 1.

## Ink Magic

Laboriously copying page after monotonous page of decaying tomes, alchemical notes, and treatises on various esoteric topics often causes a scribe's mind to wander. In these inattentive moments, it is all too human to take shortcuts, to attempt to improve on the original, and to reinterpret the text. Ink magic's roots lie in an obsession with the written word and an infatuation with the errors and alterations that invariably sneak into a written work.

### The Nature of Ink Magic

Ink mages are loosely connected through a network consisting of secret symbols, encoded messages, and clandestine meeting points. While each individual practitioner is fairly unique, most scribes are bibliophiles who hunt rare tomes and grimoires with a fervency that is shocking to even the greediest of treasure hunters. These bibliophiles often "liberate" rare texts from owners who fail to appreciate them. Some evil scribes pay homage to Titivillus, and some even take ink devils as familiars (see *Kobold Quarterly* #1). This requires CL 9 and the Improved Familiar feat.

Traditional wizards scorn ink magic. They dismiss it as a hodgepodge of variant spells—an exaltation of the magical writing over the practice of magic itself. Ink magic remains largely unrecognized as a separate school of magic in most learned circles of wizardry. Scribes, however, do not mind this disdain, as it allows them to develop their ciphers in secrecy and to take their prideful enemies by surprise.

The school of ink magic combines conjuration, creation, divination, illusion, and transmutation magic, but it stands apart from each of these individual schools. Ink magic spells often complement each other or “stack,” just as varied inks blend seamlessly together.

Scriveners require writing implements, ink, and language to power their spells. Tattoos, paintings, inked scrolls, and books—even marks etched in rock—function as the spell components for ink magic spells. The Eschew Materials feat does not relieve a scrivener from the need to use inks as spell components, but the feat becomes effective if the scrivener covers his body in tattoos and uses this tattoo ink to power his spells.

Further, because the scribes who developed ink magic often worked in complete silence, verbal components are foreign to ciphers. Scriveners take great delight in the somatic components of their spells, sketching each required cipher with painstaking care. An ink mage is a formidable foe with many weapons at his disposal; she can use her foe’s scrolls and spellbooks against him; bring her foes’ tattoos or drawings to life; befuddle her foes with written symbols; encode script obscuring the truth or allowing secret communication; and use the power of writing to generate dozens of other effects.

## School of Ink Magic

The spells listed in this school’s spell list all belong to the ink magic school. Spells marked with asterisks can be found in the Spell Descriptions section, which begins on page 114 in the New Spells chapter.

**Cantrips**—*acid splash, arcane mark, inky ray\**, *mage hand, read magic*

**1st Level**—*color spray, comprehend languages (written only), erase, grease, harrying glyph\**, *ink cloud\**, *magic aura, protection from chaos/evil/good/law, share memory<sup>UM</sup>, silent image, skinbook\**, *summon monster I*

**2nd Level**—*acid arrow, darkness, hypnotic pattern, glitterdust, glyph aura\**, *locate object, mind’s eye map\**, *minor image, mirror image, misdirection, obscure object, rope trick, summon monster II, summon swarm, symbol of mirroring<sup>UM</sup>, web*

**3rd Level**—*babel\**, *explosive runes, dispel magic, glyph of warding, marauding glyph\**, *illusory script, magic circle against chaos/evil/good/law, major image, marionette possession<sup>UM</sup>, scrawl bones\**, *sea of ink\**, *secret page, sepia snake sigil, summon monster III*

**4th Level**—*black tentacles, confusion, fire trap, fugue script\**, *hallucinatory terrain, illusory wall, inkblot\**, *lesser geas, minor creation, mnemonic enhancer, phantasmal killer, rainbow pattern, summon monster IV, symbol of revelation<sup>UM</sup>, symbol of slowing<sup>UM</sup>*



## Ink Magic: An Option Rather than a School

Although ink magic can loosely be considered another magic school, because it relies on ciphers—or ink drawings—instead of traditional somatic components, and because it eschews verbal components all together, this school stands apart from other magical studies. The school of ink magic is not so much a new magic option as it is an alternate magic option.

**5th Level**—*major creation, memory echo\**, *mirage arcana, passwall, persistent image, summon monster V, symbol of pain, symbol of scrying<sup>UM</sup>, symbol of sleep*

**6th Level**—*acid fog, aegis\**, *circle of death, geas, greater glyph of warding, guards and wards, legend lore, programmed image, summon monster VI, symbol of fear, symbol of persuasion<sup>UM</sup>, symbol of sealing<sup>UM</sup>, true seeing*

**7th Level**—*prismatic spray, summon monster VII, symbol of stunning, symbol of weakness*

**8th Level**—*prismatic wall, scintillating pattern, summon monster VIII, symbol of death, symbol of insanity*

**9th Level**—*prismatic sphere, summon monster IX, symbol of strife<sup>UM</sup>, symbol of vulnerability<sup>UM</sup>, teleportation circle, weird*

### Variant Spell Effects

Scriveners throughout the years have developed many variants to spells their more mainstream peers have studied; these variant spells the scriveners have wholeheartedly adopted into the school of ink magic. The variant spell effects described below all require some form of writing or ink as material components in lieu of their regularly required spell components. The effects of spells cast using ink magic but not listed below remain the same as those listed in the *Pathfinder Roleplaying Game's* core rules.

**Acid arrow, acid fog, acid splash:** These spells are composed of black ink, which bubbles, boils, and hisses to betray its acidic nature.

**Black tentacles, web:** Thick strands of sticky ink form tendrils that spring from a deep puddle of black ink.

**Color spray, glitterdust:** Instead of powders or mica, the spell uses brilliant, vibrant-colored inks that explode to produce the same result as the original spell.

**Comprehend languages:** A scrivener may only use this spell as it relates to written languages.

**Darkness:** A cloying cloud of darkness takes the

consistency of blackest ink. This cloud drips everywhere and stains everything within it.

**Geas:** These spells function as normal, except the scrivener and target sign a contract outlining the terms of the geas. The scrivener keeps the contract; destruction of it ends the spell. If the target is unwilling, the caster must somehow obtain the target's signature through force or subterfuge. (If the caster elects that the contract be signed in blood, the target's blood will suffice.)

**Grease:** A conjured pool of ink (the color depends on the ink that powers the spell) performs the same function as the original spell.

**Hypnotic pattern, rainbow pattern, scintillating pattern:** As with color spray and glitterdust, a multitude of brilliant, vibrant-hued inks produce these effects.

**Illusion and creation spells:** The caster draws or paints the desired forms, which become semi-real as illusions or real as creations. When the spell ends, the forms slowly drip and run into puddles.

**Locate object, magic aura, misdirection, obscure object:** The caster must place his arcane mark on the object to be obscured, and thereafter can manipulate its aura. Locate object may only be performed if the object has some form of writing upon it, or if the caster previously placed his arcane mark upon the object.

**Prismatic sphere, prismatic spray, and prismatic wall:** As with color spray and glitterdust, a multitude of brilliant, vibrant-hued inks produce these effects.

**Rope trick:** The caster creates a pocket dimension within books, text, scrolls, paintings, and such, and he can hide within even a single letter of text. No rope is involved.

**Summon monster I-IX:** As with illusions, the caster draws the intended summoned creature. Thereafter, the caster may only summon that creature with that specific spell (or creatures, if a particular spell is used to summon several lesser level creatures).

Casters often develop complex relationships with these summoned forms, naming the forms when they take on distinct personalities. These creatures take on the ink subtype (see the *inkblot* spell on page 190) and can make normal attacks. Once summoned, the chosen creature can be changed only by using erase on it, which shifts its form to a new type chosen by the caster.

**Summon swarm:** By flinging hundreds of droplets of ink, the caster causes each droplet to become vermin.

The caster is also able to summon a swarm of silverfish, which does damage as a swarm of spiders (without poison), but only to paper, papyrus, book bindings, or similar materials.



# Words and Incantations

**T**here is a universal truth few spellcasters would deny: Incredible power exists in spoken words. Some rely on verbal commands and entreaties to convince others to acquiesce to their wishes. Others spend lifetimes practicing the enunciations of the strange languages that power traditional arcane and divine magic.

Still other spellcasters, though, delve into the fundamental building blocks of magic through ritual chanting and words that, by their very nature, manipulate the magical energy latent everywhere. These dedicated spellcasters and ritualists study either incantations or words of power, and the reward for their eccentric obsessions and tireless practice is incredible, often unimaginable, power.

This chapter lays bare the esoteric systems used to perform and create incantations and words of power. The details in these sections are enough to equip any caster—or character, as far as incantations are concerned—with the knowledge and ability to access magic that will broaden and deepen any campaign.

## Incantations

While often considered common magic—the workings of hedge wizards and lowly town wise-women—incantations belong to a class of truly awe-inspiring powers beyond ordinary spells. Incantations are inherently connected to their performers and the

latent magic around them, and performers focus and release this magic when they ceremonially cast incantations.

Any person can learn an incantation after spending 1 hr. per level studying it and making either a Spellcraft check (DC 10 + the incantation's effective level) or an Intelligence check (DC 15 + effective level). The student receives a +5 circumstance bonus to the roll if taught during this period by an individual who already knows the incantation. However, creating and modifying incantations requires a much greater dedication of time and effort. The process demands special skills and knowledge, occasionally some occult materials, and an understanding of basic spellcraft.

Creating new incantations requires both the appropriate feats as well as a suitable ritual casting space. Creating incantations also requires 500 gp in precious materials and two weeks of time per the incantation's effective level. For example, creating an effective 4th-level incantation requires a ritual space, 2,000 gp in materials, and eight weeks of research. Supernatural instruction, detailed below, can reduce this investment.

## Learning Incantations from Mystic Teachers

When creating incantations, folk magicians and hedge wizards almost never have thousands of gold pieces to spend on research. Instead, they call on magical creatures, mystic spirits, and otherworldly outsiders to teach the craft of an incantation.

Instruction is worth 500 gp per Hit Die of the instructor, and the instructor must have twice the HD of the incantation's effective spell level to provide instruction to the student. Every 1,000 gp worth of instruction over the required cost for creating the incantation reduces the student's necessary research time by one week.

For instance, if an arcane teacher with 10 HD teaches a 4th-level incantation, the instruction costs 5,000 gp. The incantation, in this instance, requires 2,000 gp and eight weeks of study time without an arcane teacher. The magical creature or other teacher, therefore, eliminates the material cost and reduces the instruction time to five weeks.

Fey creatures may assist crafters using Knowledge (arcana or nature) as the primary skill in the incantation. Outsiders may assist crafters using Knowledge (religion or arcana). Magical creatures, such as dragons, may assist crafters using Knowledge (arcana).

A ghost may provide instruction using any appropriate skill it knew in life, but it must have mastered incantations in life. If a ghost knew any incantations while it was alive, it may teach those.

Gaining a teacher's help must be secured via barter

during adventures. Proper payment may include exotic items, slaves, or other items of value to the NPC.

## Incantation Feats

Incantation feats have the [Ritual] tag. These feats may be taken as class bonus feats when a bonus feat normally may be selected, or they may be selected as normal when a character gains a feat.

### ADEPT GROUP RITUALIST [RITUAL]

You understand how to make ritual magic easier for a group.

**Prerequisites:** Ceremonial Group Casting (see below).

**Benefit:** When you prepare a ritual space for multiple secondary casters, make a Spellcraft check (DC 15 + the incantation's effective level). Success means that secondary casters gain a +2 bonus to their skill checks; this stacks with the bonus for a ritual space. If a caster rolls a natural 1 on a skill check, all secondary casters lose this benefit for the remainder of the incantation skill checks.

### ADEPT RITUALIST [RITUAL]

You understand how to prepare a ritual space to make ceremonial magic easier.

**Prerequisites:** Craft Lesser Incantation (see below).

**Benefit:** When you prepare a ritual space for an incantation, make a Spellcraft check (DC 15 + the incantation's effective level). Success provides a +2 bonus to your skill checks, which stacks with the bonus for a ritual space. If a caster rolls a natural 1 on a skill check, all secondary casters lose this benefit for the remainder of the incantation skill checks.

### BLOOD RITUALIST [RITUAL]

You understand how to fuel ritual magic with the energy of living beings.

**Prerequisites:** Ceremonial Group Casting (see below).

**Benefit:** You may craft incantations with three new DC modifiers:

*Lifelinked* (–10 to DC): You bind an incantation with a permanent duration to the lifespan of a creature involved in the casting. If this creature dies, the effect ends.

*Life Sacrifice* (–2 to DC per sacrifice): The incantation DCs are lowered by 2 per sacrificial victim per check. For example, an incantation with seven checks and –4 to the DC of each check would require 14 sacrifices.

*Sacrificial Performer* (–3 to DC): The incantation requires secondary casters to sacrifice themselves at the end of the ritual. Failure to do so causes backlash.

## CEREMONIAL GROUP CASTING [RITUAL]

You understand ritual magic, and you know how to create incantations involving large numbers of people.

**Prerequisites:** Craft Lesser Incantation (see below), seven ranks in Spellcraft.

**Benefit:** You can craft incantations with 10 or fewer participants. If you have the Craft Incantation feat (see below), you can craft incantations with more than 10 participants. This feat may be taken as an item creation feat.

## CRAFT INCANTATION [RITUAL]

You understand the aspects of ritual magic; the full power of incantations and ceremonial group casting is within your grasp. If you are a mythic character, you may craft incantations with mythic DCs (see the Mythic Powers and Incantations section).

**Prerequisites:** Craft Lesser Incantation (see below), nine ranks in Spellcraft.

**Benefit:** You can craft incantations with an effective level of 6th or greater, and with 10 or fewer

participants. This feat may be taken as an item creation feat.

## CRAFT LESSER INCANTATION [RITUAL]

You understand the basic aspects of ritual magic and can access greater power through ceremonial casting.

**Prerequisites:** Five ranks in Spellcraft.

**Benefit:** You can craft incantations with an effective level of 5th or less. This feat may be taken as an item creation feat.

## EXPERIMENTAL RITUALIST [RITUAL]

You understand how to modify an existing incantation while keeping the end result.

**Prerequisites:** Adept Ritualist (see above).

**Benefit:** After you learn an incantation, you may spend one week and 500 gp per the incantation's effective level to adjust the mechanical aspects of a ritual. You may add or eliminate elements that may result in a higher or lower skill-check DC. For more information, see the chart of modifiers in the

Table 4-1:

### Incantation Feats

NAME	PREREQUISITE	BENEFIT
Adept Group Ritualist	Ceremonial Group Casting	Successful Spellcraft check grants secondary caster +2 bonus to their incantation skill checks
Adept Ritualist	Craft Lesser Incantation	Successful Spellcraft check grants you +2 bonus to your incantation skill checks
Blood Ritualist	Ceremonial Group Casting	Craft incantations with three new DC modifiers
Ceremonial Group Casting	Craft Lesser Incantation, 7 ranks in Spellcraft	Craft incantations with 10 or fewer participants, or with 10 or more if you have Craft Incantation
Craft Incantation	Craft Lesser Incantation, 9 ranks in Spellcraft	Craft 6th-level incantations or higher, and with 10 or fewer participants
Craft Lesser Incantation	5 ranks in Spellcraft	Craft 5th-level incantations or lower
Experimental Ritualist	Adept Ritualist	Adjust mechanical aspects of a ritual
Student of Incantations	1 rank in Spellcraft	Gain knowledge of 3 lesser incantations or 1 greater incantation
Student of the Realms	1 rank in Knowledge (arcana)	Substitute Knowledge (arcana) for Knowledge (nature) or Knowledge (religion) when performing incantations
Voice of Nature or Divinity*	—	Substitute Knowledge (nature or religion) for Knowledge (arcana) when performing incantations

\* Indicates a trait

Creating New Incantations section on page 300. After modifying an incantation, you know the original incantation and the modified incantation.

### STUDENT OF INCANTATIONS [RITUAL]

As a student of ceremonial magic, you've learned some incantations.

**Prerequisites:** One rank in Spellcraft.

**Benefit:** You know either three lesser incantations with an effective level of 5th or less or one incantation with an effective level of 6th or greater. You may teach this knowledge to other individuals if you so choose.

This feat may be taken multiple times; each time, select different incantations. This feat may be taken as a wizard or sorcerer bonus feat.

### STUDENT OF THE REALMS [RITUAL]

You understand the underlying connections between apparently disparate sources of magic.

**Prerequisites:** One rank in Knowledge (arcana).

**Benefit:** You may substitute equal ranks of Knowledge (arcana) for Knowledge (nature) or Knowledge (religion) when performing incantations that require that skill. These knowledge skills are always class skills for you. This feat may be taken at 1st level.

### VOICE OF NATURE OR DIVINITY (TRAIT, RITUAL)

You draw on a different source of knowledge for your incantations.

**Benefit:** You may substitute equal ranks of either Knowledge (nature or religion) for Knowledge (arcana) when performing incantations that require that skill. This knowledge skill is always a class skill for you.

## Ritual Spaces

While not all incantations require a ritual magic space—some simply need a sequence of invocations and actions—the best ceremonial casters know that preparing a proper ritual environment makes an incantation easier. Only one ritual space may be prepared at a time for an incantation.

To create a ritual magic space, the primary caster must make a DC 15 Spellcraft check. Add three to this DC for every effective level over 9th. For example, an incantation with an effective level of 11th requires a DC 21 Spellcraft check for a functional ritual space. Success means the performers may gain one of the following benefits, at the GM's discretion:

- A +1 competence bonus to skill checks made during the incantation.
- All backlash damage reduced by half (up to 1d6 hp per character level).

- Any conditions gained during the incantations' casting drop by 1 category, such as exhaustion or fatigue or blinding and dazzling.
- Gain a saving throw against any disease or curse backlash.

The GM should make ritual space rolls in secret, and the result not revealed until the incantation performance is complete or a skill check is failed. Ritual spaces may be created using illusion spells, but the spells must have a duration greater than the time to perform the incantation.

## Mythic Incantation Performers

Mythic characters can reduce the high DCs of mythic incantations because they have ways of handling such powerful magic. Mythic characters may invoke their mythic power or their surge abilities during an incantation. For each expenditure of mythic power, reduce the incantation's DCs by 5 for that performance.

Mythic power can also reduce backlash as described in the ritual spaces section above. Three uses of mythic power may be expended at once to avert one element of a failed incantation other than backlash effects. The mythic surge can be used during an incantation, but it averts only one failed skill check. Mythic power can be invoked multiple times for a single skill check, if desired.

## New Incantations

Incantations can be very powerful, and they frequently create effects beyond those of normal spells. In addition, characters generally considered non-spellcasters can invoke them. Use caution when incorporating incantations into your campaign.

### AWAKEN THE SLUMBERING MARINER

*"With the last tolling of the bell, its black prow rose from the waves. Its mast and sails slashed across the sky as surely as the abominations' cutlasses hungered for living flesh. We cringed to disturb their rest, but given the terrible threat we faced, what better choice of protectors did we have?"*

**School** necromancy; **Effective Level** 9th

**Skill Check** Knowledge (history) and Knowledge (nature) checks **DC** 22, 9 successes

**Casting Time** 95 min.

**Components** F, M, S, V

**Focus** a silver bell, inlaid with onyx, on a handle of engraved sea-creature bone or ivory costing 5,000 gp.

**Material Components** a mixture of black onyx dust and merfolk blood, and two gold coins for each member of the shipwrecked crew (worth a total of 500 gp)

**Other** must be cast within range of a shipwreck whose existence is known to the primary performer

**Secondary Casters** up to 10 secondary performers may assist the primary performer

**Range** long

**Target** a shipwreck known to lie on the seafloor

**Duration** 1 day per character level of primary performer, minimum 8

**Saving Throw** none; **SR** no

**DESCRIPTION**

This ceremony requires the performers to ritually recite the date and conditions of the shipwreck's fate, scattering the material components and gold coins over the wreckage site while making the skill checks. On completing the ritual, the primary performer dips the edge of the bell in the water and rings it three times. At this point, all performers suffer backlash as the ritual concludes. This incantation can be performed on land or at sea on a proper vessel.

Success indicates that the specific shipwreck rises from the depths, crewed with zombies and skeletons. It is a warship (see vehicles in *Ultimate Combat*), operated by 45 skeletons (CR 1/3, *Pathfinder Bestiary*) and 15 zombies (CR 1/2, *Pathfinder Bestiary*). The undead crew has +4 channeling resistance and is proficient with any weapons they have in hand.

The crew obeys the commands of the primary performer until the duration ends. If the primary performer dies, the crew obeys the secondary performer with the highest character level and Charisma bonus. If no secondary performer remains, the ship returns to the seafloor.

Both the undead and the vessel may be destroyed normally. If the vessel is destroyed before the undead crew, the undead try to claim the nearest vessel by combat. If they have no new ship by the following sunset, they return to their watery grave and the incantation ends.

**BACKLASH**

All performers of this incantation gain the exhausted condition until they can rest for 8 hrs. or find another way remove the condition. They are also infected with cackle fever (*Pathfinder RPG Core Rulebook*). A variant of this incantation can convert groups of five skeletons into zombies instead, though participants suffer 2d6 hp damage for every five skeletons converted. Thus, converting 20 skeletons into zombies yields a total of 25 skeletons and 35 zombies and inflicts an additional 8d6 hp of damage in backlash.

**FAILURE**

The incantation fails completely if participants fail three skill checks. All performers still suffer backlash, but the undead crew rises from the waves to tirelessly hunt the participants and their families for the duration of the spell. Once the performers are killed, the undead seek out others and attack them until the duration expires or their ship is sunk a second time. The undead summoned by a failed incantation may be destroyed normally.

**INCANTATION OF THE NEWBORN SUMMIT**

*"It's the power to raise mountains. Now that's magic."*

**School** conjuration; **Effective Level** 11th

**Skill Check** Knowledge (arcana) DC 39, 6 successes; Knowledge (geography) DC 39, 5 successes

**Casting Time** 11 hrs.

**Components** F, M, S, V

**Focus** a standing stone engraved with a set of adamantine tools worth 25,000 gp

**Material Components** blood of a stone giant, a dragon, and an outsider; mixed with the crushed heart of a huge earth elemental and diamond dust worth 25,000 gp

**Secondary Casters** up to 10 secondary performers may assist the primary performer

**Range** touch

**Target** 4,000 cubic ft., either centered on or starting from the standing stone

**Duration** instantaneous (permanent)

**Saving Throw** none; **SR** yes

**DESCRIPTION**

You must engrave arcane symbols of conjuration

**Mythic Powers and Incantations**

Characters' mythic powers are useful when performing incantations. Below are descriptions about how specific mythic abilities may help when performing incantations.

**Mythic Power (Su):** Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. You can draw upon your mythic power a number of times per day equal to three plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

**Surge (Su):** You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the results. Using this ability is an immediate action that is taken after the original roll is made and the results are revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

Other powers may also aid when casting incantations, at the GM's discretion.



and elemental earth upon the standing stone, and then you must paint the symbols and wash the stele with the incantation's mixture of material components. Finally, you plunge the adamantine chisel into the ground.

If you are successful, the mountain rises up from the ground. If the performers are centered on the stone, they are safely carried to the summit. Otherwise, the standing stone marks the foot of the mountain and performers remain on the ground. Increasing the Knowledge (geography) DC by three allows the primary performer to create a cavern inside the mountain.

Other versions of this incantation may utilize Knowledge (nature) or Knowledge (religion) in place of Knowledge (arcana).

---

#### BACKLASH

All performers participating in this incantation are exhausted and suffer 12d6 hp damage and two negative levels.

---

#### FAILURE

Failing three skill checks during the incantation causes it to fail completely. Performers still suffer backlash and are at the epicenter of an earthquake spell effect (CL equal to the primary performer's character level).

---

### INCANTATION OF THE WANDERING RIVER

*"The walls were meant to stop trebuchet stones. They never stood a chance against a river."*

**School** abjuration; **Effective Level** 11th

**Skill Check** Knowledge (arcana) DC 37, 5 successes; Knowledge (geography) DC 37, 6 successes

**Casting Time** 11 hrs.

**Components** F, M, S, V

**Focus** a mithral boat oar inlaid with gems worth 25,000 gp

**Material Components** a diamond-dust infused quicksilver concoction worth 25,000 gp

**Secondary Casters** up to 10 secondary performers may assist

**Range** touch

**Target** A portion of the river equaling 160 cubic ft.

**Duration** 1 day/character level of the primary performer

**Saving Throw** none; **SR** yes

---

#### DESCRIPTION

By placing the oar in the river and spreading the diamond-quick-silver solution across the waters, the primary performer shifts the river's flow in the indicated direction at the end of the incantation. This change in direction lasts for a number of days equal to the primary performer's character level. The river flows around obstacles it cannot erode, and it can burst gates or fill city walls. If the river follows

its new course for 10 or more days, it retains its new route. No ritual space is possible with this incantation without using an illusion, such as *major image*.

Other versions of this incantation may utilize Knowledge (nature) or Knowledge (religion) in place of Knowledge (arcana).

---

#### BACKLASH

All performers participating in this incantation are exhausted, suffer 8d6 hp damage, and receive two negative levels.

---

#### FAILURE

Failing three skill checks during the incantation causes it to fail completely. Performers still suffer backlash and the river becomes a Huge water elemental, which attacks the performers. This hostile elemental remains for one day/character level of the primary performer. It cannot be dispelled or warded during this time.

---

### INCANTATION OF PLANAR PRISONS

*"The fiend will never leave this place, not so long as our watchful eyes keep the seals whole."*

**School** abjuration, transmutation; **Effective Level** 10th

**Skill Check** Knowledge (arcana) DC 35, 5 successes; Knowledge (planes) DC 35, 5 successes

**Casting Time** 10 hours

**Components** F, M, S, V

**Focus** a standing stone or a 100-plus-year-old tree that has been *consecrated* or *deseccrated*; an adamantine spike inlaid with silver and lead worth least 25,000 gp

**Material Components** golden chains and diamond dust worth 1,000 gp or each of the target's HD, minimum 25,000 gp

**Special** target must be magically bound or contained  
**Secondary Casters** up to 10 secondary performers may assist

**Range** close (25 ft. + 5 ft./caster level)

**Target** an outsider trapped within a magic circle of protection, within an iron flask, or otherwise bound, such as with *planar binding*.

**Duration** instantaneous (permanent)

**Saving Throw** Will negates; see text; **SR** yes

---

#### DESCRIPTION

This incantation must be cast upon a *consecrated* or *deseccrated* (and specially prepared) standing stone or tree 100 years or older (called "the prison object"). You must drape the prison object with golden chains and complete the incantation by first stabbing the prison object with the spike and then using the spike in the *magic circle* of protection or *iron flask*, destroying the flask or circle. An outsider in the flask receives no save.

Add 10 to the target's Will save DC if the outsider's true name is used. Add 5 to the DC if the primary

performer possesses a bit of the outsider's blood or flesh while casting this incantation..

If this incantation is successful, the outsider becomes incorporeal and bound to the prison object, unable to affect anything on the prison object's plane, or on the Ethereal Plane or Astral Plane. It cannot affect anyone entering the object via a spell effect. The prison object gains the outsider's spell resistance, if it has any, and hardness 20. The *consecrated* or *desecrated* object retains this effect until the outsider is released and manifests a *hallow* or *unhallow* effect in a 30-ft. radius if the trapped creature has 15 HD or more. Destroying the prison object frees the outsider.

---

**BACKLASH**

All performers participating in this incantation are exhausted, suffering a negative level and a -3 penalty to saves against the supernatural or spell-like abilities of creatures that share the imprisoned creature's type.

---

**FAILURE**

Failing three skill checks during the incantation causes it to fail completely. The creature is freed, performers suffer backlash, and performers must make a Will save (DC 25 plus the primary performer's caster level) or be trapped within the prison object.

---

**INCANTATION OF DEATH'S RETORT**

*"Oh, I may die first, heroes, but I won't be the last."*

**School** evocation and divination; **Effective Level** 9th  
**Skill Check** Knowledge (arcana) DC 30, 9

successes

**Casting Time** 9 hrs.

**Components** F, M, S, V

**Focus** a carved jade and gem encrusted statue of the caster worth 25,000 gp

**Material Components** diamond dust, poisons, dragon's blood, and demon's ichor worth 25,000 gp

**Other** must be performed on the target's birthday

**Secondary Casters** up to 10 secondary performers may assist

**Range** touch

**Target** primary performer

**Area of Effect** 30-ft. radius

**Duration** until the target's death

**Saving Throw** Fortitude half; **SR** yes

---

**DESCRIPTION**

This ritual, performed on the primary caster's birthday, involves washing the focus with the material components while making the indicated skill checks. Upon successful completion, the secondary performers are immune to the final effect of the incantation.

Upon the primary caster's death, he or she explodes in a green-white light and all creatures within 30 ft. suffer 1d6 hp/level (minimum 10d6) magical damage. The primary performer can customize the explosion's

appearance, and recorded versions include pillars of skull-shaped purple flames; bleeding and skinless tentacles clawing from the shadows; and bolts of black lightning, shot through with lidless eyes, that emanate from the caster's broken form.

This damage is unaffected by damage reduction, although spell resistance applies. Affected creatures may make a Fortitude save (DC 19 plus the primary performer's caster level) for half damage. Any creature reduced to -10 hp by this effect is turned to dust as per a *disintegrate* spell.

---

**BACKLASH**

All performers participating in this incantation are exhausted and suffer 10d6 hp damage and receive two negative levels.

---

**FAILURE**

Failing three skill checks during the incantation causes it to fail completely. Performers still suffer backlash and the damaging effect takes place immediately.

---

**INCANTATION OF MEMORIES SCoured CLEAN**

*"Who? What? No, I've never heard of that."*

**School** divination, enchantment; **Effective Level** 9th  
**Skill Check** Knowledge (arcana) DC 36, 3 successes; Knowledge (history) DC 36, 3 successes; Knowledge (local) DC 36, 3 successes

**Casting Time** 9 hrs.

**Components** F, M, S, V

**Focus** a well-built with bricks of mercury and dragon's blood and a plate of adamantite; worth 25,000 gp total; see text

**Material Components** Nine albino ravens

**Secondary Casters** up to 25 secondary performers may assist

**Special** must be cast on New Year's Day

**Range** see text

**Target** primary performer, or another individual, organization, or kingdom

**Duration** see text

**Saving Throw** Will negates; **SR** yes

---

**DESCRIPTION**

This incantation may target a person, organization, or kingdom. Organizations and nations must have a single leader to be targeted. If targeting an organization or kingdom, the incantation requires an object epitomizing the entity as part of the focus, such as a crown, standard, or primary relic. If targeting a person, the person must be the primary performer or the primary performer must hold four of the target's baby teeth.

Over the course of the incantation, the focus is dropped into the well. With each check, a raven is killed, the primary performer makes a small cut on himself, and the blood and raven's body are dropped into the well. The well is then sealed with the

adamantine plate and covered with the special bricks.

Upon completion of the incantation, the target is forgotten. While the target may still exist or be recorded in books, or inscriptions, all collective and personal knowledge of the target is lost within an hour of reading or encountering it. Individuals who make a sustained study of such records may make a Will save to retain the knowledge (DC 24 plus the primary performer's caster level).

If this incantation is successful, the target cannot be accurately named or described. People may believe they once knew or knew of the target, but they cannot remember with certainty. The target may make a Will save (DC 24 plus the primary performer's caster level) to prevent this effect. The current ruler or leader makes the save for an organization or kingdom with a +5 bonus. Members or citizens of a target cannot recall ever belonging to the target organization or nation.

This incantation can be reversed by removing the seal and raising the ravens from the dead.

#### BACKLASH

All performers are exhausted and suffer 2d6 damage and receive four negative levels.

#### FAILURE

Each failed check provides a +1 bonus to the target's Will save. Failing three skill checks during the incantation causes it to fail completely. Performers still suffer backlash and lose their memories. They may make a saving throw each year on the anniversary of the ritual. Success indicates their memory is restored. Add 1 to the DC for each year beyond the first.

#### INCANTATION OF TEARING FREE THE SHADOW

*"It is the one servant I know I can trust."*

**School** enchantment; **Effective Level** 9th

**Skill Check** Knowledge (arcana) DC 30, 4 successes; Knowledge (planes) DC 30, 5 successes

**Casting Time** 90 min.

**Components** F, M, S, V

**Material Components** an obsidian dagger with a mithral hilt filled with silver dust worth 5,000 gp

**Secondary Casters** no secondary performers may assist

**Special** must be cast on the night of the new moon

**Range** touch



**Target** the primary performer and shadow  
**Duration** until the shadow is destroyed  
**Saving Throw** none; **SR** yes

**DESCRIPTION**

Using a specially crafted obsidian dagger with a hilt filled with silver dust, the performer makes a series of ritual incisions and then shatters the dagger, casting the silver dust over the shadow. This creates a shadow with HD of half the performer's character level (minimum 3d8, see *Pathfinder Bestiary* for statistics). The target may create only one shadow at a time using this incantation.

The shadow obeys the caster's commands without question, and it cannot be commanded to attack the caster. Variant shadows are possible but increase the skill DCs by three. A +10 DC variant creates a shadow demon rather than a shadow.

**BACKLASH**

The performer in this incantation is exhausted and suffers a negative level.

**FAILURE**

The incantation fails completely if the performer fails three skill checks. The performer still suffers backlash. In addition, a shadow demon (see *Bestiary* 2) emerges from the shadow and attacks until it is destroyed.

**PETITION THE ELDERS**

**School** divination and necromancy; **Effective Level** 6th

**Skill Checks** Diplomacy **DC** 24, 1 success; Knowledge (arcana) **DC** 24, 2 successes; Knowledge (local) **DC** 24, 1 success; Sense Motive **DC** 24, 1 success

**Components** V, S, M

**Material Components** powdered bones from someone who died in the deep forest; mold, toadstools, and poisonous fungi burned (fumes must be inhaled)

**Casting Time** 50 min.

**Duration** concentration

**Saving Throw** none; **Spell Resistance** no

This incantation beseeches forest spirits for guidance. When successful, it conjures the souls of those who have died within that forest to advise you. This incantation can only be invoked at night and within the forest whose souls you wish to conjure.

After inhaling toxic fumes from burnt fungi, you see a horde of humanoid and animal apparitions. These spirits represent the land and know almost everything about the things or events within that specific forest. They can also call on the memories and lore of creatures that died in the forest.

Only you can see or hear the spirits. You must use Diplomacy to learn any information; forest-bound spirits are typically unfriendly to strangers, indifferent

**The Murky Origins of the Shadowsworn**

Some believe *Incantation of Tearing Free the Shadow* played a role in the genesis of the shadowsworn, a group of mysterious, rogue-like adventurers who are prevalent in Midgard's Crossroads region.

The shadowsworn combine trickery with shadow magic, and many of their spells can be found in this book's New Spells chapter (see the shadowsworn spell list on page 96). For more information on this class, see the *Player's Guide to the Crossroads*.

to locals, and friendly to druids or characters under the effects of the *Oldwood Rite* incantation (see below). Failing a Diplomacy check by five or less earns a cryptic answer equivalent to an answer from a divination spell.

**BACKLASH**

Toxic, hallucinogenic fumes sicken you and any other casters for 1d6 hrs. In addition, the spirits you drain life energy; you must accept one temporary negative level (recovery DC 16) when this incantation fails.

**FAILURE**

All incorporeal undead in the area are angered by their disturbance and attack you.

**OLDWOOD RITE**

**School** evocation; **Effective Level** 6th

**Skill Checks** Knowledge (arcana) **DC** 20, 2 successes; Knowledge (local or religion) **DC** 20, 2 successes; Knowledge (nature) **DC** 20, 2 successes

**Components** V, S, M

**Material Components** fresh earth from a densely forested area; sacred herbs; a few drops of the caster and target's blood, dripped onto the forest floor

**Casting Time** 60 min.

**Range** touch

**Target** one creature touched

**Duration** 1 day

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

The *Oldwood Rite* incantation can only be invoked within a deep forest. You call on the forest's spirit to accept you. This does not nullify a sentient forest's senses, which generally ignore you and treat you as a trusted visitor rather than as an interloper.

In addition to this benefit, you can sacrifice a spell or spell-like ability during the casting to gain the benefit of *feed the forest* (see page 170) for the level of spell sacrificed.

---

**FAILURE**

---

After failing two consecutive Knowledge checks, the forest sucks hungrily at the caster's life energy. You receive one temporary negative level.

---

**STORIES WOLVES TELL**

---

**School** transmutation; **Effective Level** 6th

**Skill Check** Knowledge (arcana) DC 20;

Knowledge (local) DC 20; Knowledge (nature) DC 20

**Components** V, S, M

**Material Components** a pouch woven from fresh wolfsbane stems; a flint knife shaped without the touch of iron; a living wolf you sacrifice during the casting

**Casting Time** 30 min.

**Duration** 1 day or 3 days; see text

**Saving Throw** none

This incantation enables you to speak and understand the language of wolves and worgs. Looking for information or spreading stories via the howling of wolves requires both a Diplomacy check and a Bluff check to fool them into thinking you really are a wolf.

When you slit a wolf's throat during this incantation, you can steal its voice and trap it in a wolfsbane pouch. When you spit into the bag, you gain the power to speak in the wolf's voice for the day. Howling wolves tell stories, which this incantation allows you to hear. Howls might include the tales of hunts, prey, or strange things seen. You can also add your own voice to the chorus if you dare, singing songs and spinning tales that soon spread around the forest.

The effect lasts for 1 day or until the bag is destroyed. If done on the first night of the full moon, the effect lasts for 3 days.

---

**BACKLASH**

---

If the wolves learn that you are using a stolen voice—either when a wolf or worg witnesses this incantation being performed or you betray your identity when you join the wolves' chorus—they become hostile and hunt you down.

---

**FAILURE**

---

Failing 2 consecutive skill checks results in the wolf's voice replacing your own for the duration, leaving you unable to speak except in growls and howls. Casting any spell with verbal components is impossible in this condition.

---

**WISDOM OF THE OLD WAYS**

---

**School** varies; **Effective Level** 0

**Skill Check** Knowledge (local) DC 20, 1 success

**Components** V, M

**Material Component** varies, usually a natural object freshly taken from the forest or a simple crafted item like a corn doll or hazel wand (typical cost is 1 gp or less)

**Casting Time** 10 min.

**Range** varies

**Target** varies

**Duration** varies

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

You invoke an ancient forest tradition and the forest responds.

These rules cover various incantations equivalent to 0-level spells. Below is a small sample of rituals.

Each is a separate incantation. These incantations become increasingly unreliable if invoked outside of a densely forested area. In plains, hills, scrub forest, savannah, or marshes, add +5 to the DC. In mountains, deserts, or ice plains, or badlands, add +10.

- Break a rival's arrow and wrap its head in fox sinews: Its owner's next three ranged attacks receive a -1 penalty.
- Draw a nettle across your palm and dedicate the pain to an enemy: Unluck plagues their day (see *Pathfinder Roleplaying Game Core Rulebook*).
- A beeswax candle helps guide a lost love one home: This incantation grants know direction, except the spell indicates the target's home.
- Place a mandrake root in a bowl of milk beneath someone's sickbed: The target gains a +1 circumstance bonus to their next Fortitude check against disease.
- Swear to do a deed while touching a living tree to gain the blessing of a vila (see *Midgard Bestiary*): Receive +1 bonus to your next physical check.

---

**BACKLASH**

---

Using this incantation leaves you feeling as uneasy and uncommunicative as a reclusive forest animal. Therefore, you suffer 1 damage to Int, Wis, or Cha (chosen randomly).

---

**FAILURE**

---

The effect reverses, either affecting you instead of the target or having the opposite effect of the effect intended.

## Creating New Incantations

Creating new incantations is a tricky balancing act. Incantations are intentionally much more idiosyncratic than spells; because they hinge on skill checks, it's possible for characters to access powerful magic before they—or their campaigns—are ready for it. The following guidelines will help players build balanced incantations.

### Determine School

To create an incantation, select the school that best matches the intended effect. The chosen school establishes the base guidelines for the incantation's

## Modify DC and Set Level

skill DCs and for its parameters, such as range or target. See Table 4-2 for details. If the most appropriate school is difficult to establish, compare the new incantation's effects with existing spells.

Incantations may belong to multiple schools. In these cases, choose the most important school to determine base guidelines. Additional schools, however, add 1/3 of their DC to the final DC. For example, an incantation of the necromancy and conjuration schools—but with necromancy as the most important school—would use the necromancy guidelines, but it would have a base DC of 44 (34 +10) before any adjustments.

Use Table 4-3 to determine the range, target, duration, and other aspects of an incantation associated with a particular school.

Determine which adjustments, if any, modify the incantation's base skill check DC. Factor in the specifics of your incantation (see Table 4-3: Tweaking Incantations for a list.)

Then, set the incantation's effective level. Incantations are comparable to spells levels six through nine, so set the effective level of the incantation to that of a similar spell. This effective level determines a number of aspects of the incantation, such as how many total successes are required, save DCs, and sometimes its range and duration.

Table 4-2:

### Incantation Elements by School

SCHOOL	SKILL DC	RANGE/ AREA	TARGET	DURATION	SAVING THROW	SR
Abjuration	32	close	one or more creatures, no two of which may be more than 30 ft. apart	minutes	Will negates	yes
Clockwork	30	close	one creature	hours	Will negates	yes
Conjuration	30	close	one creature	hours (instant for teleportation subschool)	Will negates (harmless)	yes (harmless)
Divination	30	long	personal	minutes	none	no
Enchantment	32	close	one living creature	minutes	Will negates	yes
Evocation	34	medium	5-ft.-wide bolt or 20-ft.-radius burst	instantaneous	Reflex half	yes
Illumination	32	medium	40-ft. ray or 20-ft.-radius burst	instantaneous	Will negates no	no
Illusion	32	touch	one living creature or 20 cubic ft. of matter	minutes	Will disbelief	no
Necromancy	34	close	one or more creatures or corpses	instantaneous	none	no
Transmutation	32	medium	one creature or 20 cubic ft. of matter	rounds	Fortitude half (or harmless)	yes

## Total Successes, Duration, and Range

Total skill check successes required usually are equal to the incantation's effective level. Save DCs for skill checks required beyond an incantation's base required skill are usually 10 + the incantation's effective level + your Charisma modifier.

The duration and range are often specified in an incantation's description. If they are not, assume a CL of twice the incantation's level and use the same formula a similar spell would. For example, an incantation with a duration of "minutes" would last 12 min. if it's effectively a 6th-level spell. The same incantation with a range of medium can affect a target up to 220 ft. away.

## Lesser Incantations

If incantations are comparable to spells of levels six through nine, then lesser incantations are comparable to spells of levels one through five. Lesser incantations are built the same way as standard incantations, but apply a -2 adjustment to their base DC for each level they are less than sixth level.

While more powerful incantations shouldn't have DCs less than 20, lesser incantations often do. The minimum DC for a lesser incantation is 8 + two times its level. For example, the DC for a first-level incantation is 10. The DC is 12 for second-level incantations, 14 for third-level incantations, 16 for fourth-level incantations, and 18 for fifth-level incantations.

Table 4-3:

### Tweaking Incantations

DESIRED CHANGE	MODIFIER	DESIRED CHANGE	MODIFIER
<b>Skill Checks</b>		<b>Limited targets (by HD, creature type, and so on)</b>	
Requires checks involving more than one skill	-1	Single target to multiple targets	+4
<b>Casting Time</b>		<b>Duration</b>	
1 hour between checks	-1	Rounds to min./min. to rounds	+2/-2
Casting time is restricted (i.e., only during full moons)	-4	Min. to hrs./hrs. to min.	+4/-2
Casting time is severely restricted (i.e., only during lunar eclipse)	-8	Hrs. to days/days to hrs.	+6/-2
<b>Focus and Material Components</b>		Days to permanent or instantaneous/ permanent or instantaneous to days	
Expensive material component (500 gp)	-1	<b>Saving Throw</b>	
Expensive material component (5,000 gp)	-2	None (or harmless) to save partial/ save partial to none (or harmless)	+2/-2
Expensive material component (25,000 gp)	-4	Save partial to save negates/save negates to save partial	+2/-2
Expensive focus (5,000 gp)	-1	<b>Spell Resistance</b>	
Expensive focus (25,000 gp)	-2	Yes to no (or harmless)/no (or harmless) to yes	+4/-4
<b>Extra Performers</b>		<b>Backlash</b>	
10 or fewer secondary performers	-2	Per 2d6 hp damage	-1
11-100 secondary performers	-6	Performer is exhausted	-2
101 or more secondary performers	-10	Per negative level performer gains	-2
<b>Range</b>		Performer reduced to -1 hp	-3
Touch to close/close to touch	+2/-2	Performer infected with disease	-4
Close to medium/medium to close	+2/-2	Backlash affects secondary performers too	-1
Medium to long/long to medium	+2/-2	<b>Lesser Incantations</b>	
<b>Area</b>		Per incantation effective level less than 6th	
Doubling area/halving area	+3/-3		
<b>Target</b>			
Unwilling target must be helpless	-2		

# Words of Power

The words-of-power system from *Ultimate Magic* is flexible, potent, and allows casters to create spells with unusual and interesting effects. This section provides additional explanation of this casting system and offers some clarification to it. It isn't meant to replace the words of power material in *Ultimate Magic*, however. Rather, this text helps readers review *Ultimate Magic's* Words of Power chapter and quickly utilize the material during play. It also expands on the existing Words of Power with new words.

At its core, the words-of-power system is about replacing traditional spells with customizable magical phrases dubbed wordspells. The "wordspell" identifier, however, can complicate system mastery. To aid comprehension, this section replaces the term with "utterance."

The term "utterance" extends the system's implicit metaphor; each spell is an utterance using various words of power. Additionally, Target Words and Effect Words have components named "target" and "effect." To keep these terms clear, this text capitalizes the components of utterances—the Target Word, the Effect Words, and Meta Words—to differentiate these identifiers from utterances' similarly named mechanical aspects.

## Utterance Structure

Each utterance arranges two or more words of power in sequence, and each utterance requires a spell slot of a certain level. We'll talk about the required level for utterances later; first, let's focus on the structure of utterances. At the very least, an utterance includes one Target Word and one or more Effect Words. More complex utterances also contain one or more Meta Words.

The basic structure of an utterance looks like this:

**Target Word** (with a single, optional, modifying **Meta Word**) + one to three **Effect Words** (each with a single, optional, modifying **Meta Word**).

The best way to think of an utterance is to consider it a sentence. When you cast an utterance, you might say:

"I cast a level X (Meta Word) Target Word utterance of (Meta Word) Effect Word."

Again, this reinforces the use of the term utterance, because players should think of each spell like this sentence. Why? Because you know how to make sentences; you do it all the time, and so you can easily craft utterances using words of power.

So what are Target Words, Effect Words, and Meta Words?

**Table 4-4:**  
**Modifiers to Incantations' Skill Check DCs**

CATEGORY	DC SHIFT
<b>General Power</b>	
Per each level over 9	+5
<b>Duration</b>	
Life-linked	-1
Permanent to Until	-4
Permanent to Instantaneous	-8
Permanent to Instantaneous	-10
<b>Saving Throws</b>	
Shifting saving throw from Reflex to Fort to Will (one step in either direction)	-3
<b>Secondary Casters</b>	
Secondary casters excluded from effect	+5
<b>Backlash</b>	
Performers suffer curse effects	-4

## Target Words

Target Words determine the range of an utterance, how the utterance manifests its effects, and what the utterance can affect. If the utterance affects an area, it affects every creature in the area defined by the Target Word. If an utterance targets individuals or objects, it affects the specific targets described by its Target Word. No matter what, an utterance always contains only one Target Word.

Target Words possess the following traits:

**Level:** The minimum, final level for any utterance utilizing this Target Word. The level of the whole utterance may be equal or greater than the level of the Target Word.

**Range:** Maximum distance for an utterance utilizing this Target Word.

**Target:** Defines the targets or area of effect for an utterance utilizing this Target Word. Options include the caster selecting targets or creating an area of effect. An area of effect always targets all the creatures within the area.

Some Target Words create an effect with no specific targets, and simply create the effect in the defined space. One example of this is the *barrier* Target Word.

**Boost:** Effects are listed for Target Words that can



be strengthened with the *boost* Meta Word. See the Meta Word section for more details.

Below are the Target Words, beginning with personal (and afterward detailing Target Words affecting others) and increasing alphabetically by level. All casters begin play knowing all the Target Words, even if they cannot use them yet.

## 0-Level Target Words

### PERSONAL

#### Range no range

An utterance with this Target Word only affects the caster. Effect Words limited to this Target Word may be combined with other Effect Words, but the caster remains the sole target, no matter what other target options exist.

### CONE

#### Range 10 ft.

The *cone* Target Word creates an utterance that affects everything in a 10-ft.-long, cone-shaped burst.

**Boost:** The range increases to 20 ft. Boosting this Target Word increases its level by 2.

**Boost:** The range increases to 40 ft. Boosting this Target Word increases its level by 4.

### SELECTED

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

This Target Word creates an utterance affecting a single target within range. If the utterance deals energy damage, this word manifests either as a ray that requires a ranged touch attack to damage the target or as a melee touch attack by the caster; this is decided when the utterance is cast.

If an utterance with the *selected* Target Word is used as a melee touch attack and the attack misses, the wordcaster may hold the charge and try again with subsequent attacks until it is discharged.

**Boost:** Instead of one target, the utterance affects up to one target per caster level, no two of them more than 30 feet apart. The range increases to Medium (100 ft. + 10 ft./level). If used with an Effect Word that deals energy damage, the wordcaster must make multiple ray attacks; melee touch attacks are not permitted. This boosted Target Word increases the level of all the Effect Words in the utterance by 3 levels.

## 1st-Level Target Words

### BURST

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

An utterance with this Target Word affects everything within a 10-ft.-radius burst. Some Effect Words using the *burst* Target Word are emanations,

which take up the same area as a burst. Emanations typically have a longer duration and cannot be moved once created. They are noted by the word “emanation” in parentheses after the *burst* target restriction.

**Boost:** The utterance affects everything in a 20-ft.-radius burst. Its range increases to medium (100 ft. + 10 ft./level). Boosting this Target Word increases its level by 2.

**Boost:** The utterance affects everything in a 40-ft.-radius burst. Its range increases to long (400 ft. + 40 ft./level). Boosting this Target Word increases its level by 4.

### LINE

#### Range 20 ft.

An utterance with this Target Word affects everything in a 20-ft. line.

**Boost:** The range increases to 60 ft. Boosting this Target Word increases its level by 1.

**Boost:** The range increases to 120 ft. Boosting this Target Word increases its level by 2.

## 3rd-Level Target Words

### BARRIER

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

An utterance with this Target Word creates a visible barrier that is 10 ft. long per caster level and 10 ft. high. Creatures touching or passing through the barrier are subject to the utterance’s effect. The barrier does not hinder creatures passing through it unless noted in the utterance effect.

Creatures occupying the space of the barrier when it forms are subject to the utterance’s effect. The wall is 1 ft. wide and must be anchored to a solid surface. The wall must be straight when formed.

**Boost:** The wall is 20 ft. long per caster level and up to 20 ft. high. The wall can take on any shape desired by the caster, but it must remain a vertical surface.

## Effect Words

Effect Words determine what utterances actually do when cast. They also determine an utterance’s magical schools, such as evocation or necromancy, and its duration, saving throw, and spell resistance, if any. An utterance may potentially include more than one Effect Word—one utterance might even manage to include Effect Words from different schools of magic. In this case, the utterance belongs to both schools of magic.

Effect words are split into groups of similar words. An utterance typically cannot have more than one Effect Word from the same group, but there are exceptions. An utterance can have more than one Effect Word from the Detection group, but it cannot have an utterance with an Effect Word from the Detection

group and an Effect Word from any other group.

There are too many Effect Words to properly list here. See *Ultimate Magic* for the complete list as well as specific Effect Words available to each class.

Effect words use the following format.

**Name:** Each word belongs to a group of related words, detailed in parentheses. Unless otherwise noted, an individual utterance cannot contain two Effect Words from the same group.

**School:** The school of magic the Effect Word belongs to.

**Level:** The classes able to learn the Effect Word and the word's level for members of that class. An individual utterance may not contain words with a level higher than the utterance.

**Duration:** Duration of the Effect Word.

**Saving Throw:** Whether the effect allows a saving throw, and the effect of a successful save.

**Spell Resistance:** Whether spell resistance may negate an Effect Word.

**Target Restrictions:** Some Effect Words are limited in their possible Target Words. In these cases, the available Target Words are noted here.

**Description:** The results of the Effect Word when used in an utterance.

**Boost:** If the Effect Word benefits from the boost Meta Word, the effects are listed here. See the Meta Word section for more details.

## New Effect Words

### LURE (GRAVITY)

**School** transmutation; **Level** cleric 4, druid 4, sorcerer/wizard 4, summoner 4, witch 4

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

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

**Target Restriction** burst (emanation)

This Effect Word creates an area of altered gravity in which all creatures and objects that are not securely fastened to the ground fall toward the center of the burst. Creatures within the area that make successful saves are immediately moved toward its nearest edge. If they cannot reach the edge because of an obstacle, they take falling damage.

Creatures and objects pulled to the center of the effect suffer falling damage equal to 1d6 hp/10 ft. pulled + 1d6/number of creatures pulled to the center. While an utterance with this Effect Word persists, objects and creatures in the area must make a saving throw each round or be drawn into the center of the effect.

Any flying, winged creatures entering the area must immediately make a DC 25 Fly check or be drawn uncontrollably to the area's center. Missile weapons passing through this area automatically miss their target and instead attack a random creature held at

its center. Creatures held at the center of the effect are considered pinned but not helpless. The caster is immune to this effect and may enter the area freely.

**Boost:** The caster may designate a number of creatures equal to his level that are not affected by the utterance.

### LEECHING THIRST (BLOOD)

**School** necromancy [evil]; **Level** cleric 2, druid 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2

**Duration** instantaneous

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

An utterance including this Effect Word makes the target bleed from its skin and orifices, dealing 1d6 hp damage per caster level (maximum 5d6). A target that fails its saving throw also takes 2 hp bleed damage and suffers a -1 penalty to Perception checks until healed.

This Effect Word does not affect constructs, elementals, oozes, or undead (as well as other bloodless creatures, at the GM's discretion), unless it is modified by the *inverted* Meta Word. In this case, it only affects those creature types. If modified by the *amalgamated* or *gradual* Meta Word, this Effect Word replaces the 1d6 hp damage with 3 hp bleed damage, and the skill penalty lasts until the bleed damage is stopped. Amalgamated creatures gain DR 3/— instead of a resistance.

For instance, an utterance combining a 2nd-level *corrosive bolt* Effect Word with a *gradual leeching thirst* Effect Word would create a 4th-level utterance inflicting 5d4 hp acid plus 3 hp bleed damage and a -1 penalty to Perception checks. In the second round, the target suffers the damage and penalty again. In the third and following rounds, the target only suffers 3 hp bleed damage (and the penalty) until it is dead or healed.

## Meta Words

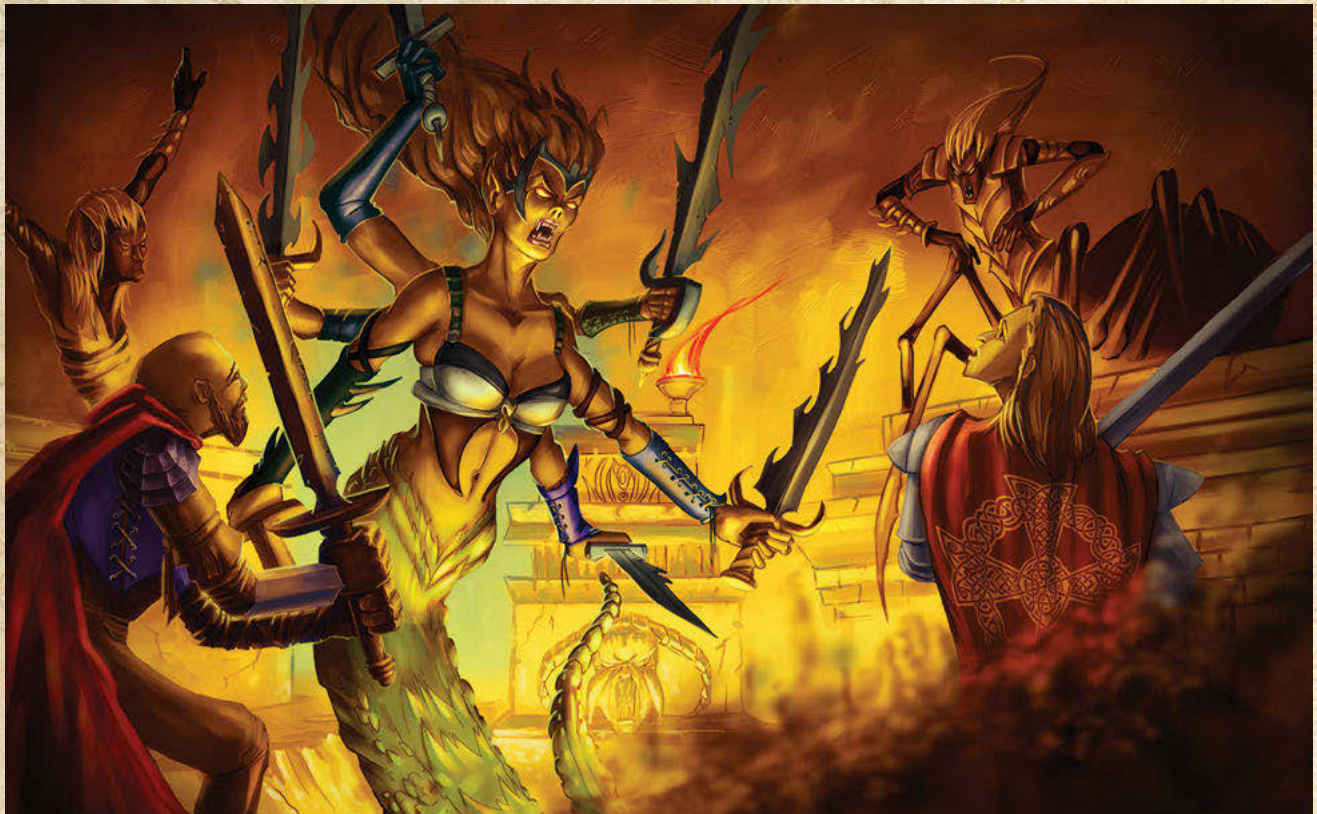
A Meta Word modifies the utterance in some way, often by increasing its duration, range, or other aspects. It can also boost certain Target Word or Effect Word effects, changing the utterance's overall effect and required level.

Unlike other words of power, a wordcaster may only use Meta Words a number of times per day equal to 1/2 her caster level in the class she uses to cast utterances (minimum 1). An utterance does not need to contain a Meta Word.

A caster may create an utterance with multiple Meta Words, so long as each Meta Word only modifies one Target Word or one Effect Word. For example, an utterance arranged with two Effect Words could have up to three Meta Words, one for the Target Word and one for each Effect Word.

Meta Words have the following traits:

**Level:** The minimum level of an utterance to use this Meta Word.



**Effect:** The effect of the Meta Word. Most Meta Words can only be used once within an utterance, but if the word can be used multiple times, then it will be detailed here.

### Multiple Boosts

Many Target Words or Effect Words list more than one option for the 0-level Meta Word *boost* (see below). This doesn't mean a wordcaster can use *boost* more than once per Target Word or Effect Word. It means the wordcaster must decide which particular boosted option to use. It also means the wordcaster must then adjust the final level of the utterance's Target Word or Effect Word accordingly.

For instance, the calculation for a *boost line of boost burning flash* (or a fiery lance, for short), which affects anyone in its 120-ft. length, would go as follows. For this section's purpose, let's calculate it as a sorcerer/wizard utterance.

The Target Word is a line (level 0) with a +3 *boost* Meta Word that increases the line to 120 ft. This makes the line a third-level Target Word.

The Effect Word is *burning flash* (level 1) with a +1 *boost* Meta Word that increases the damage from 1d4 to 1d6 hp fire damage/level, maximum 5d6.

This results in a 3rd-level utterance which does 5d6 hp damage to any creature along a 120-ft. line. Some additional details to consider for this utterance include:

The caster must be 4th level to use the boost Meta Word twice in a day.

The caster must be at least 5th level to cast a 3rd-level utterance.

The caster could add another 0-level Effect Word to this utterance without changing its level. (See Table 4-5.)

There's really no reason to refrain from using the second, permitted Effect Word. If we added the *cold snap* Effect Word, it would be a *boost line of boost burning flash and cold snap*, a 3rd-level sorcerer/wizard utterance that inflicts 1d3 hp cold damage and 5d6 hp fire damage to all creatures along a 120-ft. line. The utterance allows a Reflex save for half damage.

Alternatively, two optional variations could apply to the sample utterance. First, consider the utterance's Meta Word usage. For a 5th-level wordcaster wizard, this utterance consumes both daily Meta Word uses. If she knew the *fire blast* Effect Word, she could have used it instead of the combination of the *boost burning flash* and the *cold snap* Effect Words. If she didn't know an appropriate 0-level Effect Word, she could have still cast this as a suboptimal, 3rd-level utterance—she may have had other 2nd-level utterances she preferred to memorize in those slots.

The 120-ft. *line* Target Word forces this to be a 3rd-level utterance. She could cast it as a 2nd-level utterance by reducing the *boost line* Target Word to a 60-ft. line, which is only a +1 level adjustment to the *line* Target Word, making it a 2nd-level Target Word. In this last case, if she was 5th level, this utterance would still do 5d6 hp fire damage but not 1d3 hp cold damage and only in a 60-ft. line.

## New Meta Words

The following Meta Words in this section are new. The rest originate from *Ultimate Magic*.

1st Level—*inverted*

2nd Level—*gradual, mutable*

3rd Level—*amalgamated, statuesque*

4th Level—*flawless*

## 0-Level Meta Words

### BOOST

This Meta Word allows an Effect Word or Target Word to use its boosted description. Some boosted descriptions increase the level of the Effect Word or Target Word, and these can only be used if the utterance is of a high enough level to accommodate the new level. If a word has more than one boosted description, the caster may choose which description to use (but never more than one per word). This Meta Word can be applied to an utterance multiple times—once to the Target Word and once for each Effect Word.

### DISTANT

This word increases an utterance's range, as determined by its Target Word. If the word has a close range, it increases to medium (100 ft. + 10 ft./level). If the word has a medium range, it increases to long (400 ft. + 40 ft./level). This word has no effect on Target Words with a range other than close or medium.

### LENGTHY

This Meta Word doubles an utterance's duration. It does not alter Effect Words with a duration of instantaneous. This word does not stack with the effect of the Extend Spell feat.

## 1st-Level Meta Words

### CAREFUL

An utterance with this Meta Word does not require a somatic component.

### INVERTED

An utterance with this Meta Word inverts the benefit of an Effect Word with the Body type and makes the bonus a penalty or makes the resistance a vulnerability.

Some GMs may permit this Meta Word to be applied to Effect Words with the Healing or Wounding type, allowing wordcasters more flexibility in their selections. In those cases, the Effect Word modified by the *inverted* Meta Word heals those it would have normally damaged and damages those it would have normally healed.

### QUIET

An utterance with this Meta Word does not require a verbal component. This Meta Word can modify a Target Word or an Effect Word.

### SIMPLE

An utterance with this Meta Word does not require a material component. This Meta Word can modify a Target Word or an Effect Word.

## 2nd-Level Meta Words

### GRADUAL

This Meta Word modifies a damage-dealing Effect Word in a compound utterance when another Effect Word has a longer duration. The damage is evenly inflicted on the target each round, and the Effect Word's level cap for maximum damage is removed. The target of this utterance uses the other Effect Word's required saving throw. For utterances with three Effect Words, use the saving throw required for the Effect with the longest duration. If the modified word has an additional effect on a failed saving throw, that effect happens only in the first round.

For instance, if a 7th-level wordcaster uses a *gradual discordant note* Effect Word with the *wrack* Effect Word (which lasts 1 round/level), it would cause 1d4 hp sonic damage and sicken the target each round for seven rounds. The target would be staggered for the first round. The target would need to make a Fortitude save to negate the whole effect.

### MUTABLE

An utterance with this Meta Word may modify the area of effect, keeping its total area the same, but altering the shape. The altered shape is decided upon casting. This Meta Word modifies a Target Word.

## 3rd-Level Meta Words

### AMALGAMATED

This Meta Word is used in compound utterances including either an Effect Word with the Change or Summoning types, and one or two other Effect Words that either cause damage or inflict a status condition. This word modifies any one of the Effect Words used in the utterance, and it imbues the resulting target's natural attacks with the base elemental damage or status condition from the additional Effect Words as part of a successful natural attack. Summoned creatures also gain the appropriate resist 5 defensive ability.

For example, an utterance using the *altered form* Effect Word (to provide 1d6 claw attack and +2 natural armor,) and the *amalgamated spook* Effect Word would be a 4th-level utterance that grants the wordcaster a +2 natural

armor bonus to AC and two claw attacks that do 1d6 hp damage + the caster's Strength modifier. It would also require any damaged creature to make a Will save or be frightened for 1d4 rounds.

By replacing *spook* with *burning flash*, the claw attacks do 1d6 hp damage + 1d4 hp fire damage + the wordcaster's Strength modifier. Alternatively, by applying *amalgamated* to *altered form*, and *boost* to *burning flash*, the claw attacks do 1d6 hp damage + 1d6 hp fire damage + the wordcaster's Strength modifier. In all of these cases, the resulting utterance is a 4th-level utterance.

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### STATUESQUE

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An utterance with this Meta Word does not require a verbal or somatic component. This Meta Word can modify a Target Word or an Effect Word.

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## 4th-Level Meta Words

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### FLAWLESS

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An utterance with this Meta Word does not require a material, verbal, or somatic component. This Meta Word can modify a Target Word or an Effect Word.

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### MANIFESTATION

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This word changes the saving throw type of certain Effect Words used in the utterance. If the Effect Word requires a Will save, it instead requires a Fortitude save. This change does not affect whether a successful save negates the effect, reduces it, or has some other effect. It simply alters the type of saving throw required.

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### MIND WARP

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This word changes the saving throw type of certain Effect Words used in the utterance. If the Effect Word requires a Fortitude save, it instead requires a Will save. This change does not affect whether a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

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## 5th-Level Meta Words

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### IRRESISTIBLE

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Targets of an utterance with this Meta Word must roll their saves twice and take the worse result. This Meta Word increases the level of all the Effect Words in the utterance that allow a saving throw by two levels.

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### PENETRATING

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The caster of an utterance containing this Meta Word may roll twice to overcome a target's spell resistance and take the better result. This Meta Word increases the level of all of the Effect Words in the utterance that allow for spell resistance by one level. It can modify a Target Word or an Effect Word.

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## Utterance Level

The maximum level of the Effect Words contained in an utterance depends on the level of the spell slot used and the number of Effect Words arranged in the utterance, as noted in Table 4-5: Effect Word Combinations.

For example, a 5th-level utterance might include one 5th-level Effect Word, two 3rd-level Effect Words, or three 2nd-level Effect Words. Alternatively, the utterance might include one 4th-level Effect Word and one 2nd-level Effect Word, or one 3rd-level Effect Word and two 1st-level Effect Words.

An utterance might contain a lesser-level Effect Word if the Target Word requires a higher total level. In this case, the wordcaster might incorporate an additional, lower-level effect as indicated on Table 4-5, but the caster is never required to do so.

An utterance may use any Target Word with a level equal to or less than the level of the spell slot used.

Meta Words can increase the level of the modified Target or Effect Words. This may change the required level of the utterance.

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## Utterances and Feats

Utterances may be used in conjunction with standard metamagic feats such as Empower Spell, Heighten Spell, or Quicken Spell. However, this modification is calculated after the final level of the utterance is determined. Some Meta Words restrict the application of certain metamagic feats, such as the lengthy Meta Word. Be sure to confirm that a metamagic feat may be legally applied to an utterance before doing so. The increase of an utterance's level by a metamagic feat does not change the permitted level of the words of power comprising the utterance.

For instance, if a wordcaster wizard applied the Empower Spell feat to her 2nd-level *fiery lance* utterance (see the Multiple Boosts sidebar in the Meta Words section), it would require a 4th-level spell slot.

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## Expanding the Vocabulary

The following sections expand the vocabulary of words of power by providing examples of utterances, and more importantly by providing a few brand-new Effect Words for wordcasters. GMs are encouraged to make these new words of power available to any casters appropriate in their campaigns.

Additionally, the sample utterances carry nicknames rather than just use the sequence of Target/Effect/Meta Words that comprise them, because it's easier (and cooler) to say "I cast *stormbound champions*" than "*selected amalgamated lightning blast boosted servitor III.*"

When constructing your own utterances, consider the following format:

**Utterance Name** This should be chosen by the wordcaster as a nickname for the utterance.

**Level** The required casting class and level (school [subschool]) should be detailed on this line.

**Words of Power** This line should contain the specific words used in the utterance. For example: (Meta Word) Target Word (Meta Word) Effect Word.

**Caster Level Required** This level is the minimum CL needed based on either the level of the utterance or the number of Meta Words used in the utterance.

**Range** This is defined in the Target Word.

**Target/Effect** This is defined in the Target Word or is limited by the Effect Word.

**Duration** This is defined in the Effect Word and may be modified by a Meta Word.

**Saving Throw; Spell Resistance** Both are defined in the Effect Word.

**Description** This explains the effect of the utterance.

**Construction** This line shows the Target Word and Effect Word guidelines, and if they are modified by either Meta Words or each other.

Example utterances and new Effect Words follow.

### FIERY LANCE

**Level** druid/shaman 3, inquisitor 3, magus 2, sorcerer/wizard 2, witch 2 (evocation [fire])

**Words of Power** *boost line boost burning flash*

**Caster Level Required** 4th

**Range** 60-ft. line

**Target** all creatures touched by the 60-foot line

**Duration** instantaneous

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

**Description** This utterance creates a 60-ft. line of fire that deals 1d6 hp fire damage/level (maximum 5d6) to all creatures touched by the line. A Reflex save halves the damage.

**Construction** 1st-level Target Word boosted to 2nd level; 1st-level Effect Word boosted to 2nd level, CL 4th required for two Meta Words.

### WINTER'S CRUEL BITE

**Level** druid/shaman 4, magus 4, sorcerer/wizard 4, witch 4 (evocation [cold])

**Words of Power** *selected gradual frost fingers inverted enhance form*

**Caster Level Required** 7th

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

**Target** one creature in range

**Duration** 1 round/level (see text)

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

**Description** A single creature within range is suddenly encrusted with ice and frost, suffering a -4 penalty to Strength and 1d6 hp cold damage for

1 round per caster level. The target is staggered by the ice for the first round they are affected by this utterance.

**Construction** 0-level Target Word; 2nd-level Effect Word modified by a 2nd-level Meta Word; 2nd-level Effect Word modified by a 2nd-level Meta Word; CL 7th required for a 4th-level utterance.

### STORMBOUND CHAMPIONS

**Level** druid/shaman 5, sorcerer/wizard 5, witch 5 (conjunction [summoning], evocation [electricity])

**Words of Power** *selected amalgamated lightning blast boosted servitor III*

**Caster Level Required** 9th

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

**Effect** 1d4+1 summoned creatures appear

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**Description** Several (1d4+1) creatures of the same kind appear within range, selected from Table 10-1 in the *Pathfinder RPG Core Rulebook* using the 3rd-level list. If a druid or shaman casts this utterance, select from Table 10-2 and use its 3rd-level list. The natural attacks of these creatures do an additional 1d6 hp electricity damage, and the creatures have resist electricity 5. The summoned creatures otherwise conform to the guidelines detailed in the *servitor I* Effect Word in *Ultimate Magic*.

**Construction** 0-level Target Word; 3rd-level Effect Word modified by a 3-level Meta Word; 3rd-level Effect Word boosted (no increase); CL 9th required for a 5th-level utterance.

Table 4-5:  
Effect Word Combinations

WORD LEVEL	ONE EFFECT WORD	TWO EFFECT WORDS	THREE EFFECT WORDS
0	0	—	—
1st	1	—	—
2nd	2	0/0	—
3rd	3	1/1 or 2/0	0/0/0
4th	4	2/2 or 3/1	1/1/1 or 2/0/0
5th	5	3/3 or 4/2	2/2/2 or 3/1/1
6th	6	4/4 or 5/3	3/3/3 or 4/2/2
7th	7	5/5 or 6/4	4/4/4 or 5/3/3
8th	8	6/6 or 7/5	5/5/5 or 6/4/4
9th	9	7/7 or 8/5	6/6/6 or 7/5/5



# Bloodlines & Mysteries

In the world's far-flung corners, sorcerers and oracles draw power from sources unknown in most circles. Whether they're scions of ancestors who held unspeakable ties or the recipients of divine power channeled through esoteric phenomena, these sorcerers and oracles claim powers that are both fascinating and potent.

## Bloodlines

The following bloodlines are available to sorcerers.

### Aboleth

The star-spawned aberrations known as aboleth are constantly experimenting with fleshwarping other

creatures. You, or an ancestor, were the subject of such a process before escaping the malignant clutches of the aboleth. Or, perhaps the foul taint of a nearby aboleth city has infused your body with aberrant power.

**Class Skill:** Knowledge (arcana).

**Bonus Spells:** *hypnotism* (3rd), *minor image* (5th), *major image* (7th), *summon star mote*\* (see page 251) (9th), *dominate person* (11th), *programmed image* (13th), *project image* (15th), *screen* (17th), *one with the cosmos*\* (see page 212) (19th).

**Bonus Feats:** Blind-fight, Combat Casting, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Iron Will, Spell Penetration, Skill Focus (Knowledge [dungeoneering]).

**Bloodline Arcana:** You add your Charisma modifier to all Will saves instead of your Wisdom modifier.

**Bloodline Powers:** A dire and evil intelligence permeates your mind. Even if you are not evil, you cannot help but view other creatures as mere pests.

**Slime Glob (Sp)**—At 1st level, you can hurl a glob of acidic slime as a standard action, targeting any foe within 30 ft. as a ranged touch attack. The glob deals 1d4+1 hp acid damage for every 2 sorcerer levels you possess, and 1 hp splash damage for every 2 sorcerer levels you possess. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Alien Presence (Ex)**—At 3rd level, your aberrant taint becomes more obvious. You gain a +2 inherent bonus to Intimidate skill checks. Animals will not attack you unless they succeed on a Will save (DC 10 + half your level + your Charisma modifier). At 11th level, your bonus to Intimidate checks increases to +4 and to +6 at 17th level.

**Malignant Intelligence (Ex)**—At 9th level, you gain a +2 inherent bonus to your Intelligence, and you add your Intelligence modifier to all Intimidate skill checks. Your bonus to Intelligence increases to +4 at 13th level and to +6 at 17th level.

**Tentacles (Su)**—At 15th level, you can deploy up to four otherwise hidden tentacles with a reach of 15 ft. Each tentacle can make a melee touch attack that deals 1d6 hp acid damage/sorcerer level but does not otherwise increase your threatened area. Attacking with more than one tentacle in a round is a full-attack action. You may use these tentacles for a number of rounds per day equal to your Charisma modifier. These rounds need not be consecutive.

**Skum Lord (Ex)**—At 20th level, your aberrant heritage is plain to everyone; your eyes grow larger, your gills are visible, and so forth. You can breathe underwater, and you gain blindsight 60 ft. Your strange anatomy grants you DR 5/— and a 25% chance critical hits and sneak attacks fail against you. Any foe you demoralize in combat is frightened instead of shaken.

## Drake

Although you have a lesser dragon's blood, your power does not pale beside true dragon-blooded sorcerers. Your versatility lets you react to any situation with ease.

**Class Skill:** Bluff.

**Bonus Spells:** *deceitful presence*\* (see page 153) (3rd), *darkvision* (5th), *fly* (7th), *rainbow pattern* (9th), *telepathic bond* (11th), *true seeing* (13th), *prismatic spray* (15th), *quell the tide*\* (see page 219) (17th), *shapechange* (19th).

**Bonus Feats:** Acrobatics, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Silent Spell, Skill Focus (Bluff), Toughness.

**Bloodline Arcana:** Any spells you cast during a surprise round have their DC increased by +1.

**Bloodline Powers:** Your opponents underestimate you to their regret. Your allies recognize you as the champion of the underdog and rally around you even if the cause seems hopeless.

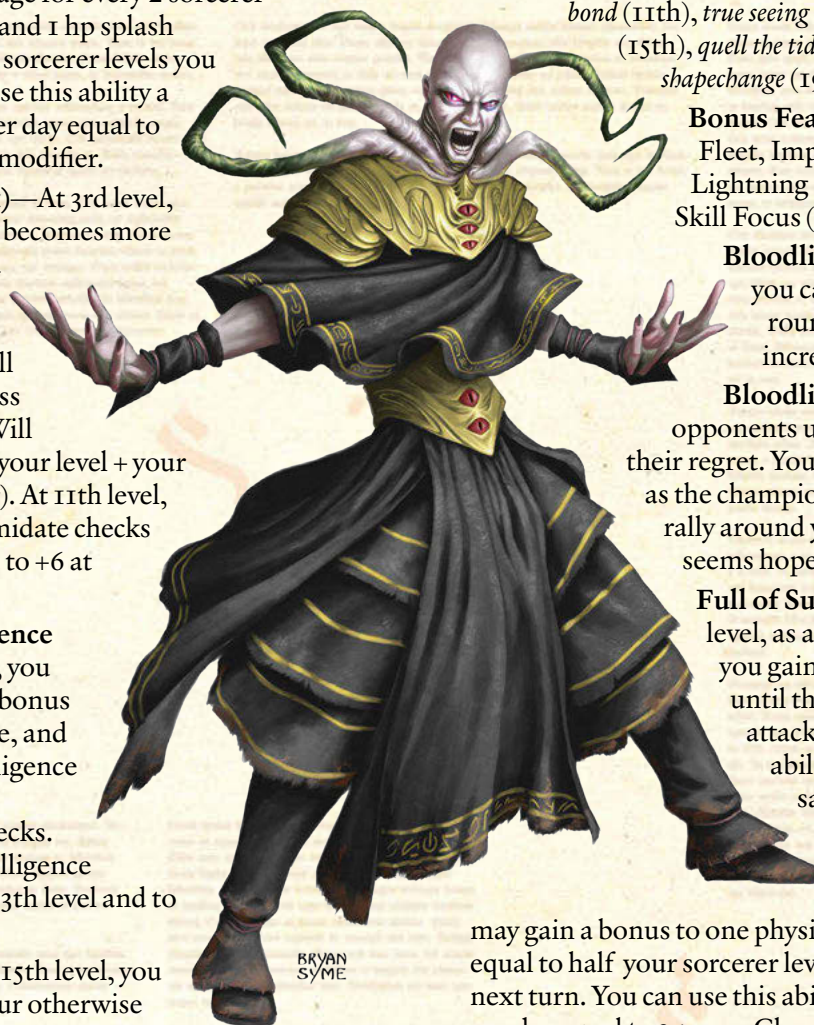
**Full of Surprises (Sp):** At 1st level, as a standard action, you gain an insight bonus until the end of your turn on attack rolls, skill checks, ability checks, and saving throws equal to half your sorcerer level (minimum +1).

Alternatively, you may gain a bonus to one physical stat by an amount equal to half your sorcerer level until the end of your next turn. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Drake Resistances (Ex):** At 3rd level, you gain +2 to saving throws made against sleep and paralysis effects and resist 5 against an energy type you choose at this level. At 9th level, you can either improve your existing energy resistance to 10 or gain resist 5 against a second energy type, and your sleep and paralysis save bonuses increase to +4.

At 13th level, you can improve an existing energy resistance to 10 (if applicable) or gain resist 5 against a new energy type.

**Flight (Su):** At 9th level, twice per day as a standard action, you can grow wings from your back. This ability lasts for a number of minutes equal to your sorcerer level and gives you a fly speed of 60 ft. with average maneuverability. At 17th level, you can use



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this ability five times per day. At 20th level, your maneuverability improves to good.

**Breath Weapon (Su):** At 15th level, you gain a breath weapon usable three times per day. With each use, choose an energy type. The breath weapon deals 1d6 hp damage of this energy type per sorcerer level. Targets receive a Reflex save (DC 10 + half your sorcerer level + your Charisma modifier) for half damage. The breath shape can either be a 30-ft. line or a 15-ft. cone, chosen at the time of use. Once chosen, the breath weapon's shape cannot be changed.

**Drake Versatility (Su):** At 20th level, your full drake heritage blossoms. You gain immunity to paralysis and sleep, and blindsense 60 ft. You also gain the ability to change shape into a drake per *drake form IV*. You can use this change shape ability up to 10 min. per sorcerer level each day. These minutes need not be contiguous, but must be used in 1-min. durations.

## Ghoulish

One of your ancestors was enslaved by ghouls or was wounded by a darakhul but survived the sickness. That dark power now fortifies you.

**Class Skill:** Knowledge (dungeoneering).

**Bonus Spells:** *cause fear* (3rd), *command undead* (5th), *halt undead* (7th), *contagion* (ghoul fever) (9th), *wave of fatigue* (11th), *create undead* (13th), *control undead* (15th), *create greater undead* (17th), *raise undead host\** (see page 220) (19th).

**Bonus Feats:** Combat Casting, Diehard, Endurance, Iron Will, Silent Spell, Skill Focus (Knowledge [dungeoneering]), Still Spell, Toughness.

**Bloodline Arcana:** Whenever you cast a spell against a creature with the undead subtype/keyword, increase the DC by 2.

**Bloodline Powers:** The power of the undead courses through your veins until, eventually, you gain mastery over your life force itself.

**Ghoul Touch (Sp):** At 1st level, you can make a melee touch attack that causes a living creature to become sickened for a number of rounds equal to half your sorcerer level (minimum 1). If you touch a sickened creature, it becomes nauseated for 1 round if it has fewer levels or Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

You also gain darkvision to 30 ft.

**Rigor Mortis (Su):** At 3rd level, you gain resist cold 10, a +4 bonus to saving throws against poison, and immunity to disease. Unintelligent undead ignore you unless you attack them.

You also gain Stealthy as a bonus feat.

**Ghoulish Chill (Sp):** At 9th level, you can make a melee touch attack that immobilizes a living creature

for a number of rounds equal to half your sorcerer level (minimum 1; DC 10 + your sorcerer level). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Your darkvision also increases to 60 ft.

**Ghoul Spittle (Sp):** At 15th level, you gain the ability to spray spittle infected with ghoul fever in a cone-shaped area to a distance of 15 ft. three times per day. The spittle causes 1d8 hp damage, 1 Constitution damage, and 1 Dexterity damage immediately (a DC 16 Fortitude save negates the ability score losses). All affected targets that fail their Fortitude saves become infected with ghoul fever. (See the *Pathfinder Roleplaying Game Bestiary* for details on ghoul fever.)

**Death's Gate (Ex):** At 20th level, your ghoulish nature manifests itself fully. You no longer have a pulse or a body temperature. You gain immunity to cold, poison, paralysis, and sleep. Ghouls, ghosts and other intelligent undead consider you one of them unless you attack them, although your creature type does not change to undead.

You also gain the stench ability of ghosts (10-ft. radius, DC 15 Fortitude save negates, sickened for 1d6+4 min.) and the ability to paralyze elves with your bite.

## Giant

At some point in your family's history, giants interbred with your bloodline. Now, their strength and power flows through your veins.

**Class Skill:** Perception.

**Bonus Spells:** *obscuring mist* (3rd), *levitate* (5th), *mother stone\** (see page 208) (7th), *freedom of movement* (9th), *wall of stone* (11th), *chain lightning* (13th), *control weather* (15th), *world wave*<sup>APG</sup> (17th), *clashing rocks*<sup>APG</sup> (19th).

**Bonus Feats:** Combat Reflexes, Intimidating Prowess, Iron Will, Quick Draw, Skill Focus (Intimidate).

**Bloodline Arcana:** Whenever you cast a spell of the conjuration subschool, increase the spell's DC by 2.

**Bloodline Powers:** Your ability to tap into the primal power and fury of giants allows you to harness abilities normally considered the sole domain of the world's behemoths.

**Furious Touch (Ex):** At 1st level, you gain unarmed strike and stunning fist as extraordinary abilities. Your unarmed strike is treated as a natural weapon for purposes of spells, resistances, and other combat effects only. You cannot hold anything while using the ability. Your BAB follows the sorcerer's chart progression, but damage follows the monk chart for the appropriate size category. The stunning fist effect can stun only (in other words, you cannot sicken or fatigue an opponent with this ability).

**Giant's Hardiness (Sp):** At 3rd level, you gain the ability to use *stoneskin* as a spell-like ability once per day (caster level equal to your sorcerer level). At 11th level, you can use this ability twice per day and at 20th level, three times per day. You also gain Throw Anything as a bonus feat.

**Spriggan's Fury (Sp):** At 9th level, once per day, as a free action, you can increase your size by up to two categories (Small to Large, Medium to Huge, and so on). The effect lasts a number of rounds equal to the 1/2 your sorcerer level (rounded down). This increases to twice per day at 15th level and three times at 20th level. You gain low-light vision 60 ft.

**Mountain's Path (Sp):** At 15th level, you gain the ability to use *passwall* as a spell-like ability (caster level equal to your sorcerer level). You can use it a number of times per day equal to your Constitution modifier. You also gain the extraordinary abilities of rock throwing (60 ft.) and improved rock catching (see the *Pathfinder Bestiary* for details). You gain darkvision 60 ft.

**Mountain's Power (Ex):** At 20th level, your giant heritage becomes manifest. Your increase one size category (Small to Medium, Medium to Large, and so on) permanently. You gain +2 Strength, +2 Constitution, and a +4 natural armor bonus to AC permanently. If you do not already possess it, you gain tremorsense 60 ft.

## Goblin-Blooded

Your blood courses with the rage and fury of your goblin ancestors, and it imbues you with both toughness and power.

**Class Skill:** Disable Device.

**Bonus Spells:** *cause fear* (3rd), *darkness* (5th), *fire claws*\* (see page 173) (7th), *freedom of movement* (9th), *dream* (11th), *mislead* (13th), *giant form I* (15th), *greater shout* (17th), *wail of the banshee* (19th).

**Bonus Feats:** Arcane Strike, Diehard, Endurance, Improved Initiative, Iron Will, Maximize Spell, Skill Focus (Knowledge [dungeoneering]), Toughness.

**Bloodline Arcana:** Whenever you cast a spell that inflicts hp damage, you add +1 damage to each die rolled.

**Bloodline Powers:** As the scion of a goblin forebear, you are a frightening and bloodthirsty combatant who increasingly resembles your ancestor.

**Fierce Spirit (Sp):** At 1st level, you can make a touch attack to daze an opponent. The target can make a Will save (DC 10 + half level + Cha modifier). This effect persists for a number of rounds equal to half your sorcerer level (minimum 1). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Desert Scions (Ex):** At 3rd level, you gain DR 5 to cold and fire. At 9th level, the DR increases to 10.

**Zephyr's Fury (Sp):** At 9th level, you gain the ability to make a Whirlwind Attack once per day, even if you do not have the prerequisite feats and ability scores. You can make up to two whirlwind attacks per day at 14th level and up to three at 19th level.

**Goblin Hardiness (Sp):** At 15th level, you gain spell resistance equal to 10 plus your sorcerer level.

**Goblin Zenith (Ex):** At 20th level, your goblinoid nature runs rampant. Your eyes, ears, mouth, and head all double in size. Your ears and teeth become pointed (if you are not a goblin already), giving you a natural bite attack that deals 1d6 hp damage. You gain immunity to sleep and paralysis, and tremorsense 30 ft. You also gain a +4 racial bonus to Perception checks and Ride checks.

## Green

Born on the spring equinox or summer solstice, you are the master of abilities derived from the natural world. You are said to have three parents: mother, father, and forest.

**Class Skill:** Survival.

**Bonus Spells:** *renewal* (3rd), *lesser restoration* (5th), *plant growth* (7th), *reincarnate* (9th), *animal growth* (11th), *liveoak* (13th), *animate plants* (15th), *control plants* (17th), *feed the forest*\* (the 9th level version; see page 170) (19th).

**Bonus Feats:** Craft Staff, Endurance, Great Fortitude, Self-Sufficient, Silent Spell, Skill Focus

(Climb), Skill Focus (Knowledge [nature]), Skill Focus (Survival).



**Bloodline Arcana:** Choose one of the following domains: Animal, Forest, Harvest, or Plant. You can cast 1 domain spell/day provided you can cast a spell of that level.

**Bloodline Powers:** You embody the natural powers of growth and renewal, and you find companionship with woodland creatures. The strength of life flows in you and imbues your allies with vigorous strength. Your body resists the forces of death and corruption.

**Invigorating Touch (Sp):** As a standard action, your touch grants a creature a +2 enhancement bonus to either Strength or Constitution for 1 round/sorcerer level. At 11th level, this bonus increases to +4. You may do this a number of times per day equal to 3 + your Charisma modifier.

**At Home in the Woods (Ex):** At 3rd level, you can *speak with animals*, as the spell, a number of rounds per day equal to 3 + your Charisma modifier. In addition, you gain woodland stride as per the druid class ability.

**Nature's Mien (Su):** At 9th level, you emit a 30-ft. aura of positive energy and renewal for a number of rounds per day equal to your sorcerer level. You and your allies within this aura gain fast healing 1 and a +2 bonus to saving throws against negative energy effects. At 15th level, the save bonus increases to +4 and the fast healing increases to 2. These rounds need not be consecutive.

**Tree Stride (Sp):** At 15th level, you can transport yourself between two trees a number of times per day equal to your sorcerer level as per the *tree stride* spell. The distance between two trees cannot exceed 500 ft.

**Spring Eternal (Su):** At 20th level, you are immune to negative energy and effects caused by negative energy such as level drain, level damage, and ability drain and damage. You can return to young adulthood (1/day) without losing any bonuses to characteristics gained from old age. This state lasts for a number of hours equal to half your sorcerer level. You cannot be magically aged, and you cannot die of old age. When your time is up, you turn into an oak tree; younger druids may consult you or similar bloodline characters using *speak with plants*.

## Hag-Blooded

Your bloodline has the power of the red hags in it, either because of an ancestor's unsavory dalliance with a red hag, or because your ancestors were blood mothers' thralls.

**Class Skill:** Knowledge (nature).

**Bonus Spells:** *fate denied*\* (see page 169) (3rd), *darkness* (5th), *tiny hut* (7th), *scrying* (9th), *dominate person* (11th), *eyebite* (13th), *soul drinking*\* (see page 242) (15th), *horrid wilting* (17th), *foresight* (19th).

**Bonus Feats:** Alertness, Endurance, Heighten Spell, Iron Will, Skill Focus (Knowledge [arcana]), Toughness, Widen Spell.

**Bloodline Arcana:** Whenever you cast a spell with plant, blood, flesh, or life in their names, your caster level increase by 2.

**Bloodline Powers:** You have the fierceness and iron will of your ancestors. This gives you bonuses in combat and defense.

**Arcane Gift (Sp):** At 1st level, you can use one of the following as a spell-like ability, once per day: *cause fear*, *chill touch*, *disguise self*, *ray of enfeeblement*, or *ventriloquism*.

**Hag's Hide (Su):** At 3rd level, you gain resist cold and fire 5. At 9th level, your resistances increase to 10, and at 15th level, they increase to 15.

**Oaken Heart (Sp):** At 9th level, you gain a +2 inherent bonus to Constitution. This bonus increases to +4 at 13th level and to +6 at 17th level.

**Greenhorde (Sp):** At 15th level, you can use *monster summoning VII*, three times per day. Casting level equals your spellcaster level. Only creatures with the beast, woodland, fey, or giant subtypes may be summoned.

**Hagseed (Ex):** At 20th level, your hag-blooded ancestry becomes manifest. You gain a +2 inherent bonus to Strength, Intelligence, and Wisdom. Also, your skin hardens and becomes bright red, giving you a +2 natural armor bonus to AC.

## Hyperborean

The prismatic energy of the northern lights suffuses your body. Your eyes constantly change color, shifting between the seven colors of the rainbow.

**Class Skill:** Perception.

**Bonus Spells:** *color spray* (3rd), *hypnotic pattern* (5th), *searing light* (7th), *rainbow pattern* (9th), *prismatic ray*\* (see page 218) (11th), *planar ally* (13th), *prismatic spray* (15th), *prismatic wall* (17th), *prismatic sphere* (19th).

**Bonus Feats:** Acrobatics, Alertness, Arcane Blast, Dazing Spell<sup>APG</sup>, Dodge, Ectoplasmic Spell<sup>APG</sup>, Eschew Materials, Fleet, Skill Focus (Knowledge [planes]).

**Bloodline Arcana:** You become immune to dazzle effects and illusion (pattern) effects.

**Bloodline Powers:** You are infused with the radiance of the northern lights, slowly becoming a half corporeal and half shimmering light.

**Searing Ray (Sp):** Starting at 1st level, you can unleash a ray of burning light as a standard action, targeting a foe within 30 ft. as a ranged touch attack. This ray deals 1d6+1 hp fire damage for every two sorcerer levels you possess. You can use this

ability a number of times per day equal to 3 + your Charisma modifier.

**Incandescent Soul (Su):** At 5th level you may counterspell or dispel a darkness-based spell or effect by sacrificing a spell slot of equal level. You can make your body glow with the equivalent of a *daylight* spell (10 min./level) at will.

**Escape the Flesh (Ex):** At 9th level, you can become incorporeal for 1 round per sorcerer level. While in this form, you gain the incorporeal subtype. You only take half damage from magical corporeal sources (you take no damage from non-magic weapons and objects). Likewise, your spells deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. You can use this ability once per day.

**Prismatic Protection (Su):** At 15th level, you gain spell resistance equal to your sorcerer level + 10 and become immune to prismatic rays, spheres, sprays, or walls.

**Apotheosis (Su):** At 20th level, radiance suffuses your body. You become immune to sneak attacks, critical hits, and poison, and you no longer have to eat, sleep, or breathe. Close examination reveals that your whole body is slightly translucent.

## Mechanical

You have deep empathy with the mechanical devices around you, and your physical form changes dramatically over time until you are a magnificent fusion of flesh, metal, and magic.

**Class Skills:** Add Knowledge (architecture and engineering) and Disable Device to your list of class skills.

**Bonus Spells:** *analyze device* (1st), *shocking grasp* (3rd), *bullet shield* (5th), *arcane sight* (7th), *detonate* (9th), *rapid repair* (11th), *repulsion* (13th), *control construct* (15th), *iron body* (17th), *dominate clockwork*\* (see page 157) (19th).

**Bonus Feats:** Diehard, Endurance, Improved Unarmed Strike, Ironguts<sup>APG</sup>, Nimble Moves, Power Attack, Skill Focus (Craft), Skill Focus (Knowledge [architecture and engineering]), Toughness.

**Bloodline Arcana:** You gain a +3 bonus to Will saves against spells in the charm and compulsion subschools.

**Bloodline Powers:** Your bizarre abilities come from the various--and usually quite powerful--clockwork devices around you. At the pinnacle of your power, you become one with the very machinery you revere so deeply.

**Launch Gears (Sp):** At 1st level, you can replicate the *gear barrage*\* (see page 178) spell. You can use this ability a number of times per day equal to 2 + your Charisma modifier.



**Mechanical Empathy (Sp):** At 3rd level, you can speak with clockwork and other machines as per the *stone tell* spell. You may use this ability for 1 min. per sorcerer level each day. Most machines will be limited to providing information relating to their purpose and users. At 9th level, your mechanical bond allows you to affect clockwork constructs once per day as per the *mass charm monster* spell. Duration of the charm is 1 hr./level.

**The Rebuild (Ex):** At 9th level, your increasingly mechanical form's rather superior physical capabilities reveal themselves. Your base speed increases by +20 ft. and Strength by +2. You also receive a +10 competence bonus to Acrobatics checks for long or high jumps. These bonuses continue (+10 ft. base speed, +1 Strength, and +10 Acrobatics check bonus) at 13th and 17th levels.

**War Machine (Su):** At 15th level, you can assume the form of a clockwork giant. You increase by

one size class, gain a +4 natural armor bonus, +3 to Strength, and construct immunities to mind-altering effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Your fists become natural weapons equivalent to great clubs (2d8 hp base damage) and your adaptable limbs increase your melee touch attack range by 15 ft. without increasing your threatened area. You may use this ability once per day, for a number of rounds equal to your sorcerer level.

**Clockwork Masterpiece (Su):** At 20th level, the mechanical, magical, and biological form you can access at 15th level becomes permanent. You gain a +2 natural armor bonus and the temporary construct immunities ability at will.

## Minotaur

Your bloodline surges with the power, cunning, and fury of the minotaur nation, either due to a powerful minotaur sorcerer in your lineage or due to a gift a minotaur deity or ruler gave an ancestor.

**Class Skill:** Perception.

**Bonus Spells:** *stone fist* (3rd), *share language* (5th), *rage* (7th), *dimensional shove\** (see page 156) (9th), *echolocation* (11th), *battlemind link* (13th), *force cage* (15th), *maze* (17th), *greater maze* (see page 204) (19th).

**Bonus Feats:** Combat Casting, Diehard, Endurance,Enlarge Spell, Extend Spell, Iron Will, Skill Focus (Knowledge [dungeoneering]), Toughness.

**Bloodline Arcana:** When you cast a mind-affecting spell against a creature, increase the DC by 2.

**Bloodline Powers:** The fierceness and cunning of your ancestors comes easily to you, providing bonuses in combat and defense.

**Pointed Negotiations (Sp):** At 1st level, you can grow horns as a free action for one round for every sorcerer level. Treat them as a natural weapon, and you can make a gore attack as a full attack action using your full base attack bonus. This attack does 1d6 hp damage (1d4 if Small), plus

your Strength modifier. At 5th level, the horns are considered a magic weapon for purposes of overcoming DR. At 7th level, the base damage increases to 1d8 hp (1d6 if Small). At 11th level, the horns can be used as *flaming* horns, adding 1d6 hp fire damage to each hit. The fire damage is a supernatural ability. You also gain darkvision 30 ft.

**Bull's Hide (Su):** At 3rd level, you gain resist cold and fire 5, and a natural armor bonus of +2 to your AC. At 9th level, your resistance to cold and fire increases to 10, and the natural armor bonus increases to +4.

**Auroch's Strength (Sp):** At 9th level, you gain a +2 inherent bonus to Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.

**Masters of the Maze (Sp):** At 15th level, you can cast *maze* as a spell-like ability three times per day.

**Taurian Master (Ex):** At 20th level, your brutish nature becomes manifest. The *flaming* horns are permanent and always available as a weapon, and you permanently become one size larger (with all the bonuses that entails) as well as gaining darkvision 60 ft.

## Mystic Woodland

The ancient power of the forest courses through your veins. A distant ancestor may have been a legendary druid, a hedge witch, a dryad, or even a daughter of Baba Yaga.

**Class Skill:** Knowledge (nature).

**Bonus Spells:** *entangle* (3rd), *spider climb* (5th), *summon nature's ally III* (7th), *bestow curse* (9th), *baleful polymorph* (11th), *transport via plants* (13th), *animate plants* (15th), *creeping doom* (17th), *shapechange* (19th).

**Bonus Feats:** Alertness, Augment Summoning, Brew Potion, Empower Spell, Endurance, Great Fortitude, Self-Sufficient, Skill Focus (Knowledge [nature]).

**Bloodline Arcana:** While you are within any forest, the DC of all transmutation spells you cast is increased by +1.

**Bloodline Powers:** The power of the world's mystic forests feed your magic and fill you with power.

**Witches' Hex (Sp):** At 1st level, you can bestow a minor curse on a target with a melee touch attack. The target suffers either a -2 penalty to attack and weapon damage rolls or temporarily loses access to one randomly determined spell



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or spell-like ability of the highest level they can cast (your choice). In either case, the condition persists for a number of rounds equal to half your sorcerer level. Multiple touches do not stack but add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Woodland Stride (Ex):** At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) as per the druid class ability of this name.

**Animal Form (Sp):** At 9th level, you can transform yourself into an animal for a number of minutes per day equal to your sorcerer level. This ability functions as *beast shape II*. The duration need not be consecutive, and you can assume different animal forms at different times (although you may not transform directly from one animal to another).

**Siphon Magic (Su):** At 15th level, you can siphon magic used against you. As an immediate action, you may force any creature that targets you with a spell or spell-like ability to make a CL check (DC 10 + your sorcerer level). Failure means that all variable numeric effects of the spell are halved, and the save DC decreases by 2. Note that if the spell affects an area or multiple targets, these modifications only apply to you. You may use the stolen energy to boost the CL of your next spell by 2, providing you cast it before the end of your next turn.

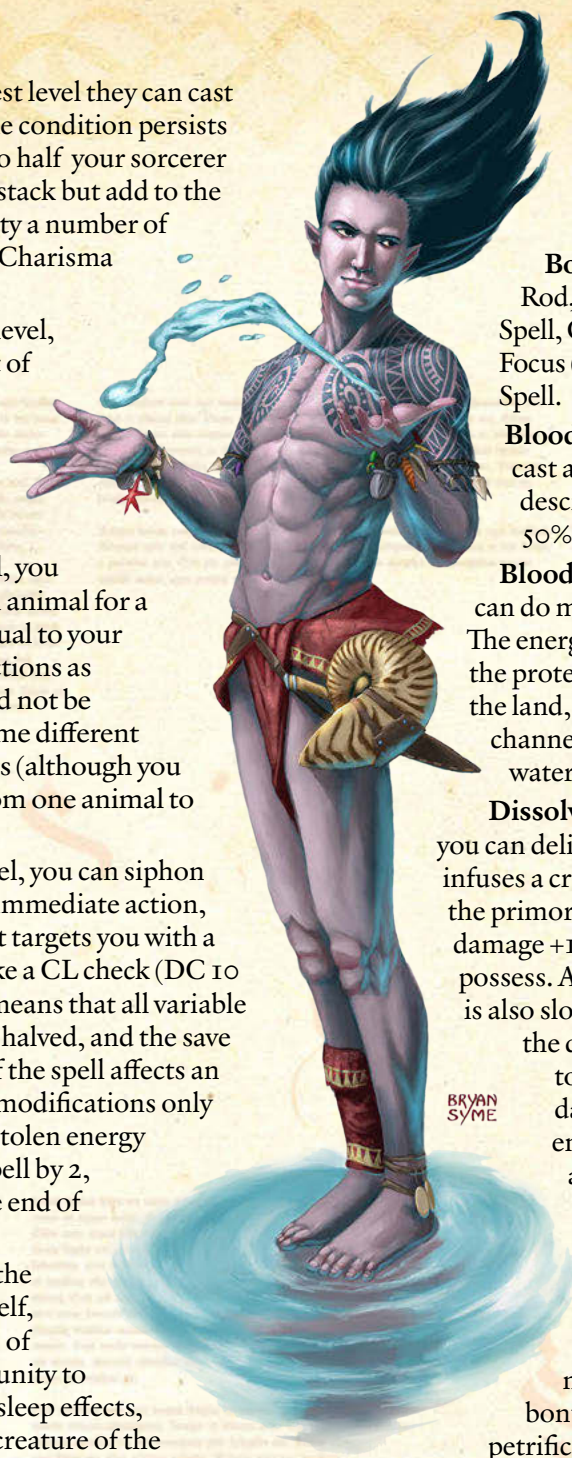
**Tree Form (Su):** At 20th level, the forest accepts you as part of itself, and you gain many of the traits of plant creatures including immunity to paralysis, poison, polymorph, sleep effects, and stunning. In addition, no creature of the animal or plant type attacks you while you are in a forest unless compelled by magic. This ability, however, does not affect how animals or plants treat your companions. You may cast *legend lore* (1/day) as a spell-like ability using your sorcerer level as your CL.

## Ocean

Your blood runs with the primordial, chaotic power of the sea. One of your ancestors may have been an oceanic demigod or otherwise able to channel the power of the waves themselves.

**Class Skill:** Escape Artist.

**Bonus Spells:** *endure elements* (3rd), *watery sphere*\* (see page 270) (5th), *water breathing* (7th), *freedom of*



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*movement* (9th), *rusting grasp* (11th), *animate water*\* (see page 121) (13th), *elemental body IV* (15th), *polymorph any object* (17th), *shape change* (19th).

**Bonus Feats:** Brew Potion, Craft Rod, Craft Wondrous Item, Empower Spell, Great Fortitude, Iron Will, Skill Focus (Knowledge [nature]), Widen Spell.

**Bloodline Arcana:** When you cast a spell with the water or cold descriptor, its duration increases by 50% (minimum 1 round).

**Bloodline Powers:** Your powers can do more than just control water. The energy inside you also runs with the protean elements that gave birth to the land, the sky, and the gods. You can channel the formless and vast nature of water.

**Dissolving Touch (Sp):** At 1st level, you can deliver a melee touch attack that infuses a creature's flesh with the chaos of the primordial ocean. You inflict 1d6 hp damage +1 for every 2 sorcerer levels you possess. At 7th level, the touched creature is also slowed for 1 round. At 11th level, the damage increases by one step to 1d8. This damage bypasses damage reduction as untyped energy damage. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Formless (Ex):** At 3rd level, you gain a bonus to your CMD equal to 3 + your Charisma modifier. You also gain a +4 bonus to resist polymorph and petrification effects. At 9th level, if you fail a save against a petrification or polymorph effect, you revert to your normal form after 1 round.

**Hydromancer (Ex):** Starting at 9th level, you may cast a spell with the Silent Spell metamagic feat without increasing the spell's level or casting time 1/day. You may use this ability 2/day at 13th level, and 3/day at 17th level.

**Protean Shape (Sp):** At 15th level, you can change into a watery version of yourself, as if you had cast *liquid form*. You can do this a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

**Ocean Lord (Ex):** At 20th level, you are immune to critical hits, sneak attacks, and sonic damage. You

## The Margreve Forest

Although a mystic woodland sorcerer's powers are potent anywhere, these casters feel most at home in deep forests. The Margreve Forest in Midgard is a particular haven because it siphons and feeds from a fraction of every spell's power. Mystic woodland sorcerers are adept at manipulating this power to their gain.

For more information about the Margreve Forest, see page 170 or *Tales of the Old Margreve*.

cannot drown, and you automatically succeed on all Swim skill checks.

## Raven-Blooded

Some may claim descent from the servants of gods or dragons, but ravenfolk sorcerers have very carefully crafted a line of powerful eldritch casters. Scholars believe the ravenfolk must have learned or stolen these abilities from the kobolds—or else made a nebulous bargain with a great power, such as Baba Yaga or a demon lord.

This bloodline is available only to ravenfolk characters.

**Class Skill:** Disguise.

**Bonus Spells:** *misleading shadows*\* (see page 207) (3rd), *misdirection* (5th), *clairaudience/clairvoyance* (7th), *shout* (9th), *false vision* (11th), *chain lightning* (13th), *project image* (15th), *moment of prescience* (17th), *wail of the banshee* (19th).

**Bonus Feats:** Combat Casting, Deceitful, Defensive Combat Training, Eagle Eyes, Improved Initiative, Lightning Reflexes, Silent Spell.

**Bloodline Arcana:** Whenever you cast a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by +2.

**Bloodline Powers:** You have a natural talent for trickery, information gathering, and swordplay. As your power increases, you discover ever more useful ways to blend your magic with these talents.

**Arcane Bladework (Sp):** At 1st level and once every four levels thereafter (5th, 9th, 13th, 17th), you may imbue your sword with a spell, as per the *spell storing* ability. The spell must be one level lower (or less) than the highest level you can cast, and no greater than 4th level. Imbuing the weapon consumes a daily use of that level spell (0-level spells still consume a 1st-level spell slot), but the spell is expended only on a successful attack. The imbued weapon loses this property if used by someone else and the use of this power is expended. If a natural 1 is rolled for the imbued weapon, it gains the broken

condition until repaired. An attack with an imbued weapon with the broken condition that rolls a 1 destroys the weapon.

**Illusory Disguise (Sp):** At 3rd level, your illusion spells augment your disguises. By sacrificing a daily use of an illusion spell, you may add a bonus equal to 1+ the sacrificed spell's level to the Disguise check made to conceal your nature. This benefit remains until you actively remove the disguise, or until the next sunrise or sunset—whichever occurs first. This benefit to disguise does not radiate magic, nor can it be eliminated by less than a greater dispel magic.

**Know the Weave of Fate (Sp):** At 9th level, you may cast *divination* once per day at your caster level. You gain an additional daily *divination* every three levels thereafter (12th, 15th, 18th). Expending two daily uses of this power at one time allows you to cast *contact outer plane*, and expending four daily uses allows you to cast *legend lore*. These spells are not on your spell list unless you add them by other means.

**Stormcrow (Sp):** At 15th level, you may cast *wind walk* once per day at your caster level. Do not consider this spell part of your spell list, however, unless you add it by other means.

**Eldritch Weaponry (Sp):** At 20th level, you may use your arcane bladework power to imbue your weapon with a spell as per the *spell storing* ability—however, the spell may be up to one level lower (or less) than the highest level you can cast.

## Ooze

As a result of horrible experimentation or the unholy union of slithering tracker and humanoid, your bloodline contains the foul ichor of oozes. This foulness gives you horrific powers.

**Class Skill:** Knowledge (dungeoneering).

**Bonus Spells:** *oozy transparency*\* (see page 214) (3rd), *slime form*\* (see page 239) (5th), *lesser ooze touch*\* (see page 214) (7th), *ooze shape I*\* (see page 213) (9th), *ooze touch*\* (see page 213) (11th), *ooze shape II*\* (see page 213) (13th), *greater polymorph* (15th), *clone* (17th), *shapechange* (19th).

**Bonus Feats:** Combat Casting, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Silent Spell, Skill Focus (Knowledge [forbidden]).

**Bloodline Arcana:** When you cast a spell of the ooze subschool, increase the damage by 1 per damage die or the duration by 25% (minimum 1 round). This duration bonus does not stack.

**Bloodline Powers:** As you grow in power, the hideous effects of the pollution in your blood manifest themselves as a series of eerie powers.

**Mucus Spray (Sp):** Starting at 1st level, you can

unleash a cone-shaped burst of acidic mucus within a 15-ft. range. This spray deals 1d6 hp acid damage for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Gray Ooze Nature (Ex):** At 3rd level, you gain resist cold or resist fire 5 and a +2 bonus on saving throws made against mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). At 9th level, your chosen resistance increases to 10 and your bonus to mind-affecting saves increases to +4. In addition, oozes do not attack you unless you move into contact with them.

**Ooze Form (Sp):** At 9th level, you can change your shape for a number of rounds equal to your sorcerer level. These rounds need not be consecutive. This ability otherwise functions as *ooze shape I\** (see page 213). You can also move through and among all creatures with the ooze subtype without suffering any harm. At 12th level, ooze form functions like *ooze shape II\** (see page 213).

**Ooze Mind (Ex):** At 15th level, you are considered mindless with regard to all spells and abilities. You cannot be targeted by scrying spells and your thoughts cannot be read.

**Split (Su):** At 20th level, you gain the split ability of an ochre jelly. Only the original has your identity, the rest are mindless. You gain resistance 10 to all energy types.



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## Realms Beyond

You have the power, and the madness, of the realms beyond running through your blood. This gives you arcane and powerful insight into the nature of magic and the planes, but it also means you run the ragged edge of sanity.

**Class Skill:** Knowledge (planes).

**Bonus Spells:** *ray of sickening* (3rd), *web shelter*<sup>UM</sup> (5th), *agonize*<sup>UM</sup> (7th), *vitriolic mist*<sup>UM</sup> (9th), *acidic spray*<sup>UM</sup> (11th), *greater contagion* (13th), *scouring winds*<sup>UM</sup> (15th), *orb of the void*<sup>UM</sup> (17th), *interplanetary teleport*<sup>UM</sup> (19th).

**Bonus Feats:** Antagonize, Burning Spell, Combat Casting, Diehard, Endurance, Maximize Spell, Skill Focus (Knowledge [dungeoneering]), Toughness.

**Bloodline Arcana:** Whenever you cast a spell or use a magical effect from an item with the charm or illusion type, the DC of that spell is increased by +2.

**Bloodline Powers:** You commune with strange, alien forces that grant you odd and inscrutable

abilities and even warp your flesh.

**Alien Abscess (Sp):** At 1st level, you can make a touch attack as a standard action and cause the target to bleed. This affects creatures with 0 or positive hp. The effect (1 hp per round) continues until the target is healed successfully by a Heal check, has a curative spell or potion used upon it, or until the realms beyond sorcerer is dead.

**Alien Senses (Su):** At 3rd level, you gain low-light vision 30 ft. At 6th level, you gain darkvision 60 ft. At 9th level, you gain the Blind-Fight feat. At 12th level, you gain tremorsense 30 ft.

**Alien Presence (Sp):** At 9th level, your form becomes flickering and indistinct. You gain a +4 dodge bonus to your AC and are considered to have concealment at all times, even against creatures with special sensory abilities such as darkvision and tremorsense.

**Between the Spaces (Sp):** At 15th level, you can blink three times per day at your caster level. You can use this ability up to six times a day at 20th level.



**Alien Energies (Ex):** At 20th level, your alien attributes become manifest. You gain a permanent alien or aberrant physical alteration, such as ethereal wings, writhing tentacles, glowing spiral horns, or a prehensile, scaly tail. Treat as a summoner's evolution for rules. You gain an altered alien anatomy, so any critical hit or sneak attack made against you has a 50% chance of failing and being treated as a normal attack. You also gain fast healing 4.

## Shadow

Slivers of shadow taint your bloodline; perhaps a powerful shade was one of your ancestors, or frequent exposure to shadowstuff transformed you or your family forever. Either way, the cold caress of shadow feels like a warm embrace to you.

**Class Skill:** Stealth.

**Bonus Spells:** *shadow hands*\* (see page 233) (3rd), *shadow jump*\* (see page 233) (5th), *deeper darkness* (7th), *shadow conjuration* (9th), *shadow evocation* (11th), *shadow walk* (13th), *project image* (15th), *greater shadow evocation* (17th), *shades* (19th).

**Bonus Feats:** Blind Fight, Dodge, Empower Spell, Fleet, Great Fortitude, Mobility, Skill Focus (Stealth), Spell Focus.

**Bloodline Arcana:** Whenever you cast a spell of the shadow subschool, increase the spell's DC by +1.

**Bloodline Powers:** Shadows twitch and swirl at your bidding. As you grow in power, they cling to you in ever-increasing volumes.

**Lash of Shadows (Sp):** Starting at 1st level, you can summon a shadowy whip for one round to attack your enemies as a standard action, targeting any foe within 30 ft. as a ranged touch attack. The lash deals 1d6+1 hp cold damage for every 2 sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Cloak of Shadows (Ex):** At 3rd level, you gain resist cold 5 and a +2 bonus on initiative checks. At 9th level, your resistance to cold increases

to 10, and your bonus on initiative checks increases to +4.

**Swirling Shadows (Sp):** At 9th level, you can summon a swirling storm of shadows to engulf your enemies. The swirling shadows cover a 20-ft. radius burst. Anyone in this area takes 1d6 hp cold damage per sorcerer level. This power has a range of 60 ft. Those caught in the area can make a Reflex save for half damage. Those who fail the save are blinded for 1 round. The DC of this save is equal to 10 + half your sorcerer level + your Charisma modifier. The swirling shadows disappear after 1 round. At 9th level, you can use this ability once per day, then twice per day at 17th level and three times per day at 20th level.

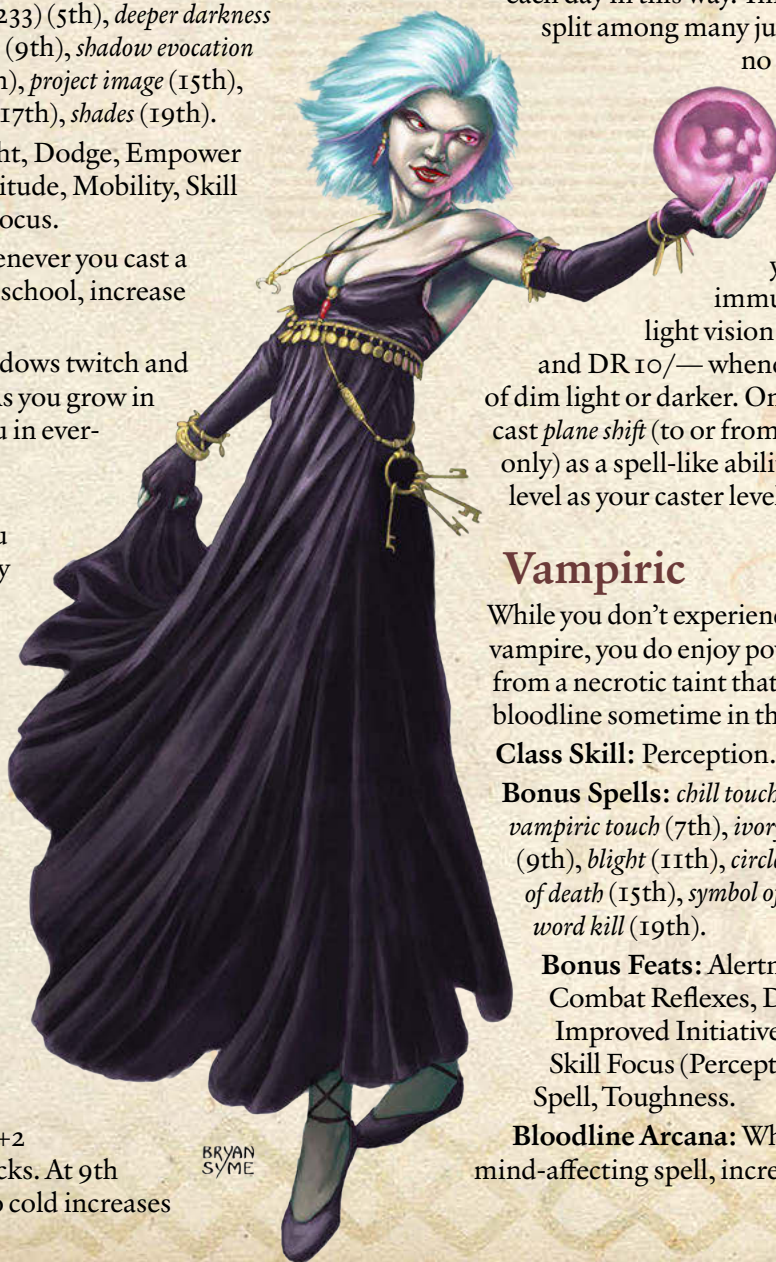
**Shadowwalking (Su):** At 15th level, you gain the ability to travel between shadows as if by means of a *dimension door* spell. This magical transport cannot begin or end in an area filled with bright light.

You can walk between shadows for up to 3,000 ft.

each day in this way. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-ft. increment.

### Living Shadow

**(Su):** At 20th level, shadows suffuse your form. You gain immunity to cold, low-light vision and darkvision 90 ft., and DR 10/— whenever you are in an area of dim light or darker. Once per day, you can cast *plane shift* (to or from the Shadow Plane only) as a spell-like ability using your sorcerer level as your caster level.



## Vampiric

While you don't experience the hunger of a vampire, you do enjoy power that originates from a necrotic taint that entered your bloodline sometime in the past.

**Class Skill:** Perception.

**Bonus Spells:** *chill touch* (3rd), *darkness* (5th), *vampiric touch* (7th), *ivory flesh*\* (see page 194) (9th), *blight* (11th), *circle of death* (13th), *finger of death* (15th), *symbol of death* (17th), *power word kill* (19th).

**Bonus Feats:** Alertness, Combat Casting, Combat Reflexes, Dodge, Extend Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Silent Spell, Still Spell, Toughness.

**Bloodline Arcana:** Whenever you cast a mind-affecting spell, increase the DC +2.

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**Bloodline Powers:** You have mastered the art of treading so close to undeath—particularly the children of the night—that you nearly have become one of the cursed yourself.

**Vampiric Touch (Su):** At 1st level, you gain a slam attack that deals 1d6 hp damage, and your successful slam causes mortal creatures to *bleed*. This is as the cantrip, but affects non-dying creatures (1 hp/round until healed or stabilized by the Heal skill). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

You also gain darkvision 30 ft.

**Vampiric Power (Su):** At 3rd level, you gain DR 5/silver, resist cold and electricity 10, and you no longer have a reflection in a mirror or cast a shadow. You can use *beast form II* as a spell-like ability (dire rat, dire bat, or wolf) three times per day.

**Vampiric Swarm (Su):** At 9th level, you can summon rats, bats, or wolves, as per the children of the night special attack in the vampire's stats in the *Pathfinder Bestiary*.

Your darkvision increases to 60 ft.

**Vampiric Mist (Su):** At 15th level, you gain the ability to assume gaseous form at will as a standard action (caster level 9th), but can remain gaseous indefinitely with a fly speed of 20 ft. with perfect maneuverability.

**Death Supreme (Su):** At 20th level, your vampiric nature becomes complete. You no longer have a pulse or a body temperature. You gain DR 10/silver, immunity to poison, paralysis, and sleep attacks, as well as fast healing 2. Undead creatures consider you one of their own unless you attack them. You also gain the slam, blood drain, and domination attacks of a true vampire.

## Vril

You carry the heritage of the earliest wielders of magic, the mysterious vril masters. Your parents bound your head to optimize the shape of your skull for remarkable mental abilities; thus, you can manipulate the powerful life force known as vril.

**Class Skill:** Knowledge (history).

**Bonus Spells:** *hypnotism* (3rd), *levitate* (5th), *vril feedback*\* (see page 267) (7th), *confusion* (9th), *telekinesis* (11th), *mass suggestion* (13th), *grasping hand* (15th), *clenched fist* (17th), *crushing hand* (19th).

**Bonus Feats:** Combat Casting, Persuasive, Iron Will, Skill Focus (Knowledge [arcana]), Silent Spell, Spell Penetration, Still Spell, Vril Amplification\* (see page 74), Vril Healer\* (see page 75), Vril Maneuverist\* (see page 75), Vril Metabolist\* (see page 75), Vril Metamagician\* (see page 75), Vril Sculptor\* (see page 75).

**Bloodline Arcana:** Whenever you cast a spell of the

compulsion subschool, increase the spell's DC by +2.

**Bloodline Powers:** While your oblong skull gives you an unusual appearance, you can draw power from the world around you to manipulate the actions of others and move objects and creatures with the power of your mind.

**Mind Shield (Su):** Starting at 1st level, you generate a mental shield around your body that protects you from physical attack. As a swift action, you gain a +1 deflection bonus to AC for 1 round. This increases by +1 for every five sorcerer levels you possess, to a maximum of +5 at 20th level. You may do this a number of times per day equal to 3 + your Charisma modifier.

**Telepathy (Su):** Starting at 3rd level, you can communicate telepathically with any creature within a range of 30 ft. This range increases by 10 ft. every three levels, to a maximum range of 180 ft. at 18th level. You can use this ability a number of rounds per day equal to your level. These rounds do not need to be consecutive.

**Invisible Hand (Su):** At 9th level, you can project a 30-ft. cone of force as a standard action that acts as a bull rush against all creatures in the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity, and spell resistance does not apply against this ability. You may do this 2/day at 13th level and 3/day at 17th level.

**Imposition of Will (Sp):** At 15th level, if you still have an uncast spell of at least 5th level you may give up that spell to cast *dominate person* instead. At 19th level, you may give up an uncast spell of 8th level or higher to cast *dominate monster*.

**Dominator (Su):** At 20th level, your mental powers reach their zenith. You can cast any spell you know using the Silent Spell and Still Spell feats without increasing its caster level 1/day. Also, you gain a +4 racial bonus to resist enchantments and mind-affecting effects, and when you cast a spell from the compulsion subschool, you increase its DC by a total of +4.

## Mysteries

The following mysteries are available to oracles.

### Clockwork

As clockwork creatures and devices enter the world, the gods who oversee invention and artifice grow in power. An oracle with the clockwork mystery can alter the workings of machines and construct items out of thin air.

**Class Skills:** An oracle with the clockwork mystery

adds Craft, Disable Device, Knowledge (arcana), and Knowledge (engineering) to her list of class skills.

**Bonus Spells:** *crafters' fortune*<sup>APG</sup> (2nd), *clockwork timer* \* (see page 145) (4th), *enter image*<sup>APG</sup> (6th), *malfunction*<sup>UM</sup> (8th), *fabricate* (10th), *wall of iron* (12th), *control construct*<sup>UM</sup> (14th), *iron body* (16th), *time stop* (18th).

**Special:** At 1st level, an oracle with the clockwork mystery gains access to spells with the word “cure” or “inflict” in their title as usual. However, these spells heal or harm only constructs.

**Revelations:** An oracle with the clockwork mystery can choose from any of the following revelations:

*Automatic Control (Su):* At 1st level, you gain a +4 bonus to Diplomacy and Intimidate checks made against intelligent constructs. Enchantment and mind-affecting spells you cast also affect constructs. At 7th level, you can cast *dominate monster* on a construct once per day. This effect lasts 1 round per oracle level. You can use this twice per day at 13th level and three times per day at 17th level.

*Binding Chains (Su):* As a standard action, you can cause a 20-ft. radius of iron chains to burst from the floor and wrap around any creature in the area. This acts as *black tentacles*, except the chains are made of iron and have hardness 10, 10 hp, and a break DC equal to 10 + the chain's CMB. You can use this ability once per day at 7th level and an additional time per day for every 4 levels thereafter. You must be at least 7th level to select this revelation.

*Clockwork Engine (Su):* Once per day at 11th level, you can imbue inanimate objects with life as *animate objects* for a number of rounds equal to your oracle level. These animated objects gain 1 additional CP. You can do this twice per day at 15th level. At 15th level, these animated objects gain 2 additional CPs. You must be 11th level to select this revelation.

*Clockwork Incorporation (Ex):* Your knowledge of steam and brass allows you to replace body parts with mechanical devices. Choose one of the following options whenever you can select a new revelation. You can select each option only once, but you can select a different option each time you are able to choose a new revelation.

*Mechanical Legs:* You increase your base speed by 10 ft., and you are always considered to have had a running start when making jump checks. At 11th level, your speed is never reduced by armor. Oracles with the lame curse cannot select this revelation.

*Mechanical Arms:* You gain a +2 inherent bonus to Strength and a +4 racial bonus to all skills and checks based on Strength as well as your CMB. At 11th level, your inherent bonus to Strength increases to +4.

*Steel Skin:* You gain a +2 natural armor bonus and resist fire and cold 5. This increases to a +4 natural armor bonus and resist fire and cold 10 at 11th level.

*Mechanical Eyes:* You gain a +4 bonus to Perception checks and darkvision 60 ft. If you already have darkvision, the range increases by 30 ft. At 11th level, you gain a +2 bonus to saving throws against blindness. Oracles with the clouded vision curse cannot select this revelation.

*Clockwork Messenger (Su):* You gain a clockwork familiar as per the wizard's arcane bond class ability. For this familiar's purposes only, your effective wizard level is equal to your oracle level. The familiar gains all the abilities of the animal it mimics, but it is a construct instead of an animal. Your oracle levels stack with any wizard levels you possess when determining the powers of your familiar. This ability does not allow you to have two familiars at one time.

*Construct Expert (Ex):* You gain a +4 bonus to monster knowledge checks regarding constructs. As long as you are of the requisite caster level, you can build a construct even if you do not meet the other prerequisites or can cast the spells necessary to create a construct. You must expend the necessary material components and you still must succeed on the Craft DC to build a construct.

*Instant Fortress (Su):* You can conjure a structure of iron and steel as a full-round action for a number of hours per day equal to one-half your oracle level. This ability otherwise acts as an *instant fortress*. You must be at least 13th level to choose this revelation.

*Soul of the Machine (Su):* Once per day at 11th level, you may move your soul from your body into a construct or mechanical object as the spell *magic jar*. Intelligent constructs receive a Will saving throw to resist this effect. Since constructs and machines have no soul to replace, you do not need a receptacle to house the displaced soul. Once in the machine, you may control it as if it were your own body. You may use any special, supernatural, or spell-like ability the machine or construct possesses. You must be at least 11th level to select this revelation.

*Steam Jet (Su):* As a standard action, you can breathe a 15-ft. cone of steam. This cone deals 1d4 hp fire damage per oracle level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

**Final Revelation:** Upon reaching 20th level, you become a clockwork creature. You gain immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. You are also immune to fatigue, exhaustion, and nonlethal damage. Once per day, you can cast *resurrection* but only to return a construct to life.

## Moon

The light and tides of the moon have their own magic, strongest by night and changing over the lunar cycle.

**Class Skills:** An oracle with the moon mystery adds Fly, Knowledge (arcana), and Knowledge (nature) to her list of class skills.

**Bonus Spells:** *darkness* (2nd), *confusion* (4th), *owl's wisdom* (6th), *river of moonlight*\* (see page 224) (8th), *mass daze* (10th), *control water* (12th), *lunar veil*<sup>UM</sup> (14th), *insanity* (16th), *meteor swarm* (18th).

**Revelations:** An oracle with the moon mystery can choose from any of the following revelations.

*Cloak of Moonlight* (Su): You conjure a cloak of shimmering moonlight, which coalesces around you, granting a +4 dodge bonus to your AC. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this cloak for 1 hr. per day per oracle level. The duration does not need to be consecutive; it can be used in 1-hour increments.

*Dazing Spells* (Ex): Any time you score a critical hit against an opponent with an attack spell, a split-second burst of shimmering moonlight also envelopes your target, dazing him for 1 round.

*Eyes of the Moon* (Su): You gain darkvision 30 ft.

*Guiding Moon* (Su): Whenever you can see the moon, you can determine your precise location. When the moon is visible to you, you may also add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night while under moonlight, you can cast one spell with the Empower Spell, Extend Spell, Silent Spell, or Still spell feat without increasing the spell's casting time or level slot. You must have taken the desired feat to use this ability.

*Mantle of Moonlight* (Su): Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, which it must remain in for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a



melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

**Moonlight Bridge (Su):** You summon a bridge of shimmering moonlight. The 10-ft.-wide span touches the ground at a point adjacent to your position. From this point, it can extend in any direction for 10 ft. per oracle level. The path persists until you have crossed over the bridge or for 24 hrs., whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. Should the bridge be attacked, treat it as a *wall of force*.

**Moonfire (Su):** You can fire a blast of blazing moonlight at a single target within 30 ft. as a standard action. Moonfire deals 1d8 hp damage per caster level, and the target is dazzled for 1 round per two oracle caster levels. A successful Reflex saving throw (DC 10 + 1/2 your oracle level + your Charisma modifier) reduces the damage by half and negates the dazzle effect. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th. You must be 8th level to select this revelation.

**Moon's Favor (Sp):** Once per day, you can spend 10 min. reveling in the moonlight and contemplating its mysteries, granting you the effects of *divination*. You must be 8th level to select this revelation.

**Moonlight (Ex):** You may illuminate an area with sparkling, silver moonlight, blinding creatures and visibly outlining hidden things. This acts as the spell *glitterdust*, lasts 1 round/level, and may be used a number of times equal to your Charisma modifier. You must be 8th level to select this revelation.

**Moon's Pull (Su):** Your connection to the moon is so strong that your feet barely touch the ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if *levitating*. At 10th level, you gain the ability to *fly*, as per the spell, for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-min. increments.

**Final Revelation:** Upon achieving 20th level, your mysterious connection with the moon is so complete that you are infused with the moon's mystical power. You receive a bonus on all saving throws equal to your Charisma modifier. Once per day, you can bathe yourself in pure, mystical moonlight as a full-round action, granting you SR 21, DR 5/silver and fast healing 5 for a number of rounds equal to your oracle level. These rounds do not need to be consecutive. In addition, whenever you are reduced to negative hp while in sight of the moon, you automatically stabilize. Should you die, you are reborn on the next full moon (as *reincarnate*).

## Old Gods

You worship the world's forgotten deities, the gods slumbering in temples beneath the ocean or atop frigid peaks in the world's remote mountain ranges. These looming beings are unlike the more palatable gods now reigning above the world. Some say the old gods are not even truly of this universe and possess bizarre anatomies and horribly alien intellects.

**Class Skills:** An oracle with the old gods mystery adds Bluff, Intimidate, Knowledge (arcana), and Use Magic Device to her list of class skills.

**Bonus Spells:** *bane* (2nd), *darkness* (4th), *bestow curse* (6th), *lesser planar ally* (8th), *contact other plane* (10th), *planar ally* (12th), *destruction* (14th), *summon monster VIII* (16th), *gate* (18th).

**Revelations:** An oracle with the old gods mystery can choose from any of the following revelations.

**Aberrant Lord (Su):** You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to affect aberrations as if they were undead and you possessed the Command Undead feat. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

**By My Name You Shall Call Me (Su):** As a creature attuned to the eldritch corridors of power, you can hear your name spoken aloud, even over great distances. If another creature speaks your name, you may observe it as if you had cast *scrying*. At 15th level, you may also choose to move to the speaker's location as if through *greater teleport*. You can detect creatures speaking your name to a range of 100 miles per oracle level. You must be at least 7th level to select this revelation.

**Dimensional Shift (Su):** You can open a doorway that traverses the home of the old gods, forcing a creature to experience horrible vistas and strange dimensions. As a standard action, you may target one creature with 30 ft. of you that you can see. If the creature fails a Will save, it is teleported 1d3 squares in a random direction and takes 1d6 hp damage/2 oracle levels from the warping it must endure to travel through non-Euclidean space. A successful Fortitude save halves the damage.

At 10th level, the target is also shaken for 1 round if it fails the Fortitude save. At 15th level, the target is both shaken and sickened if it fails its Fortitude save. You may use this ability once per day plus one additional time per day at 10th level.

**Dweller in Darkness (Sp):** Once per day, you may cast your psyche into the void of space to attract the attention of a terrible, otherworldly being. The dweller in darkness that is summoned behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must

be at least 11th level to choose this revelation.

**Eldritch Knowledge (Su):** The old gods possess magical knowledge that extends beyond the division between the divine and the arcane. At 7th level and every three levels thereafter, you may add one spell to your list of known spells from the sorcerer/wizard spell list, provided you can cast a spell of that level. This is in addition to the spells you would gain from normal level advancement. Once chosen, these spells cannot be changed. You must be at least 7th level to choose this revelation.

**Festival of the Servants (Sp):** The servitors of the old gods are always nearby, watching. Once per day at 7th level, you may cast *lesser planar ally* as a full-round action. You do not need to bargain for the creature's service. At 11th level, the ability mimics *planar ally*, and at 15th level the ability mimics *greater planar ally*. You must be at least 7th level to choose this revelation.

**From Beyond (Ex):** Your internal organs are not where they should be in a creature of your type. This may result from frequent, extra-dimensional travel or long association with the bizarre old gods. You have a 25% chance of negating a critical hit scored against you. This increases to 50% at 10th level and 75% at 15th level. You must be at least 3rd level to take this revelation.

**Through Ancient Doorways (Su):** You can move through the use of dimensional step, as the conjuration school ability for wizards, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. You must be at least 7th level to choose this revelation.

**Final Revelation:** Upon reaching 20th level, you become a full servitor of the Old Gods. Your type changes to outsider (native) and you become immune to critical hits, poison, disease, stunning, sleep, and fear. You emanate a fear aura of 30 ft. As an outsider, you cannot be resurrected.

## Plague

Random and devastating—striking down young and old, poor and rich—disease is the providence of the divine. Pestilence courses through your flesh, and the living wither at your touch. Through suffering and pain, you pierce the veils of mundane reality to reveal the transcendental truth: All creatures must die.

**Class Skills:** An oracle with the plague mystery adds Fly, Intimidate, Knowledge (nature), and Stealth to her list of class skills.

**Bonus Spells:** *ray of sickness*<sup>UM</sup> (2nd), *pox pustules* (4th), *fungal infestation*<sup>UM</sup> (6th), *fleshworm infestation*<sup>UM</sup> (8th), *insect plague* (10th), *greater contagion*<sup>UM</sup> (12th), *plague storm*<sup>UM</sup> (14th), *symbol of death* (16th), *cursed earth*<sup>UM</sup> (18th).

**Revelations:** An oracle with the plague mystery can choose from any of the following revelations.

**Black Winds (Su):** Once per day, you can spew forth the foul air of pestilence in a 30-ft. cone. This acts as gust of wind. Creatures in the area must also make a successful Fortitude save or contract red ache with an immediate onset rather than 1d3 days. The save DC of the disease equals 10 + half your oracle level + your Charisma modifier. You may use this ability twice per day at 9th level and three times per day at 15th level.

**Boils and Pustules (Sp):** You may make a melee touch attack that causes a creature's flesh to erupt with painful, oozing sores. This deals 1d6 + 1 hp damage for every 2 oracles levels you possess. Half of this damage is acid damage. You may use boils and pustules a number of times per day equal to 3 + your Charisma modifier. At 11th level, the creature is also sickened for a number of rounds equal to your Charisma modifier.

**Carrier (Ex):** Your successful melee touch attack infects a creature with filth fever. You may do this a number of times per day equal to 3 + your Charisma modifier. The onset of this disease is immediate rather than 1d3 days. Whenever you make a successful save against a disease, you may replace filth fever with that disease and infect targets with melee touch attacks.

**Corrupt Food and Water (Su):** With a touch, you can infect a day's rations or a flask of liquid with filth fever. Creatures consuming the food or drink must make a Fortitude save or contract the disease. You may do this once per day for every 4 oracle levels you possess (minimum 1). At 5th level, a creature infected this way also spreads the disease as per the *epidemic* spell.

**Living Infection (Su):** Once per day, you may turn into a diseased vapor as the gaseous form spell. This condition lasts for a number of rounds equal to your oracle level.

While in this form, you may move into the square of another creature and attempt to infect it with filth fever with an immediate onset rather than 1d3 days. The Fort DC to resist this disease is equal to 10 + half your oracle level + your Charisma modifier. At 11th level, you may attempt to inhabit the body of a creature instead of giving it filth fever. To do so, you must enter the target's square as a gaseous, living infection. If your target fails a Fortitude save, you infect the victim. On your turn, the target takes 1d6+1 Constitution damage each round you are in its body. It can make a Fortitude save each round to attempt to expel you.

While inside the victim, you cannot be attacked or affected by special abilities or spells, but *cure disease* forces you to make a Will save. A failed save expels you from the victim. When expelled, you enter an empty square adjacent to the victim or the nearest empty square, whichever is closer.

*Master of Plagues (Sp)*: You gain a +4 bonus to Heal checks to treat disease. At 5th level, you may cast cure disease once per day for every 5 oracle levels you possess. When you cure a creature of disease either through the Heal skill or *cure disease*, the target immediately regains 1d3 ability damage that the infection caused. If more than one ability score is damaged, assign these regained points to a random damaged score.

*Carrion Wings (Su)*: As a swift action, you sprout a pair of black, feathery wings that smell of carrion. The wings grant you a fly speed of 60 ft. with average maneuverability. You can use these wings for 1 min. per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-min. increments. You must be at least 7th level before selecting this revelation.

*Plague Bearers (Su)*: When you summon a vermin creature with a summoning spell, you summon one extra creature of that type. In case of summon swarm, you summon one additional swarm. These creatures carry filth fever and infect other creatures they damage. The save DC for the disease is 10 + half your oracle level + your Charisma modifier.

*Smite Living (Sp)*: As a standard action once per day, you may bring down sudden death upon a single creature within 60 ft. of you. The ability otherwise acts as *finger of death*. You must be at least 11th level to select this revelation. This is a disease effect.

**Final Revelation:** You become the bearer of plague and sickness. You are immune to disease, including magical disease. Creatures infected with disease that come within 30 ft. of you take damage as if they had failed a save against that disease and also automatically fail their next save against the infection. Once per day, you may exude an aura of pestilence up to 100 ft. This area receives all effects of a cursed earth spell.

## Snakes

Legends say the first oracles were priestesses of snake gods. The serpent, with its unblinking eyes and penetrating stare, knew ancient lore hidden from most other creatures.

**Class Skills:** An oracle with the snakes mystery adds Acrobatics, Escape Artist, Knowledge (nature), and Stealth to her list of class skills.

**Bonus Spells:** *pass without trace*<sup>UM</sup> (2nd), *skin send*<sup>UM</sup> (4th), *poison* (6th), *spit venom*<sup>UM</sup> (8th), *snake staff* (10th), *starry vision*\* (see page 248) (12th), *creeping doom* (snakes, 14th), *animal shapes* (snakes and reptiles, 16th), *summon elder worm*<sup>UM</sup> (18th).

**Revelations:** An oracle with the snakes mystery can choose from any of the following revelations.

*Armor of Scales (Su)*: You can conjure armor made from scales, and it grants you a +4 natural armor bonus to AC. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, the scales also grant you DR 5/bludgeoning. You can conjure these scales for 1 hr. per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hr. increments.

*Coils (Ex)*: You gain Improved Unarmed Strike as a bonus feat. Whenever you hit with an unarmed melee attack, you can make a grapple check without provoking an attack of opportunity, and you gain a +4 racial bonus to such checks. When making grapple checks, use your oracle level as your base attack bonus plus your Charisma modifier to calculate your CMB. On a successful grapple, you can constrict an opponent and deal 1d8 + half oracle level + Charisma modifier hp damage each round you maintain the grapple.

*Command Snakes (Su)*: You can command snakes at will as per *command animals*. Creatures with the reptilian subtype are also susceptible to this ability. You must choose speak with snakes (below) before choosing command snakes.

*Crawl (Ex)*: You can crawl at your speed for 1 round without provoking an attack of opportunity. You may use this revelation a number of rounds per day equal to 3 + your Charisma modifier. When standing up from crawling after using this ability, you do not provoke attacks of opportunity.

*Fangs (Ex)*: You can make a bite attack as a standard action. This bite is considered a natural weapon so you are always considered armed and you do not gain additional attacks for a high base attack bonus. This attack deals 1d6 hp damage plus your Strength modifier (1d4 if you are Small).

At 5th level, this bite is considered a magic weapon for the purposes of overcoming DR, and any creature you bite must make a saving throw against black adder venom. The save DC equals 10 + half your oracle level + your Charisma modifier. At 11th level, the damage increase to 1d8 (or 1d6 if you are Small).

*Serpent Companion (Ex)*: You gain an animal companion as a druid equal to your oracle level. The animal companion must either be a constrictor snake or a venomous snake. Your oracle levels stack with your druid levels when determining the powers of your animal companion. This ability does not allow you to have two animal companions at once.

*Snake Body (Ex)*: Your senses become more acute, and your form becomes lithe and sinewy. You gain a +2 bonus to Acrobatics, Escape Artist, and Perception checks. This bonus increase to +4 at 11th level. At 7th level, you also gain tremorsense 30 ft. This increases to 60 ft. at 11th level.

**Snake Summoner (Su):** You add all *summon monster* and *summon nature's ally* spells to your list of known spells, but you may use these spells only to summon a snake or a reptilian creature. If you cast a *summon monster* or *summon nature's ally* spell gained through this revelation to summon a snake or reptilian creature, you summon one extra monster of that type, and the creatures gain the benefit of the Augment Summoning feat.

**Speak with Snakes (Su):** You can speak with snakes as per *Speak with Animals* as an at-will, spell-like ability. You gain a +4 bonus to Diplomacy and Intimidate checks made to influence snakes or creatures with the reptilian subtype.

**Final Revelation:** Upon reaching 20th level, the serpent infuses your body and soul. You count as reptilian as well as your original race for effects related to race or creature subtype. You can crawl at your speed without provoking attacks of opportunity, and you can squeeze into areas two sizes smaller than you without suffering any penalties for squeezing. You can escape a grapple or pin without making a combat maneuver check.

## Void

You comprehend the mysteries of eternal darkness, you fathom the spaces between the stars, and you can hear the voices of the distant and uncaring heavens. Emptiness and silence are your friends and allies.

**Class Skills:** An oracle with the void mystery adds Disable Device, Intimidate, Knowledge (arcana), Perception, and Use Magic Device to her list of class skills.

**Bonus Spells:** *chill heart*\* (see page 144) (2nd), *darkness* (4th), *ray of exhaustion* (6th), *curse of magic negation* (8th), *passwall* (10th), *getaway* (12th), *banishment* (14th), *maze* (16th), *overwhelming presence* (18th).

**Revelations:** An oracle with the void mystery can choose from any of the following revelations.

**Absence of Body (Su):** You gain DR 5/force. At 10th level it increases to DR 10, and at 15th level it increases to DR 15. You must be 5th level or higher to choose this revelation.

**Armor of the Void (Su):** You summon a cloak of darkness that protects you for 1 hr. per day per oracle level. You gain a +4 arcane bonus to all Stealth checks. You gain a +2 natural armor bonus to AC. At 7th level, you gain the rogue's evasion ability while cloaked. At 13th level, evasion becomes improved evasion. The duration does not need to be consecutive, and you may spend it in 1-hr. increments. It may be created or dismissed as a swift action, but if dismissed in less than 1 hr., you lose the rest of that hour for the day.

**Body of the Void (Su):** You may become incorporeal as

a swift action. You may remain incorporeal for 1 min. per day per oracle level. You may resume your corporeal form as a free action. You do not need to use the minutes of being incorporeal consecutively. You may spend them in 1-min. increments. You must be 7th level or higher to choose this revelation.

**Commune with the Void (Sp):** Once per day, you can spend 10 min. communing with the realms beyond the void. This functions as a *contact other plane* spell. You must be at least 7th level to select this revelation.

**Creature of the Void (Sp):** Once per day, you can summon a terrible creature from the realms beyond the void. This acts as a *weird* spell, but it affects only creatures with total HD lower than your level. You must be 15th level or higher to select this revelation.

**Summon the Void (Su):** You summon the empty depths of the void to blind, drain, and chill your foes. Once per day, you may summon a globe of *greater darkness* that is 30 ft. in diameter and deals 1d6 hp cold damage per round to any creature that is in the area of effect. Any creature within the globe must make a DC 15 Fortitude save every round to avoid becoming fatigued and shaken. At 17th level, the globe grows to 60 ft. in diameter, deals 2d6 hp cold damage per round, and any creature in the affected area that fails a DC 25 Fortitude save becomes exhausted and panicked. You must be 13th level or higher to select this revelation.

**Stare into the Abyss (Su):** Whenever you deal 15 hp damage or more to an opponent with an attack spell, the target is staggered for 1d4 rounds. At 11th level, the duration of the condition increases to 2d4 rounds.

**Touch of the Void (Su):** As a standard action, you can perform a melee touch attack that causes a living creature to become shaken for 1d4 rounds and take 1d6 hp cold damage. You may use this attack a number of times per day equal to your Charisma modifier +7.

**Vision of the Void (Sp):** A number of times per day equal to your Charisma modifier (minimum 1), you may show all creatures within 30 ft. (allies and enemies alike) a vision of the dizzying depths of the void. A creature with eyes in the affected area that fails a Fortitude saving throw is dazed for 1d4 rounds (DC 10 + half your oracle level + Wisdom modifier). Even if the save is made, affected opponents are dazzled for 1 round.

**Wisdom of the Void (Ex):** The void surrounds and penetrates all things. You may choose to use your





Charisma or Wisdom modifier on all Knowledge checks instead of your Intelligence modifier.

**Final Revelation:** Upon reaching 20th level, you become one with the void. You may use *dimension door* as a swift action (as a spell-like ability) three times per day plus your Wisdom modifier. You may become invisible as a free action, as per the *greater invisibility* spell (as a spell-like ability) three times per day plus your Wisdom modifier. You can use *disintegrate* and *greater teleport* as spell-like abilities once each per day.

## Wine

Great mysteries often are revealed to those in altered states. Your special connection to the inebriated gods comes through the view of reality perceived through the haze and stupor of wine.

**Class Skills:** An oracle with the wine mystery adds Acrobatics, Bluff, Perform, and Sleight of Hand to her list of class skills.

**Bonus Spells:** *remove fear* (2nd), *bear's endurance* (4th), *glibness* (6th), *exalted chance*\* (see page 168) (8th), *raise dead* (10th), *joyful rapture*<sup>UM</sup> (12th), *waves of ecstasy*<sup>UM</sup> (14th), *euphoric tranquility* (16th), *freedom* (18th).

**Revelations:** An oracle with the wine mystery can choose from any of the following revelations.

*Courage in a Flask (Ex):* A drink calms your nerves and imbues you with a steely demeanor. As a swift action, you may imbibe an alcoholic drink to gain a morale bonus against fear effects equal to your Charisma modifier. If under the effects of fear, you may instead gain a new save to negate the effect if the effect permits a save. You may use this ability once per day at 1st level, and one additional time per day for every four oracle levels you possess.

*Good for What Ails You (Su):* You may touch a creature as a swift action to immediately grant it a new save against one of the following conditions: blinding, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If the save succeeds, the effect is suppressed for a number of rounds equal to your Charisma modifier. You may also grant the creature a new save if it is poisoned; a successful save counts against those required for a cure, but a failed saving throw has no ill effect. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

*Inebriate's Wisdom (Ex):* You gain a +2 bonus to saves against charm and illusion spells and a +2 bonus to Diplomacy, Perception, and Sense Motive checks. These bonuses increase to +4 at 11th level.

*Insensate (Ex):* Frequent drunkenness and the mystery of wine have inured you to physical harm. You gain the Diehard feat and DR 2/—. This increases to

DR 5/— at 11th level. You must be at least 7th level to select this revelation. Once per day, you may also ignore the first 10 damage from acid, cold, electricity, or fire.

*Invigorating Spirits (Su):* You can imbue an alcoholic beverage with life-enhancing properties. Once per day, you may turn a single alcoholic beverage into a curative tonic that deals 1d6 hp damage for every 2 oracle levels you possess. At 7th level, the drink also confers the benefit of a *restoration* spell. At 11th level, you may create two such drinks a day. This number increases to three at 15th level and also confers the qualities of *greater restoration*.

*Lucky Drunk (Ex):* Once per day as a free action, you may gain a +8 bonus to a Strength- or Dexterity-based check or your CMB. You may use this ability one extra time per day for every 3 oracle levels you possess.

*The Next Day (Su):* You can make a creature suffer the after-effects of a serious hangover. As a standard action, you may target one creature within 30 ft. of you. It takes 1d6 nonlethal damage per level and is also sickened. A Fortitude save halves the damage and negates the sickened condition. You also change its memory of past events as *modify memory*, though you cannot make it recall an event with perfect clarity and the memory modification is instantaneous. A Will save negates this effect. At 10th level, creatures that fail their save are fatigued and sickened. At 15th level, creatures that fail their save are exhausted and sickened. You may use this ability once per day plus an additional time per day at 10th level.

*Wild Nights (Su):* You call upon the ecstatic revelries of the gods of wine to affect you and your allies. You gain a +1 dodge bonus to AC, a +1 morale bonus to attack rolls and damage rolls with melee weapons, and a +4 bonus to Constitution. The bonuses to AC, attack rolls, and damage rolls increase by +1 for every 5 oracle levels you possess. Allies within 60 ft. of you who can hear or see you may spend a move action to gain the same bonuses to AC, attack, and damage rolls. At 7th level, allies need only spend a swift action to gain these bonuses. The bonuses last for a number of rounds equal to your Charisma modifier. You may use this ability once per day at 1st level and one additional time per day for every 5 oracle levels you possess. This is a mind-affecting effect.

**Final Revelation:** Upon reaching 20th level, you become a master of wine, revelry, and dissipation. You are immune to poison, fatigue, exhaustion, ability damage, and nonlethal damage. You can consume any drug or narcotic without ill effect or the possibility of addiction.



# Archetypes

**M**any spellcasters have devoted their lives to gaining power using strange, esoteric magic. This chapter contains archetypes for wizards, clerics, summoners, and magi who wish to apply rare—and often shunned or outright banned—teachings to their abilities.

The class each archetype below alters is given in parentheses, as is the required race, if any. The following 13 archetypes are available to those who qualify for them.

## Animist (Wizard)

An animist awakens and converses with the living spirits inside everyday objects and has an especially good sense for creating and commanding constructs. An animist has the following class features.

**Animist's Focus (Su):** An animist receives the Craft Construct feat for free at 1st level, regardless of prerequisites. The base HD of any construct the animist crafts with this feat are limited to a number equal to the animist's level, although the HD may be raised using Construction Points (CP). Any construct created by the animist has one more CP than normal.

Through force of will, an animist may command a number of constructs equal to his Intelligence bonus. Commanding a construct is a move action that provokes attacks of opportunity. Commanding a hostile construct requires a caster level check (DC 10 + HD of the construct, minimum 1) and requires a separate such check for each command.

A command is defined as a single, uncomplicated

action (e.g. “stop,” “attack him,” or “go north”). The construct obeys the command for a number of rounds equal to the animist’s wizard level or until the construct’s creator otherwise commands it. Attacking a construct after commanding it renders it immune to that animist’s control for 24 hrs.

An animist can make a formerly hostile construct friendly again with a successful Diplomacy check 24 hrs. after combat ceases. If the check fails, the construct attacks again. An animist can command constructs in this way a number of times per day equal to 1 + his Charisma modifier (minimum 1). An animist can make Diplomacy checks to improve the attitude of constructs with Intelligence scores of 3 or less.

The *animate objects* spell is available as a 5th-level wizard spell for animists. However, animist’s focus does not apply to this spell.

At 20th level, the animist receives a 50% discount on costs to craft constructs. This ability replaces scribe scroll.

**Willful Weapon (Sp):** As a standard action that provokes attacks of opportunity, the animist can make the weapon of an armed opponent within 30 ft. strike its wielder. The victim may make a Will save to resist this effect and adds the weapon’s enhancement bonus (if any) to the roll (DC 10 + half the animist’s character level + the animist’s Intelligence modifier + any bonus provided from the Spell Focus or Greater Spell Focus [transmutation] feats). This power does not affect natural weapons or weapons with the seeking ability.

If the target fails its Will save, the weapon causes its normal damage plus any enhancements, plus 1 for every two wizard levels possessed by the animist. Do not include damage provided by the wielder’s feats or class benefits. The animist may use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability replaces the bonus feat gained at 5th level.

**Charm Weapons (Sp):** At 10th level, when the animist is attacked with a melee weapon, he may charm that weapon as an immediate action. This ability must be used before the attack is rolled.

A charmed weapon resists attacking the animist. In effect, the animist has concealment (the opponent has a 50% miss chance) for up to 1 round per level per day when attacked with a weapon he has charmed. These rounds do not need to be taken consecutively. This concealment applies to ranged and melee weapons alike, but not to natural weapons or spell effects. Feats mitigating concealment do not help against this effect. This power does not affect weapons with the *seeking* ability. This ability replaces the bonus feat gained at 10th level.

## Additional Construction Point Options

Animists who seek to augment their constructs might select from the following options. Three classes of modifications are available: options that grant Construction Points but include a CR adjustment; options that cost only CP; and construction flaws, which provide additional CP in exchange for liabilities or weaknesses.

Any construct may spend more CP than granted for its size, and every two additional CP increase the construct’s CR by 1. If CP gained by flaws are not spent on beneficial options, reduce a construct’s CR by 1 for every 2 CP saved. Flaws may not reduce a construct’s final CR to less than half of its starting CR. As a rough guideline, a construct’s price is equal to its CR squared and then multiplied by 500 gp.

## CR-Adjusting Options

### Adamantine-laced Chassis (Ex, +1 CR, +2 CP):

The construct has an adamantine-reinforced superstructure and gains two additional CP. Requires mithral-reinforced chassis.

### Mithral-reinforced Chassis (Ex, +1 CR, +2 CP):

The construct has a mithral superstructure and gains two more CP. Requires metal (see the animated object entry in *Pathfinder RPG Bestiary*).

**Heart of Steel (Ex, +1 CR, +2 CP):** The construct’s primary gearspring is replaced by a stronger, more powerful component. Add a number of HD that would increase the construct to the next CR using the Monster Advancement table in the *Pathfinder RPG Bestiary*.

## CP-Only Options

**Additional Arms (Ex, 1 CP):** With an additional set of small utility arms, the construct gains +2 to CMB/CMD checks made to disarm or grapple.

**Gliderwings (Ex, 1 CP):** The construct gains a set of less-powerful wings that give it a +4 bonus to Fly skill checks and a +8 to Acrobatics (jump) checks made for horizontal distances.

**Grant the Clockwork Subtype (Ex, 1 CP):** This option must be selected during construct creation. It may only be applied afterward with GM approval. Object gains the clockwork subtype (see *Pathfinder RPG Bestiary 3* for details) with the following abilities.

*Winding (Ex):* Clockwork constructs must be wound with special keys to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.

*Vulnerable to Electricity:* Clockwork constructs take 150% as much damage as normal from electricity attacks.

*Swift Reactions (Ex):* Clockwork constructs generally

react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and they gain a +2 dodge bonus to AC.

**Difficult to Create (Ex):** The time and gp cost required to create a clockwork construct is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.

**Jumpsprings (Ex, 1 CP):** The construct has legs designed for jumping. It gains a +8 bonus to Acrobatics checks made for jumping.

**Netgun (Ex, 1 CP):** The construct gains a ranged net attack with a range increment of 20 ft. If the net may be fired no farther than 20 ft, it may remain attached to the construct by a cable (hardness 5, 5 hp; move action to reel in a missed net and reload). See the *Pathfinder RPG Core Rulebook* for details on the net weapon.

**Passenger's Palanquin (Ex, 1 CP):** The construct must be at least Large for this option, which adds a detachable compartment that holds either one Medium or two Small creatures. This compartment provides the passenger full cover and protection from line-of-effect effects. It has the same hardness as the construct and 20 hp.

**Potent Animating Force (Su, 1 CP):** Add 5 to the DC of the CL check of any animist attempting to control the construct.

**Sentinel (Ex, 1 CP):** The object is designed to be especially observant. It gains a +8 bonus to Perception.

**Steamjet (Ex, 1 CP):** The construct gains a 15-ft. cone boiling steam attack. This attack is a standard action that does not provoke attacks of opportunity, and it deals damage as *burning hands*. This effect has a CL equal to the HD of the construct, minimum 1st level.

**Smokescreen (Ex, 1 CP):** The construct may create a swirling cloud of smoke equivalent to *obscuring mist*, with a CL equal to the HD of the construct, minimum 1st level.

### Construction Flaws

**Awkward (Ex, +1 CP):** The construct is not optimally balanced or nimble. It has -2 Dexterity.

**Composite Construction (Ex, +1 CP):** The construct is made of multiple materials. Reduce its hardness by 5.

**Delicate Construction (Ex, -1 CR, +2 CP):** The construct is considered one size smaller for determining hp.

**Limited Ammunition/Fuel (Ex, +1 CP):** If the construct has a ranged attack, it can only be used 3 times per day. If taken twice, the ranged attack may be used only 1 time per day. This flaw may be taken up to twice for each ranged attack.

**Revealed Structure (Ex, +1 CP):** The construct reduces its natural armor bonus by 2.

## Astromancer (Wizard)

The astromancer has studied the roving planets and faraway stars all his life. He understands the alignment of celestial bodies and can use that knowledge to his and his allies' benefit. An astromancer has the following class features.

**Class Skills:** An astromancer adds Perception to his list of class skills.

**Arcane School:** An astromancer cannot select conjuration or divination as a prohibited school.

**The Stars Align (Su):** At 1st level, an astromancer applies his understanding of celestial patterns to choose the correct flow of events around him. As an immediate action, he may reroll an attack roll, skill check, ability check, or saving throw, with an insight bonus equal to half his wizard level (minimum +1). He must accept the results of the second roll. The celestial bodies guiding this action overlays his sight, giving him the dazzled condition for 1 hr. He may use this ability a number of times per day equal to 1 + 1 additional time for every 5 wizard levels he possesses. This ability replaces arcane bond.

**A Step Ahead (Ex):** At 1st level, an astromancer learns how to interpret star signs, which gives him rudimentary prescience. He gains Improved Initiative as a bonus feat. This ability replaces scribe scroll.

**Strike from Above (Su):** At 5th level, an astromancer learns how to sing to the worlds beyond and rain destruction on enemies. Once per day, as a full-round action, he summons coalesced space debris, which strikes an enemy 2 rounds later. If he succeeds at a ranged touch attack, this material deals damage equal to 1d6 hp per his wizard level, split equally between bludgeoning and fire damage. This ability replaces the 5th-level wizard bonus feat.

**Augury from the Heavens (Su):** At 10th level, an astromancer's understanding of stellar patterns improves. He gains the ability to cast *divination* once per day using his astromancer level as his caster level. This ability replaces the 10th-level wizard bonus feat.

**Read the Stars (Su):** Many charlatans claim to read the stars and portend weal or woe, but an astromancer truly has this ability. At 15th level, when the astromancer uses his augury from the heavens ability and the die roll succeeds, he and up to 10 allies gain a +1 insight bonus to ability checks, skill checks, saving throws, and attack rolls for 24 hrs. If the *divination* roll fails, he and his allies instead incur a -2 penalty on those rolls. This ability replaces the 15th-level wizard bonus feat.

**The Heavens to Us (Su):** At 20th level, the astromancer has honed his ability to call material from the stars. When he uses his strike from above ability, he can target all creatures in a 30-ft. radius

(making an individual touch attack for each creature). Alternately, he can fill an area equal to a 60-ft.-diameter sphere with the void of space, which deals 10d6 hp cold damage and immediately suffocates all creatures within the sphere (Fortitude save for half damage and staggered rather than suffocated). This ability replaces the 20th-level wizard bonus feat.

## Blood Mage (Wizard)

A blood mage powers his magic with the secrets he learns from his own blood. Eventually, he learns to manipulate others' blood, too. A blood mage has the following class features.

**Class Skills:** A blood mage adds Heal to his list of class skills.

**Clot Blood (Ex):** At 1st level, a blood mage gains some control of his own blood flow. He gains DR 1/bludgeoning and reduces any bleed damage he takes by 1 (to a minimum of 0). The DR and bleed damage reduction improves by +1 for every 5 wizard levels the blood mage possesses. This ability replaces arcane bond.

**Blood Fuel (Su):** At 5th level, as a move action, a blood mage can cut himself with a blade or open a scabbed wound to deal 1d4 hp damage to himself (clot blood does not apply to this damage). Until the end of his next turn, he may then apply for free a metamagic feat he knows that adds no more than +1 spell level to a memorized spell (he cannot apply metamagic feats in this way to any spells of the highest level he can cast). Alternately, he may increase a spell's saving throw DC by +1.

He may cast only one spell or increase one spell DC in this way each time he uses his ability, which he may use a number of times per day equal to 3 + his Int modifier. This ability replaces the 5th-level wizard bonus feat.

**Mire or Quicken Blood (Su):** At 10th level, a blood mage can turn other creatures' blood into sludge or he can thin it. As an immediate action, he can cause a creature to

become *slowed*. If he does, the creature gains the benefits of the blood mage's clot ability. Alternately, he can cause a creature to be *hasted* and inflict 1 Con damage (Fortitude save negates either effect). The blood mage can use this ability a total number of rounds equal to his class level. Ending the effect is a swift action. This ability replaces the 10th-level wizard bonus feat.

**Greater Blood Fuel (Su):** At 15th level, the blood mage's blood fuel ability improves. He can apply one or more metamagic feats that add no more than +2 spell levels (although the effective spell level cannot exceed his highest spell level) or increase the saving throw DC by +2. Instead of cutting himself, a blood mage may gain blood from another creature, either by striking it in melee with a piercing or slashing weapon or by succeeding at a DC 15 Heal check to draw blood from a helpless creature. A blood mage may use greater blood fuel a number of times per day equal to 5 + his Int modifier. This ability replaces the 15th-level wizard bonus feat.

**Exsanguinate (Su):** At 20th level, a blood mage has supreme control over the flow of blood and can seriously harm foes with a mere gesture. As a standard action, the blood mage designates a creature within 30 ft. and deals 2d4 hp bleed damage to that creature (Fortitude save reduces bleed damage to 1). He may use this ability to supply his greater blood fuel ability. This ability replaces the 20th-level wizard bonus feat.

## Chaos Mage (Wizard)

A chaos mage draws on the raw, arcane powers that spin fate and fuel changes within the world. He wields power with wondrous—and sometimes devastating—side effects. A chaos mage has the following class features.

**Ring of Wonder (Su):** At 1st level, primal, arcane powers form a ring on the chaos mage's center finger. This ring functions just like a bonded object from the wizard's arcane bond class feature. If it is taken off or if the chaos mage enters an anti-magic zone, the ring disappears for 1d6 rounds and



then reappears on the chaos mage. While off, this magic item slot is still considered filled.

Beginning at 3rd level, each day at dawn the ring of wonder generates different properties, determined by rolling within the minor ability column on the random ring generator (table 15-13 in the *Pathfinder RPG Core Rulebook*). At 9th level, this ability is rolled from the medium column and at 16th level from the major column. This ability replaces arcane bond and scribe scroll.

**Focal Pulse (Su):** A chaos mage can imbue spells with random power pulses by building arcane forces and then holding them at bay. By increasing a spell's casting time (instantaneous to standard action, standard action or less to 1 round, 1 round to 2 rounds, or double any longer casting time), the chaos mage can roll on Table 6-1: Chaotic Pulse Table and add the resulting metamagic feat to the spell without increasing the level of the spell or specially preparing it ahead of time.

Use of this ability must be declared before the spell to be affected is cast. If an attack, spell failure chance, or spell resistance roll is required, resolve those before rolling on the Chaotic Pulse Table. If, after rolling on the table, the resulting metamagic effect cannot be applied to that spell, the caster must roll again. This ability can be used a number of times per day equal to 3 + his Int modifier. This ability replaces the chaos mage's 5th-level bonus feat.

Table 6-1: Chaotic Pulse Table

d%	META EFFECT
01-35	Heighten Spell
36-55	Enlarge Spell
56-75	Extend Spell
76-90	Empower Spell
91-95	Widen Spell
96-100	Maximize Spell

**Belief is a Tool (Su):** Everything desires to be something else. As a full-round action, the chaos mage may convert any transmutation spell prepared for another transmutation spell he has recorded in his spellbook of the same or lower level. This ability replaces the chaos mage's 10th-level bonus feat.

**Excitatory Trance (Su):** Once per day, the chaos mage can enter a state of perception overload for a number of rounds equal to 1/2 his character level. The chaos mage levitates 6 inches in the air, receives a -4 penalty on Will saves, and is considered flat-footed.

While in this trance, the chaos mage may only speak and cast spells; these spells may not have a range of touch. Once the spell is cast, roll on Table 6-1 and add the resulting metamagic feat to the spell

without increasing its level or specially preparing it ahead of time. If the resulting metamagic effect cannot be applied to that spell, roll again.

The chaos mage may leave the trance as a free action and is fatigued afterward for a number of rounds equal to 2 times the number of rounds spent in the trance. This ability replaces the chaos mage's 15th-level bonus feat.

**Excitatory Enlightenment (Su):** The chaos mage has reached a supreme understanding of chaos and no longer takes the -4 penalty to Will saves while in an excitatory trance. Furthermore, his body is not fatigued after the trance. This ability replaces the chaos mage's 20th-level bonus feat.

## Clockworker (Wizard)

A clockworker deals with all types of constructs, but he prizes the intricate movements achieved with clockwork creations. Eventually, he becomes a clockwork construct himself. A clockworker has the following class features.

**Voice of the Machine (Sp):** At 1st level, a clockworker learns how to speak with constructs. Once per day (plus 1 time per wizard levels), she can speak with a construct as with *speak with animals*. This ability replaces scribe scroll.

**Craft Construct (Ex):** At 5th level, a clockworker gains Craft Construct as a bonus feat, assuming he has at least one of the prerequisite feats. If he does not possess either prerequisite feat and gains one later, he automatically gains Craft Construct. Additionally, he can create a clockwork familiar as if he possessed the Improved Familiar feat (see page 355; however, the clockworker cannot gain regular improved familiars unless he actually takes the Improved Familiar feat). This ability replaces the 5th-level wizard bonus feat.

**Flaw in the Machine (Ex):** At 10th level, a clockworker's knowledge of constructs allows him to easily uncover its strengths and weaknesses. He gains

## The Gearforged

Players intrigued at the thought of construct PCs may want to consider the gearforged, a race of constructs that houses the souls of those who once lived in the flesh. Where living creatures require food, drink, and sleep to survive, gearforged need only to rewind their springs, repair their gears, and oil and clean their parts each day for a four-hour period. For more on the gearforged of Midgard, see the *Midgard Campaign Setting* or *Advanced Races: Gearforged*.

a +10 insight bonus on Knowledge (arcana) checks to determine a construct's immunity to magic, if any, and its other resistances, immunities, or weaknesses. Additionally, when he uses a spell or effect that harms a construct, he deals maximum damage. This ability replaces the 10th-level wizard bonus feat.

**Controller (Su):** At 15th level, a clockworker gains the ability to use *control construct* as a spell-like ability once per day, and he gains a +5 insight bonus on Spellcraft checks to establish and maintain control; this bonus applies to opposed Spellcraft checks against the construct's creator or master. This ability replaces the 15th-level wizard bonus feat.

**Construct Apotheosis (Su):** At 20th level, the clockworker leaves his frail humanoid shell behind and transfers his consciousness into a construct body. He gains construct traits, gains 20 hp, and has no Constitution score (which does not impact his maximum hp). This ability replaces the 20th-level wizard bonus feat.

## Cultist of Charun (Cleric)

A cultist of Charun takes the god's authority over death very seriously. She works in secret to bring finality to those who have not accepted their rewards as decreed by Charun. A cultist of Charun has the following class features.

**Alignment:** A cultist of Charun must be non-good.

**Class Skills:** A cultist of Charun gains Stealth as a class skill in exchange for Diplomacy.

**Channel Energy (Su):** A cultist of Charun can channel both positive and negative energy but may only do so to inflict harm on opponents. This modifies the channel energy ability.

**Death Magic:** A cultist of Charun must select the Death domain or either the Murder or Undead subdomain as her sole domain. This modifies the domain ability.

**Deathwatch (Sp):** At will, a cultist of Charun can use *deathwatch* as a spell-like ability. As a move action, she can concentrate on an individual within 60 ft. and determine its status per the spell. This ability replaces spontaneous casting.

**Sneak Attack (Ex):** At 2nd level, the cultist of Charun learns techniques to bring her targets closer to death. She gains the ability to perform a 1d6 sneak attack per the rogue ability. Her sneak attack deals 2d6 damage at 3rd level, and an additional d6 damage every four levels (maximum 6d6 at 19th level). This ability replaces the 2nd- and 3rd-level domain spell slots.

**Death Attack (Ex):** At 7th level, a cultist of Charun can study her victim for 3 rounds and make a sneak attack against that victim. If it successfully deals

damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (cultist of Charun's choice). This ability works like an assassin's death attack, with the exception that the cultist uses her Wisdom modifier when setting the Fortitude save DC. This ability replaces the 4th-level domain spell slot.

**Circles of Death (Sp):** At 15th level, the cultist of Charun learns to bring Charun's gift to all creatures living and undead. Once per day, the cultist can use either *circle of death* or *undead to death* as spell-like abilities, killing 20d4 HD worth of creatures. The spell-like ability is modified so that it slays creatures with HD equal to or less than the cultist's class level minus 4.

This replaces the 8th-level domain spell slot.

## Demon Binder (Summoner)

A demon binder deals with creatures far more dangerous and evil than eidolons. While not all demon binders start out evil—some are just amoral and foolish—consorting with demons eventually corrupts their soul. A demon binder has the following class features.

**Alignment:** Any non-lawful and non-good.

**Bound Demon:** At 1st level, the demon binder knows a small number of demonic true names and can individually summon a small number of dretches whose true name she knows. As the demon binder increases in level, she learns the true names of more powerful demons, and she may unlearn old true names and gain new ones. See Table 6-2 for the number of true names and the types of demons available to demon binders by level.

The demon binder's knowledge of true names creates a special connection between the demon and the demon binder. Because of this, demons called with their true names are bound to the demon binder and have following abilities.

- A bound demon can telepathically communicate with the demon binder who summoned it, as long as the demon and binder are on the same plane.
- A bound demon returns to the Abyss only when the demon binder dismisses it or when it is reduced to a number of negative hp equal to or greater than its Constitution score. When the demon is returned to the Abyss due to loss of hp, it cannot be summoned again by the demon binder until a month passes or the demon binder gains a new summoner level, whichever occurs first.
- Due to a bound demon's connection to the demon binder, it can touch or attack creatures that are protected by *protection from evil*, *protection from chaos*, and similar effects that prevent

contact with summoned creatures, with the exception of effects created by a mythic spell or a mythic ability.

- Bound demons lose their ability to summon other demons and outsiders.

A demon binder can summon a bound demon by using its true name in a silent ritual that takes 1 min. to perform. When summoned in this way, the bound demon's hp are unchanged from the last time it was summoned. The only exception to this is if the bound demon was slain, in which case it returns with half its normal hp. Bound demons do not heal naturally.

A bound demon remains until dismissed by the demon binder (a standard action). The bound demon cannot be sent back to the Abyss by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. If the demon binder is unconscious, asleep, or killed, the bound demon is freed to wreak havoc on the world (which often includes making sure the demon binder who summoned it is truly dead). A freed demon can never be summoned by the demon binder again, and the demon binder effectively loses that true name slot and cannot replace it with another true name.

A demon binder starts out knowing a number of true names of dretches equal to her Intelligence modifier. Starting at third level and every three levels after, the demon binder gains another true name and can choose to forget one true name she knew before to gain a new true name of any type of demon she can know based on her level (see Table 6-2).

Each demon bound to the demon binder by its true name has its own personality and ambitions, which are decided and controlled by the GM. When the demon binder summons a demon, she can control its actions telepathically. A demon binder can never share true names she knows with other creatures, and she can only utter it telepathically or use it mentally in the silent demon summoning ritual.

A demon binder can summon only one bound demon at a time. She must dismiss a summoned bound demon before she can perform the ritual to summon another bound demon. This ability replaces the eidolon ability.

**Demonic Link (Su):** Starting at 1st level, a demon binder forms a close bond with each bound demon. If a bound demon within 100 ft. of the demon binder takes enough damage to send it back to the Abyss, the demon binder can, as a free action, sacrifice any number of hp. Each hp sacrificed prevents 1 hp of damage done to the bound demon.



Table 6-2: Demon Binder Summoning

Levels	Number of True Names	True Names Available by Demon Type*
1-2	Int Modifier	Dretch*
3-5	+1	Quasit
6-8	+1	Babau, schir***
9-11	+1	Incubus***, shadow demon, succubus
12-14	+1	Kalavakus**, nabasu, vrock
15-17	+1	Hezrou, omox**, glabrezu
18-20	+1	Marilith, nalfeshnee, shemhazian**, vrolikai**

\* All monsters appear in *Pathfinder Bestiary* unless otherwise marked.

\*\* These monsters appear in *Pathfinder Bestiary 2*.

\*\*\* These monsters appear in *Pathfinder Bestiary 3*.



Furthermore, the demon binder can pull the Abyssal energy from a bound demon to heal herself. Up to three times per day, as a standard action that provokes attacks of opportunity, the demon binder can siphon the energy from one of her bound demons to heal a number of hp equal to twice her summoner level. The ability deals twice as much damage to the bound demon. Siphoning such foul energy from a bound demon is an evil act, as it corrupts the soul of the demon binder. This ability replaces life link.

**Share Spells (Su):** Starting at 2nd level, a demon binder may cast a spell with a range of personal on her bonded demon (as a touch spell) instead of on herself. A demon binder may cast spells on her bonded demon even if the spells do not normally affect creatures of the bound demon's type (outsider). Any ongoing spell the demon binder has cast on a bonded demon immediately ends upon the demon's dismissal. This ability replaces bonded senses.

**Demonic Interference (Ex):** At 4th level, whenever a demon binder is within her bound demon's reach, the demon binder receives a +2 shield bonus to her AC and a +2 circumstance bonus on her saving throws. This bonus does not apply if the bound demon is grappled, helpless, paralyzed, stunned, or unconscious. This ability replaces shield ally.

**Demonic Fury (Su):** At 6th level, as a standard action, a demon binder can command her bound demon into a rage. This functions as the *rage* spell, with a caster level equal to the demon binder's summoner level. The demon binder can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th. This ability replaces maker's call.

**True Control (Su):** At 8th level, a bound demon stays loyal to the demon binder (and under the demon binder's character's control) even if the demon binder is unconscious, asleep, or for the first 24 hrs. the demon binder is dead. If the demon binder is dead for more than 24 hrs., the demon becomes free to wreak havoc on the world and to harm the demon binder. This ability replaces transposition.

**Demonic Aspect (Su):** At 10th level, the link between the demon binder and her bound demons becomes so great the demon binder takes on some demonic characteristics. The demon binder gains resist electricity 4, gains a +4 bonus to saving throws against poison, and gains resist 5 acid, cold, and fire. This ability replaces aspect.

**Greater Demonic Interference (Su):** At 12th level, whenever the demon binder is within a bound demon's reach, the demon binder receives +4 natural armor bonus to AC and a +4 bonus to saving throws. If the demon is affected by demonic fury, the

bonuses increase to +6. These bonuses do not apply if the bound demon is grappled, helpless, paralyzed, stunned, or unconscious. This ability replaces greater shield ally.

**Greater Demonic Link (Su):** At 14th level, when using demonic link to heal herself, the demon binder can siphon from a demon a number of hp equal to three times her level and she only deals one hp damage to the demon for each hp siphoned. Further, the demon binder can do this as an immediate action when she is reduced to 0 or fewer hp. If the hp siphoned are enough to keep the demon binder from falling unconscious or from dying, the demon binder does not fall unconscious or die. This ability replaces life bond.

**Greater Demon Aspect (Su):** At 16th level, a demon binder's connection to the Abyss becomes complete. If she is not chaotic evil, her alignment becomes so. She becomes immune to electricity and poison and gains resist 10 to acid, cold, and fire. If she does not know Abyssal, she gains that language. She also gains telepathy within 50 ft. This ability replaces merge forms.

**Twin Summoning (Su):** At 18th level, a demon binder can summon and control up to two of her bound demons at one time (except for balors; see the bind balor class feature). This ability replaces greater aspect.

**Bind Balor (Su):** At 20th level, a demon binder gains the true name of a balor and can summon it as a bound demon with the following differences. If the demon binder ever falls asleep, falls unconscious, or dies, she loses control of the balor. A balor cannot be summoned if the demon binder already has one or more bound demons summoned, and other bound demons cannot be summoned if the balor has been summoned. Once a balor is dismissed due to damage, it cannot be summoned again for 100 years. This ability replaces twin eidolon.

## Geomancer (Wizard)

A geomancer is attuned to ley lines and imbues his spells with their energy. A geomancer has the following class abilities.

**Find Ley Line (Su):** At 1st level, a geomancer gains an instinctive ability to locate ley lines. He gains the Ley Line Magic feat as a bonus feat (see page 41). As a full-round action, he can concentrate on the type and/or strength of ley line he wishes to find and learn the direction and distance to that ley line.

If the geomancer is within two miles of a ley line, he may increase the DCs of his spells according to the closest ley line. If the closest ley line is weak, he may add +1 to his spells' DCs. If it is strong, he may add +2. If it is titanic, he may add +3. A caster level

check is not required for this ability; the geomancer may increase his spells' DCs appropriately as long as he takes a full-round action to locate nearby ley lines.

If, after he's located the nearest ley line, the geomancer moves to a spot where a different ley line is closest, this ability ends and he must spend another full-round action to detect the nearest ley line (thereby increasing his spells' DCs, if he wishes).

This ability replaces arcane bond.

**Ley Line Manipulation (Su):** At 5th level, a geomancer strengthens his connection to ley lines. If he is within two miles of a ley line, he may prepare one spell per spell level he knows with a metamagic feat (which he must possess or an available ley line must provide) for free. The ley line's strength limits the metamagic feats he may apply by how many levels they would normally increase a spell when being prepared (weak—1 spell level, strong—2 spell levels, titanic—3 spell levels). He may not prepare a spell with an effective level higher than 1 greater than the highest-level spell he can cast, or higher than 9th level. This ability replaces the 5th-level wizard bonus feat.

## Ley Lines and Their Magic

Ley lines are sources of incredible magic, and in many places they are as common as currents of air. For more information about ley lines, including how geomancers and other spellcasters can use them to their advantage, see page 40.

**Ley Line Adept (Su):** At 15th level, the geomancer's control over ley lines greatly improves. His ley line manipulation ability improves such that he increases by 1 the maximum metamagic spell level increase provided by a ley line (weak—2 spell levels, strong—3 spell levels, titanic—4 spell levels).

Additionally, once per month as a full-round action, he can either "unlock" a ley line or "lock" it with a metamagic feat he possesses without performing a ritual. A "locked" ley line refers to a ley line that always provides the same effect. For example, a weak ley line might always provide an



Enlarge Spell effect, and a strong ley line might always provide an Echoing Spell effect. Some locked ley lines have multiple effects or a smaller list of effects to choose from than normal.

This ability replaces the 15th-level wizard bonus feat.

**Ley Line Mastery (Su):** At 20th level, the geomancer gains unparalleled command over ley lines. At will, he can unlock a ley line or lock it with a metamagic feat he possesses. Additionally, the maximum effective spell level for spells prepared with her ley line manipulation ability increases to 11th. This ability replaces the 20th-level wizard bonus feat.

## Iounmancer (Wizard)

An iounmancer has learned much about the universe's raw materials and, using mighty arts and strange machines, can easily conjure forth *ioun stones* from beyond the stars. An iounmancer has the following class features.

**Summon Stone (Su):** As a full-round action, an iounmancer can summon one *ioun stone* from nebulous origins to appear in orbit around his head. The iounmancer can designate the stone's color and shape, but it has none of the powers associated with a normal *ioun stone*. Instead, it acts as a material component for an iounmancer's spells. While a summoned stone circles an iounmancer's head, he can cast any spell with a material component costing 1 gp or less without needing any components. Summoning or dismissing a summoned stone requires a standard action. This ability replaces scribe scroll.

**Star Mantle (Su):** An iounmancer can surround himself with a whirling mass of tiny, many-colored

### Ioun Magic

Ioun magic is derived from *ioun stones*, which are small, magical stones favored by adventurers for the many and varied protections they afford. Few but iounmancers care to study the strange, otherworldly magic found within these shimmering, crystalline stones. For more information about ioun magic, see page 35.



stones. These stones fill his square and absorb spells and spell-like effects targeting him.

Every day, they can absorb a number of spell levels equal to the iounmancer's wizard level. In all regards save the number of levels absorbed, this ability functions as *spell turning* except affected spells are not turned back upon their caster. You can suppress and reactivate this protection as a standard action. Similarly, conjuring or dismissing the star mantle is a standard action. This ability replaces the wizard's arcane bond.

**Lesser Ioun Bond (Su):** At 5th level, the iounmancer can imbue one of the stones comprising his star mantle to function as an *ioun stone* with a market price of 5,000 gp or lower. Doing so requires the iounmancer to study and master the stone. This takes 8 hrs. to complete. The stone's powers can be changed whenever the iounmancer performs the ritual.

The iounmancer can only have one stone at a time affected by lesser ioun bond, and the stone does not function if given to another individual. If the iounmancer dismisses his star field, he loses the abilities afforded by the lesser ioun bond until he again conjures it into existence. This ability replaces the 5th-level wizard bonus feat.

**Improved Ioun Bond (Su):** At 10th level, the iounmancer can imbue a second stone from his star mantle to function as an *ioun stone* with a market price of 10,000 gp or less. In all other regards, this ability functions as lesser ioun bond. This ability replaces the 10th-level wizard bonus feat.

**Greater Ioun Bond (Su):** At 15th level, the iounmancer can imbue a third stone from his star mantle to function as an *ioun stone* with a market price of 30,000 gp or less. In all other regards, this ability functions as lesser ioun bond. This ability replaces the 15th-level wizard bonus feat.

**Greatest Ioun Bond (Su):** At 20th level, the iounmancer can imbue a fourth stone from his star mantle to function as an *ioun stone* with a market price of 40,000 gp or less. In all other regards, this ability functions as lesser ioun bond. This ability replaces the 20th-level wizard bonus feat.

## Ring Warden (Dwarf Wizard)

A ring warden infuses items with arcane energies, most often in the form of magical rings that they can use to great effect. A ring warden has the following class features.

**Race:** Dwarf.

**Bonded Ring-Staff:** A ring warden receives Exotic Weapon Proficiency (ring-staff; see page 58) as a bonus feat at 1st level. A ring warden begins play with a masterwork metal ring-staff, with which he forms an arcane connection, and two mundane rings. Creating additional mundane rings takes 8 hrs, 10 gp or more in material components, and a DC 15 Craft (jewelry) or Profession (blacksmith) check as well as appropriate equipment, such as an anvil or access to a blacksmith's shop.

Placing a ring on a bonded ring-staff is a full-round action that provokes an



attack of opportunity.

The ring warden can use any of the attached rings on his ring-staff as a focus for spells that use rings as a focus or material component (see page 58 for a list of reaver dwarf spells). Spells cast in this manner are cast by a ring warden at +1 caster level, as are any spells with the word “circle” in their name. If a ring warden attempts to cast a spell without his ring-staff in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell’s level.

Once per day beginning at 1st level, a bonded ring-staff can imbue a ring as if using the Imbue Ring metamagic feat (see page 57). The ring warden does not use a spell slot to imbue the ring using this ability, and in effect has a free spell slot for use. The ring warden must follow the normal feat requirements for Imbue Ring.

For example, at 1st level a ring warden could use this ability to imbue a cantrip, and at 3rd level he could use this ability to imbue a 1st-level spell. At 10th level, the ring warden can imbue a ring with this ability as if using the Improved Imbue Ring feat (see page 57) and at 16th level as if using the Greater Imbue Ring feat (see page 58). Only one ring can be affected by this ability at any time. The ring warden can dismiss the spell imbued using this ability at will.

At 17th level, a ring warden can embed a magical ring in his ring-staff and receive its effects, effectively gaining the ability to wear up to three magical rings.

A bonded ring-staff can be enhanced or replaced using the same methods used for an arcane bonded object. This ability replaces the wizard’s arcane bond and scribe scroll.

**Master Metalsmith:** At 5th level, a ring warden adds half his level to Craft or Profession checks used to create metal items and to the Spellcraft or appropriate Craft skill used to create metal magic

## Motes of Time

The phrase “motes of time” was created by Super Genius Games, and it is used in books such as the *Genius Guide to the Time Thief*, the *Genius Guide to the Time Warden*, the *Genius Guide to the Time War*, and *Genius Options: Masters of Time*. Although implemented differently here, those books have a great number of options for characters who would like to affect time, and they include unique, time-based classes and options for other classes. In most situations, the books’ chronothurgy spells can be treated as analogous to temporal spells in Kobold Press products.

items. A ring warden can create metal magical items in the half the normal amount of time.

**Ring Affinity:** At 3rd level, a ring warden learns Imbue Ring (see page 57) as a bonus feat. At 7th level, a ring warden learns Forge Ring as a bonus feat. At 11th level, a ring warden learns Improved Imbue Ring (see page 58) as a bonus feat. At 15th level, a ring warden learns Greater Imbue Ring (see page 58) as a bonus feat. This ability replaces the wizard’s bonus feats at 5th, 10th, 15th, and 20th levels.

## Timekeeper (Wizard)

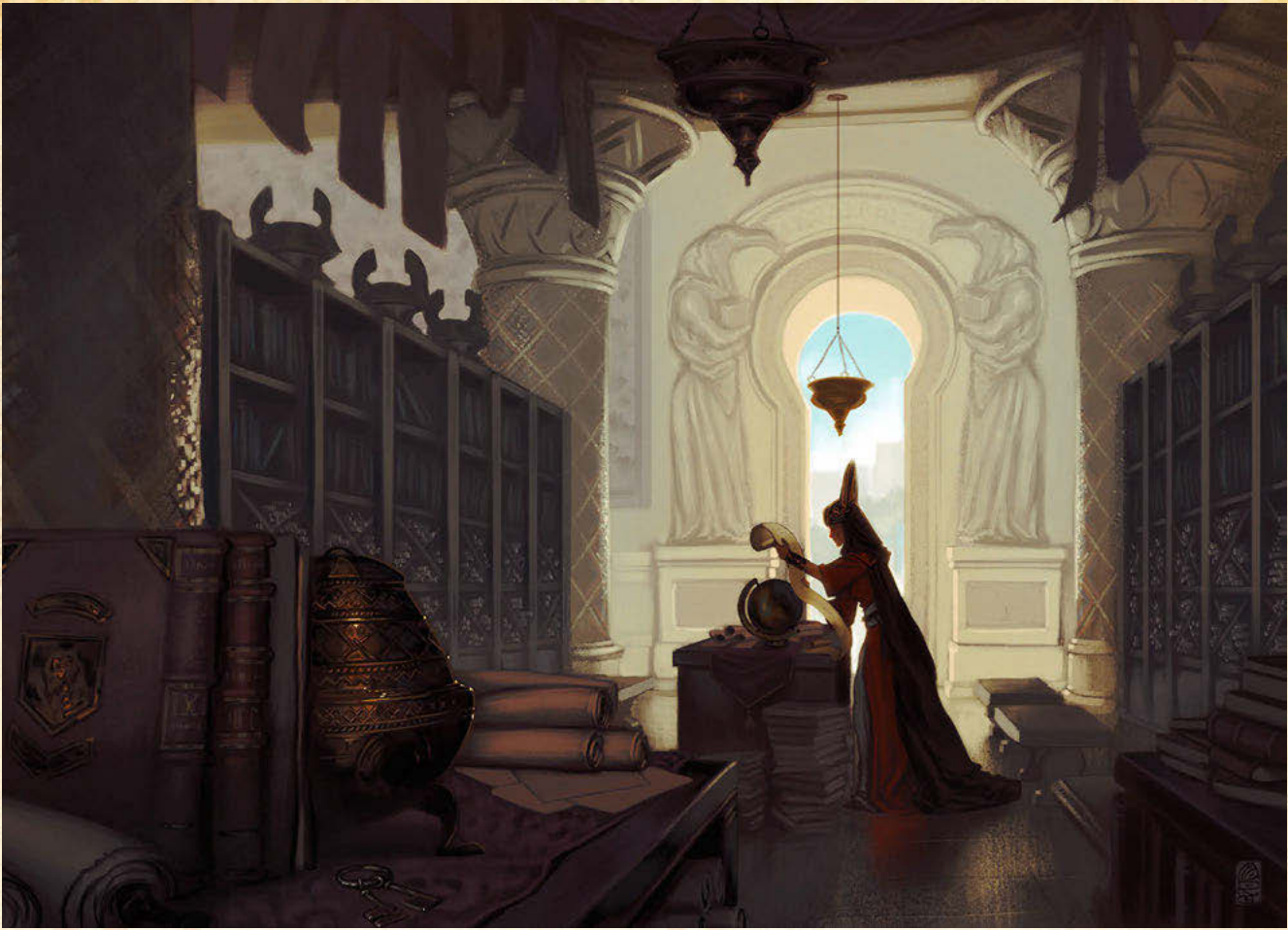
A timekeeper uses seconds and minutes not as a way to measure his life but as the key to great, if mysterious, power. A timekeeper has the following class features.

**Chronal Bond (Su):** At 1st level, a timekeeper forms an arcane bond with a timepiece that can be held, usually a clockwork watch or an hourglass. This timepiece can be used as the focus for any spell with the temporal descriptor (see page 66). If a timekeeper attempts to cast a spell without his bonded object in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell’s level.

The timepiece gathers motes of time—small slices of time obtained from ambient magic or other sources—up to a maximum of the timekeeper’s wizard level each day, refreshing every morning. While the timepiece is held, the timekeeper can spend motes in the following ways:

*Extend Magic:* A timekeeper can spend a mote of time to increase the duration of a spell he has cast that has a duration of rounds/level. By spending one mote as a free action, the timekeeper can extend the spell’s duration by a number of rounds equal to half of his caster level rounded down (minimum 1). At 10th level, the timekeeper can spend a mote of time as a free action to extend a spell he has cast with a duration of min./level by a number of minutes equal to half her caster level. A timekeeper can only spend one mote at a time this way; additional motes spent to try to increase the duration of a spell do not further increase its duration and instead are wasted.

*Abbreviate Magic:* A timekeeper can sometimes shorten an opposing spell’s duration. At 3rd level, a timekeeper can spend 3 motes of time as a standard action to attempt to decrease the duration of a spell or effect within 30 ft. that has a duration of rounds/level. On a successful caster level check (1d20 + caster level) against a DC of 11 + the target spell’s caster level, the duration of that spell or effect is decreased by a number of rounds equal to half the timekeeper’s caster level, rounded down. If the duration is thereby



reduced to zero or less, the spell ends immediately. The target spell's duration can only be shortened once in this way. Additional motes spent to further shorten the duration of a spell are wasted.

*Alter Magic:* A timekeeper can change certain decisions he made in the past. At 5th level, a timekeeper can spend five motes of time as a standard action to swap a prepared spell for a different spell that he could have prepared in the same spell slot.

*Quicken Magic:* At 11th level, a timekeeper can spend eight motes of time as a free action to cause the next spell he casts that round to be quickened, as if using the *Quicken Spell* metamagic feat. This does not change the spell slot of the altered spell. A spell with a casting time of greater than 1 round cannot be affected by quickened magic. A spell can only be quickened once in this way.

If lost or destroyed, the timekeeper's timepiece can be replaced in the same manner as a wizard's arcane bonded object. This ability replaces *arcane bond* and the wizard's 5th-level bonus feat.

**Extend Spell:** At 1st level, a timekeeper receives *Extend Spell* as a bonus feat. This ability replaces *scribe scroll*.

**Quicken Spell:** At 10th level, a timekeeper receives *Quicken Spell* as a bonus feat. This ability replaces the wizard's 10th-level bonus feat.

## Vril Adept (Wizard)

A vril adept discards many traditional trappings of spellcasting to harness the pure force of his underlying arcane might. A vril adept has the following class features.

**Vril Blast (Su):** By sacrificing a prepared spell or unused spell slot of 1st level or higher, a vril metaphysicist can, as a standard action, create blasts of focused vril energy. This ray resolves as a ranged touch attack with a range increment of 30 ft., and it can benefit from feats such as *Point-Blank Shot* and *Weapon Focus*.

This attack deals 1d6 hp damage per spell level sacrificed +1 hp per caster level. Alternatively, the blast heals 2 hp damage for every level of the sacrificed spell or spell slot +1 point per caster level.

This ability replaces *arcane bond*.

**Vril Miasma (Su):** As a standard action, a vril adept can sacrifice a prepared spell or spell slot of 1st level or higher to create a silvery cloud of etheric fluid. This vapor is centered on and moves with the vril

adept, obscuring sight (including darkvision) for all creatures beyond 5 ft. It also provides concealment to creatures 5 ft. away and total concealment to creatures farther away (as *obscuring mist*).

The vril adept can see normally within the mist, and the vapors are not dispersed by wind or fire, although they can be dispelled. For each spell level the vril adept sacrifices, the silvery mist has a radius of 10 ft. and a duration of 2 rounds. Furthermore, the vril adept can deliver spells with a range of touch to all creatures within the cloud in addition to the creature he touches (if that creature is also within the cloud). Using the mist this way gives the vril adept a +2 bonus on his melee touch attack roll, and attacking with touch spells through the mist counts normally as an attack.

This ability replaces cantrips, but the vril adept gains the *detect magic*, *read magic*, and *mage hand* cantrips and places them in his spellbook. He can cast any of these as 1st-level spells.

**No School Like the Old School:** The primal manipulation of vril and the power it affords comes with a cost.

The vril adept forsakes three traditional schools of magic that waver furthest from the purity of vril, chosen from the following list: conjuration, evocation, illusion, and necromancy. These opposition schools are chosen at 1st level and cannot be changed later.

A vril adept who prepares spells from his opposition schools must use two spell slots of that level to prepare the spell. In addition, the vril adept takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools.

This ability replaces arcane school.

## Vrilbound Magus (Magus)

A vrilbound magus uses primordial magical force to damage foes, heal allies, augment attacks, and turn enemy spellcasters' energy against them. A vrilbound magus has the following class features.

**Vril Augmenter (Sp):** At 4th level, the vrilbound magus can expend 1 point from his arcane pool as an immediate action after hitting a target with a slashing or piercing weapon. If he does, he converts a prepared spell into vril energy, dealing 1d6 hp damage per spell level sacrificed plus additional hp damage equal to his Intelligence modifier (minimum 0). 0-level spells cannot be converted in this manner. This ability replaces spell recall.

**Vrilbound Magus Arcana:** A vrilbound magus gains access to the following magus arcana. He cannot select any arcana more than once.

*Vril Catalyst (Su):* If the vrilbound magus

successfully saves against a single-target spell or a ray directed at either himself or his gear, the magus can spend 1 point from his arcane pool as an immediate action to absorb the spell's energy. He stores this energy for 1 round. During that time, he can convert this energy to power any of his vril-based special abilities in place of sacrificing his own prepared spells. Use the absorbed spell's level to calculate the ability's effects.

The vrilbound magus can absorb, but not expend, spell energy of levels greater than those he is capable of casting. Any additional energy absorbed from spell slots of higher level than he can cast immediately dissipates. The vrilbound magic must still expend points from his arcane pool to activate the abilities as normal. This absorbed energy dissipates after 1 round.

*Vril Exerter (Su):* The magus can cast *mage hand* spell at will. At 7th level, the magus can spend one point from his arcane pool as a swift action to sacrifice a prepared spell and charge his own hand with telekinetic force.

A successful melee touch attack deals 1d4 hp force damage per spell level sacrificed, and it acts as a bull rush with a CMB equal to the vrilbound magus's caster level plus his Intelligence modifier. This bull rush does not provoke an attack of opportunity, and spell resistance does not apply against this ability. A successful Fortitude save negates the movement but not the damage.

The vrilbound magus can use this ability with the spellstrike class feature. If he misses with this attack, he can hold the charge for up to 1 min. before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by an additional 1d4.

*Vril Surge (Su):* The magus can spend 1 point from his arcane pool as an immediate action to sacrifice a prepared spell to heal 2 hp damage per spell level sacrificed plus additional hp equal to the magus's Intelligence modifier.

*Vril Wreath (Su):* The magus can expend 1 point from his arcane pool as a swift action to convert prepared spell slots into a crackling wreath of vril for a number of rounds equal to the magus's Intelligence modifier. Adjacent creatures either take 1d6 hp damage per sacrificed spell level or are healed for 2 hp damage per spell slot sacrificed + 1 additional hp equal to the magus's Intelligence modifier. A successful save (DC 10 + 1/2 his magus level + his Intelligence modifier) halves damage dealt.

*Magus Arcana:* The following magus arcana complement the vrilbound magus archetype: critical strike, hasted assault, pool strike, and spell shield.



# Magical Constructs

**M**agical constructs such as golems and other created servants can be invaluable for benevolent and wicked spellcasters alike. For the former, they can be useful helpers or powerful protectors. For the latter, they can be wickedly devious minions or worse.

This chapter leans toward information that appeals to darker spellcasters, although goodly magic users might also find these pages useful. In particular, the creation of clockwork familiars may be of interest to principled casters.

In addition to the clockwork familiars found at the end of this chapter, we begin with a few words about homunculi, one of the darkest, most infamous creatures spellcasters can create. Those who find homunculi intriguing might find leastlings—new magical constructs also described in this chapter—

even more appealing. And for crafters with true intestinal fortitude, the flesh of departed creatures can be warped to create undead as easily as clay can be made into bricks.

## The homunculus

Poets say the eyes are the windows to the soul—these windows reveal humanity's spark, and life recognizes life. Peering into the eyes of a homunculus, though, is like searching for a reflection in a pool of tar; nothing is reflected. These soulless creatures feel no emotion, yet they move and react with such seeming ease. It is only natural to interact with them as if they were living beings, and yet they are most certainly not.

These abominations are a defiant rejection of the natural order, and their detractors say they are born



## The Luminary Physik Quinton Horace Merrick

The unscrupulous spellcasters who delight in creating homunculi, leastlings, and even undead often seek advice from a bizarre wizard-chemist who calls himself the Luminary Physik Quinton Horace Merrick. Most goodly casters view Merrick and his antics with disdain, as he is most known for his horrible abuse and exploitation of magical servants. However, despite his twisted mind, he is a preeminent expert on the subject of all familiars, constructs or otherwise.

Those who can swallow Merrick's particular brand of madness—not to mention his magic inventions of questionable integrity—often find the wizard-chemist a font of wisdom and helpfulness.

For Merrick's advice to homunculus creators, see page 345. For excerpts from his catalog of magic items, see page 349.

of man's arrogance and desire to master the divine. Neither living, dead, nor undead, homunculi are uniquely animated by a shadowy essence that makes them considerably more than mindless constructs but decidedly less than human. Through wondrous alchemy, they are instilled with a burgeoning sense of identity that serves as a cheap pantomime to the human psyche.

What some wizards discover only too late is that a homunculus's blossoming self-awareness, unfettered by the shackles of a soul, can become a great danger to its master.

### Physiology

Homunculi are crafted, never born. As such, they vary wildly in appearance, and their hair, skin, and form are influenced by the whims of their creators and the particular alchemical recipe used. Homunculi can be created from stone, wood, pottery, bone, or even assembled pieces of dead creatures. The only constants for homunculi are that they must be between one and two feet tall and weigh between one and eight pounds. Anything more and the alchemical recipe fails because there is too much gross matter to animate. Anything less and the homunculus simply cannot hold enough chaos-essence to arise abiogenetically.

Additionally, homunculi eyes never have pupils. Many commoners believe this is because homunculi are made without souls, and their inky black eyes are the proof of this. Lastly, homunculi can never speak, although they can make a host of guttural sounds.

Homunculi are constructs and share many basic traits with golems and the like. They lack internal organs but, unlike golems, they bleed when injured and seep viscous, black liquid from their wounds.

Homunculi cannot be healed with healing spells. Instead, spells that mend objects or repair constructs must erase their injuries. Homunculi do not regenerate lost limbs, but their severed limbs can be reconnected with a *mending* spell. Any harm done to a homunculus is exacted simultaneously upon its master with the same type and location of injury (the maximum damage to the creator is equal to the homunculus' total HD).

When created, a homunculus must be fed a few drops of its master's blood every day for one week. Thereafter, a homunculus may eat anything it wishes or nothing at all without any effect, but the only foodstuff that sates its strange hunger is its master's blood. If weaned from its master's blood, a homunculus will "live" for exactly six years, six months, and six days from the time of their last blood-nursing. In the final six days of its life, a homunculus ages rapidly, while its master likewise ages one year for each of these final six days. On the sixth day, the homunculus' body deflates, leaving only a shriveled husk with no further ill effects for its creator.

The entropic essence that gives a semblance of life to a homunculus has an odd effect if injected into a creature with a soul. This entropic essence wells up within all homunculi, and it forms a dark, viscous liquid akin to saliva in their mouths. They can transmit it to a victim with their bite, at which time the essence momentarily suppresses the bitten creature's soul, dampening its humors and fire. This suppression causes a catatonic state akin to sleep for several minutes.

### Psychology and Society

At creation, a homunculus' personality is a cross between a housecat and a chimpanzee; it is clever and prone to mischief and killing, and it enjoys stalking mice and rats. A homunculus always retains these mannerisms, but this is where any comparison to natural creatures ends.

Within mere days of its "birth," a homunculus can walk, fly, think, and reason. It learns at a preternatural rate, and it masters reading, writing, and menial tasks seemingly overnight. In these formative days, a homunculus watches its creator very closely and mimics nearly everything he does.

After one week, a homunculus turns its single-minded focus from its creator to the world at large and asks an endless string of questions. The telepathic bond between a homunculus and its master cuts both ways, and the creatures' constant mental probing is not limited to its master's waking

## Merrick's Advice to Homunculi Creators

The following is an excerpt of a treatise that is widely circulated among casters obsessed with creating homunculi—particularly creators who are mentally unstable. Its author is none other than Physik Q. H. Merrick, who has published reams of such material in an effort, no doubt, to spread his mania among as many followers as possible.



From the Desk of Luminary Physik

### QUINTON HORACE MERRICK

When creating your revolting worm of a homunculus, it is important to remember that, whether or not its presence is wanted, it will habitually find its way to your side. With that in mind, you must mind that your under-thing's appearance, personality, sociability, gluttonous cravings, and behavior are appropriate for its desired servitude.

First, its appearance. A homunculus can be fashioned from most things: wood, pottery, bits of skin and hair, as well as—somewhat amusingly as I can attest—parts of octopi and sheep. However, your friends will judge you by its appearance. A scruffy and repulsive creature made entirely from fingers and bits of chicken carcasses may do for certain deranged arcanists, but the wizard about town will want to be seen with something that at least looks the part. Stick to creating your menial familiar with components that can be tidied, polished, or dressed amusingly. That way, when your repulsive under-thing does make that surprise appearance at a dinner party, you can amuse your guests with its appearance rather than repulsing them.

Secondly, its personality. Do not waste time attempting discourse with your worthless underling. Like any youngster, it is likely to bore you with an endless series of tedious and trivial questions. Pay this whining no heed. Indeed, if the whining persists, you should lay down the law by introducing a punishment into the "relationship." A firm hand will prove invaluable to molding your homunculus's personality to your whims.

Thirdly, never, under any circumstances, leave your parasitic slave alone with any living thing you care about. I have heard horror stories of wizards who have left a beloved cat, ferret, or spider with their homunculus—only to later find the pet dissected or worse. Finally, eating and drinking. While you are painfully aware that a few drops of your precious blood are regularly required during your ingrate's first feeble days, thereafter it may beg to have more, or it may try to consume beverages and cold meats; for example, pickles, butter or, particularly, stout beer. Never give into its demands. A homunculus has no such needs, and once you feed it, it will forever thereafter crave the foodstuffs or drink, leaving you no choice but to destroy the menial creature and start again.

Oh, and under no circumstances give the creature access to alcohol. Only shame and considerable mess can result.



hours. While its master sleeps, a homunculus is fond of delving into its master's subconscious and inspecting long-forgotten memories.

After a few weeks, a homunculus establishes an identity apart from its master's. This personality is usually a mishmash of childlike wonderment and deviant cunning. While a homunculus shares the same basic alignment as its creator, the transparent nature of its identity is always clear. Homunculi never develop morals, and they only come to separate what is right from wrong in a cold and purely logical fashion.

After many trial and error experiences, a homunculus will learn that something is wrong, but it never feels any guilt for its actions. Many will perform indecent acts to sate their curiosity. Lacking true emotions, a homunculus learns roughly how to interact with others, but it is prone to asking its master about inappropriate and sensitive matters through its mental link.

Homunculi by their nature are solitary creatures, save for their symbiotic relationship with their creator, and they never develop any sense of community. These creatures are unnatural in virtually every sense, and most beings feel intensely uneasy around them. Animals find them off-putting and often either attack a homunculus or flee from it.

Conversely, homunculi are quite interested in living creatures and study them closely whenever an opportunity presents itself. On the rare occasion when one homunculus meets another, something very peculiar occurs—the two abominations completely ignore one another. No amount of manipulation changes this strange relationship, for they simply cannot see, hear, or feel one another.

## Homunculus Feats

Not all homunculi are the same; each recipe yields variation. Witch's Mark is a feat for homunculus creators. The others are for their creations.

### WITCH'S MARK [GENERAL]

You regularly feed your homunculus your own blood, and you have developed an incredibly strong bond with it. You grow a scar on a part of your body of your choosing, which resembles an extra nipple. This scar is known as a "witch's mark," and it is where your homunculus nurses from.

**Prerequisites:** Must have created a homunculus.

**Benefit:** Your homunculus now stays in contact with you to a range of 3,000 ft. It cannot be dominated (see below), will never turn against you, and gains 10 hp.

### PHYSICAL VARIANT [MONSTER]

Your homunculus has unusual characteristics.

**Prerequisites:** Homunculus, can only be taken when it is created.

**Benefit:** Choose one characteristic from the following list:

*Cyclopean:* The creature has a large central eye that grants superior lowlight vision and can see three times as far as a human can in dim light. Poor depth perception means attack rolls suffer a -1 penalty.

*Flightless:* The homunculus cannot fly but gains both a climb speed of 40 ft. and a +2 bonus to Strength.

*Gaping Maw:* An oversized mouth grants the swallow whole ability and allows the homunculus to swallow creatures of the same size or smaller. A swallowed creature takes 1d4-1 damage per round. A swallowed creature can cut its way out by dealing 5 hp of damage (against same AC). If the creature swallowed is the same size as the homunculus, it cannot fly until the creature has escaped or been devoured.

If the creature is one size smaller, the homunculus can only fly at half speed. A homunculus may swallow a maximum of one creature its size, two creatures one size smaller, or four creatures two sizes smaller, before it must regurgitate the waste. This process takes 1d6+2 rounds. During this time, the homunculus is denied its Dexterity bonus to its AC.

*Multiple Arms:* With four arms, the homunculus gains +4 to grapple combat maneuver checks, but its wings are smaller and thinner, and it can glide but not fly. Its wings negate any falling damage, and it can glide 25 horizontal ft. for every 5 ft. of falling, at a speed of 50 ft.

*Oversized Arms:* Long arms increase its reach to 5 ft., but its body is spindly, and the homunculus' attack rolls suffer a -1 penalty.

*Scorpion's Tail:* A large stinger injects poison (instead of the bite) for 1d4 damage, DC 15. However, the large tail reduces fly speed to 30 ft.

**Special:** Taking the Physical Variant feat replaces Lightning Reflexes for the homunculus; the DC for Craft (pottery) or Craft (sculpting) checks is raised to 13.

### ALCHEMICAL VARIANT [MONSTER]

The variant recipe used in construction has granted your homunculus unusual abilities.

**Prerequisites:** Homunculus, at least 4 HD, can only be taken when created.

**Benefit:** Choose one ability from the following list:

*Acidic Spittle:* The homunculus can spit acid (3/day) in a 20 ft. line against a single target as a ranged touch attack, causing 1d4 hp acid damage the first round and 2 hp acid damage the following round unless neutralized. The spell acid arrow must be cast during the creation.

*Ashen Lung:* The homunculus can breathe a cloud of thick coal dust (3/day). The effects are identical to

*obscuring mist* at a CL equal to the homunculus's HD.

**Blind Eye:** The homunculus gains invisibility at will for 10 rounds +1 round per HD per day.

**Dense Hide:** The homunculus gains a +2 natural armor bonus to AC. This requires the creator to cast *barkskin* during creation.

**Dire Growth:** The homunculus grows to Medium size for 10 rounds +1 round per HD.

**Scream:** The homunculus can emit a piercing scream in a 15 ft. cone (3/day) that causes 1d4 sonic damage (2d4 damage to crystal, glass, ceramic, or porcelain) and deafens for 1d4 rounds. Gained from casting *shatter* during creation.

**Special:** This feat adds 2,000 gp to the homunculus' creation costs, and the ability is treated as a spell-like ability. In addition, the DC for Craft (pottery) or (sculpting) checks made at creation is raised to 15.

## Flaws in the Design

Fabricating a homunculus is never easy. Even with a true recipe and a well-equipped laboratory, the products of this magecraft are never more than a handbreadth from ruin. The smallest impurity in the occult materials required—clay, ashes, mandrake root, spring water, and blood—can destroy the entire effort. Moreover, the statuette used as the frame for the alchemical bindings must be free of flaws, cracks, and abrasions. Any break in the surface of the figure allows the chaos-essence to gush out violently, destroying the model with a torrent of inhuman screams.

Not all flawed homunculi are destroyed at creation. If the DC check fails but is within 2 points of success, the homunculus awakens and appears normal, but it soon attempts to murder its master. Flawed homunculi and those that have been mistreated or neglected often conspire against their masters.

## The Rite of Thirds: Binding and Freedom

The bond shared between them often makes it impossible for them to emancipate themselves. The Rite of Thirds allows a homunculus to either achieve independence or be bound by another. The Rite of Thirds is based on the principal that a homunculus comprises three parts: man, earth, and chaos-matter. By subverting these forces, a homunculus may become independent or dominated by another. Regardless, the Rite of Thirds requires at least three days to complete. The homunculus must convince its master to consume a pint of its entropic essence over three days. On the fourth day, the homunculus must choose its name, scrawl this name in its master's blood on parchment, and consume it. Finally, someone must cast the spell *false life* on the homunculus, at which time it becomes independent of its master.

A freed homunculus lives until destroyed, without fear of its former master's death.

Due to the nature of its creation, though, the mental link between a homunculus and its former master remains whenever they are close.

Only after a homunculus becomes independent may it attain class levels.

To bind a homunculus, the binder must separate the homunculus and its master for three days. On the fourth day, the homunculus must consume three drops of the binder's blood. The binder must then carve his or her name into an area of the homunculus that does not usually see daylight, using alchemical reagents worth half of the homunculus' creation costs. The armpit, inside the mouth, and the bottoms of feet are all popular areas. Finally, the binder must cast *mirror image* and have his image pass through the homunculus.

When the rite is complete, the homunculus makes a Will save opposed by the binder's Will save. If it fails its save, the binder is treated in all ways as its master. If the original master reestablishes a mental link with the homunculus before the rite is completed, the homunculus uses its original master's Will save. The homunculus retains its telepathic link with its original master, but the binder is secretly privy to this shared bond when all three parties are within telepathic range. The original master can discover this eavesdropping by the same means as discovering scrying through a crystal ball.

## History of the Homunculus

*"I saw the pale student of unhallowed arts kneeling beside the thing he had put together. I saw the hideous phantasm of a man stretched out, and then, on the working of some powerful engine, show signs of life and stir with an uneasy, half-vital motion."*

—From *Frankenstein*, by Mary Shelley

The term homunculus is derived from Latin, meaning "little man." The concept of a homunculus was first attributed to the famed Swiss alchemist Paracelsus, who in the early 16th century claimed that he had created an artificial human being that he referred to as "the Homunculus." The creature reputedly stood a mere 12 inches tall and was created to serve Paracelsus. As myth has it, however, the homunculus soon turned on Paracelsus and ran away. Tales of the homunculus also appear in Eastern European folklore, as a construct made from natural materials such as dirt, roots, insects, feces, or blood.

According to legend, there are three ways to create a homunculus. The first method used a bag of bones, sperm, skin fragments, and hair from any animal. These materials were sealed hermetically in a jar





or animal bladder, magnetized, and placed in the ground near horse manure for 40 days, at which point a tiny homunculus would emerge, transparent and without a body. The homunculus then fed daily on human blood and maintained a constant temperature for a period of 40 weeks, after which it grew into a childlike creature (though never larger than 18 inches

tall). The homunculus, reputedly, could then be raised and educated like any other child, until it matured and could take care of itself.

A second method says that the fabled mandrake root grows only from the semen ejaculated by hanged men during their final convulsive spasms before death. The root should be picked before dawn on a Friday morning by a black dog, then washed and nourished with milk and honey (or, in some prescriptions, blood). Kept safe and fed daily, it would slowly grow into a miniature creature that would resemble the mandrake and protect its creator. Building on the work of Paracelsus, Dr. David Christianus taught at the University of Giessen in the 18th century. He wrote the third method, which states that a homunculus could be created by taking an egg laid by a black hen, making a small hole in its shell, and removing a bean-sized portion of the egg white and substituting human sperm. The egg thereafter had to be sealed with virgin parchment, buried in manure on the first day of the March lunar cycle, and in 30 days, a homunculus would be born.

This homunculus would protect its creator in exchange for a steady diet of lavender seeds and

## Good-Aligned homunculi

Though the ecology presented here assumes that most homunculi are troublemaking and even dangerous creatures, homunculi may have any alignment. This is largely determined by its maker, though good-aligned alchemists and wizards are perhaps less likely to create such a servant than evil ones. The tricks and wiles of homunculi serving goodly masters are usually gentler—restricted to teasing cats or painting dogs with ink—but a degree of independence and mischief seems to be a part of all homunculi, perhaps owing to the chaos-matter that animates them.

earthworms. Interestingly, the German alchemist Johann Konrad Dippel, who lived in Castle Frankenstein and who is widely reputed to be the inspiration for Mary Shelley's Dr. Frankenstein, was a student of Dr. Christianus at the University of Geissen.

**Table 1: Knowledge of the Homunculus**

Characters with ranks in Knowledge (arcana) can learn more about homunculi. When a character makes a successful skill check, reveal the following lore, including the information from lower DCs.

DC	Result
10	A homunculus is a small statuette animated by wizards and sorcerers to serve them. A homunculus is crafted from its master's own blood, and its master can see everything the homunculus sees.
14	Homunculi are unique constructs with the ability to reason and are animated by a chaotic essence. When homunculi bite creatures with a soul, a bit of this chaos-matter is transferred to the victim, putting it to sleep for a short time.
18	Because a homunculus and its master are inextricably intertwined, the death of the master usually causes the immediate destruction of the homunculus, which slowly melts into a puddle of muddy ichor. A homunculus' destruction also causes grievous injury to its master.
22	Some homunculi may conspire to destroy their masters if they are mistreated. Some have discovered a ritual that frees them of their master's control.
26	A ritual called the Rite of Thirds allows a homunculus to turn against its master.

## Familiar Magic Items

Some spellcasters choose to treat their familiars as allies and treasured partners—*Merrick's Catalog of Medicants to Manipulate Your Menial Familiar*, however, is not for those spellcasters. Written by Q. H. Merrick himself, this compendium offers several magic items that strengthen, rejuvenate, and even warp familiars, albeit at often-terrible costs. For more information about Merrick, see the sidebar on page 344.

The Luminary Physik and his barking hawkers are banned in most major cities due to the



effects his concoctions have on familiars. Copies of his catalog of wares, however, still circulate among unscrupulous casters. Merrick's bizarre unguents and mixtures can be found in many shops and markets that cater to spellcasters—almost always located behind counters and in storage rooms, hidden from the law's prying eyes. Some casters have even studied these items enough that they can make them themselves.

### MERRICK'S MULTIPURPOSE MEDICINE

**Aura** faint necromancy; **CL** 3rd, 5th, or 7th  
**Slot** none; **Price** 25 gp, 100 gp, or 400 gp; **Weight** 1 lb.

**DESCRIPTION**

*Merrick's multipurpose medicine* comes in a charmingly robust, squat green bottle with an attached needle, through which the medicine is injected directly into the familiar. Doing so is a full-round action, and the familiar loses 1 hp as the concoction lashes through and engorges its organs. The damage cannot be healed while this item is in effect.

The medicine doubles the familiar's base special ability bonus it provides its master, and this bonus stacks with any other bonuses that effect this ability. The medicine comes in three varieties: The cheapest grants its bonus for 1 hr., the second-cheapest grants its bonus for 1 day, and the most expensive grants its bonus for 1 week. The medicine can only be used once.

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *false life*; **Cost** 13 gp, 50 gp, or 200 gp

### MERRICK'S LOTION OF MISAPPROPRIATED MIGHT

**Aura** faint transmutation; **CL** 3rd, 6th, or 9th  
**Slot** none; **Price** 80 gp, 200 gp, 350 or gp; **Weight** 1 lb.

**DESCRIPTION**

This lotion comes in a fashionably etched, pint-sized steel flask with a pair of leather gloves to apply it to the familiar. The lotion is a mild abrasive to all exposed skin; when applied as a full-round action, it deals 2 hp damage to the familiar.

The lotion comes in three varieties: a strong version, which increases a familiar's natural armor by +2, a potent version which increases its natural armor by +4, and an abrasive version that increases its natural armor by +6. The lotion can only be used once and only works on familiars.

**CONSTRUCTION**

**Requirements** Craft Wondrous Item, *barkskin*; **Cost** 40 gp, 100 gp, or 175 gp

### MERRICK'S MARVELOUS PURGATIVE ABLUTION

**Aura** faint abjuration and conjuration; **CL** 7th  
**Slot** none; **Price** 400 gp; **Weight** 1 lb.

#### DESCRIPTION

This ablutio comes in a container with a handy applicator the size of the potion bottle. When correctly inserted and discharged as a full-round action into a familiar's orifice, the ablutio sends a strongly caustic solution throughout its body, purging it of wounds and baleful magical effects. This has the effects of *dispel magic* and *cure serious wounds* spells. Twenty-four hours after using this item, the affected familiar must make a Fortitude save or fall into exhaustion for 24 hrs. The ablutio can only be used once and only works on familiars.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *dispel magic*, *cure serious wounds*; **Cost** 800 gp

### MERRICK'S MASTERFUL MIRACULOUS MEDICANT

**Aura** moderate transmutation; **CL** 9th  
**Slot** none; **Price** 250 gp; **Weight** 5 lbs.

#### DESCRIPTION

*Merrick's masterful miraculous medicant* comes in a large, black bottle with an iron bucket of appropriate size for your familiar (sizes above Small are often harder to find). The liquid is dispensed into the bucket and the familiar immersed within it.

When you do so as a full-round action, you must visualize the form you wish your familiar to take. The familiar's physiognomy then changes rapidly but painfully. This takes another full round and the familiar loses 2 hp from the process. The familiar cannot change size categories. The familiar's new form lasts 24 hrs., and when it reverts to its original form, the familiar takes another 2 hp damage. This item can only be used once and only works on familiars.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *polymorph*;  
**Cost** 125 gp

### MERRICK'S MAUDLIN BIRTHING PURGATIVE

**Aura** faint transmutation; **CL** 3rd  
**Slot** none; **Price** 500 gp; **Weight** 1 lb.

#### DESCRIPTION

This purgative comes in a sturdy steel needle with the word "danger" etched on its side. When used to stab a familiar as a full-round action, the familiar slowly gives birth to a second, identical version of itself. This act takes 1 min., and the second familiar only has half the hp of the original but retains all its abilities. The original familiar keeps all its abilities, as well. Where the new familiar's abilities would enhance the spellcaster's abilities (a bonus to a saving throw, for example), those benefits stack with the original familiar's abilities.

The familiars cannot be trusted to operate together, but they each can share your spells, can deliver touch spells (if the original familiar had that ability), and you share an empathic link with each. Within 1d4 hrs., the newly born familiar dies messily (details up to the GM). This item can only be used once and only works on familiars.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *alter self*;  
**Cost** 250 gp

## Leastlings

Leastlings are constructs that resemble tiny, vicious-looking men covered with needles. They stand about one foot tall and weigh about four pounds. No part of the leastling exposes anything but needles, and in some tales, they have been likened to curled hedgehogs or porcupines. Indeed, in some places they are referred to as the devils' porcupines. In other tales, their needles are much less numerous than a hedgehog's, though clearly present—this may represent an alternative formula for their creation.

The most nefarious sorcerers, wizards, witches, and other crafty casters use them equally as assassins and minions.

## Using Leastlings in Games

Leastlings allow villains to sneakily attack the PCs by proxy as well as to protect their untold hoards. For example, if the PCs have angered a local assassin guild, as they sleep a guild-sent leastling might slip into one of the party's rooms with murder in mind.

Leastlings are also adept at defending dungeon bosses. For example, imagine a final confrontation in a chamber filled with bric-a-brac—and a dozen leastlings, which might scurry around using cover while attacking the PCs from beneath tables, books, and rubbish.

Although their specific statistics and abilities often vary depending on their creator, below is a sample stat block for a leastling. The base CR for a leastling is CR 2 plus the CR of the poison with which it is infused.

### Leastling

CR 2

Any alignment (same as creator) Tiny construct  
**Init** +6; **Senses** darkvision 60 ft.; **Perception** +3

#### DEFENSE

**AC** 18, touch 18, flat-footed 12 (+6 **Dex**, +2 size)

**hp** 16 (3d10)

**Fort** +1, **Ref** +7, **Will** +1

**DR** 10/adamantine; **Immune** construct traits

#### OFFENSE

**Speed** 20 ft.

**Melee** sting +3 (1d2–3 plus poison)

**Ranged needles** +7 (1 plus poison)  
**Space** 2 1/2 ft.; **Reach** 0 ft.

**TACTICS**

**Before Combat** A leastling uses its size and swiftness to its advantage, preferring always to attack by ambush. Its master, of course, may alter these tactics prior to a mission.

**During Combat** As a poor fighter, a leastling flees once it has made its poison attack unless instructed differently by its master.

**Morale** A master may specify when a leastling should retreat. If not specified, the construct flees as soon as it is injured.

**STATISTICS**

**Str** 4, **Dex** 22, **Con** —, **Int** 15, **Wis** 11, **Cha** 11  
**Base Atk** +3; **CMB** +7 **CMD** 14  
**Feats** Stealthy, Weapon Focus (sting)  
**Skills** Acrobatics +9, Escape Artist +11, Perception +3, Stealth +19

**ECOLOGY**

**Environment** any  
**Organization** solitary, vengeance (2-6) or retribution (7 plus)  
**Treasure** none

**SPECIAL ABILITIES**

**Poison (Ex)** A leastling that makes a successful hit with its needle attack delivers poison; the type of

poison depends on what its master supplied during its creation.

**Spiny Retaliation (Ex)** Anyone who makes an unarmed attack or tries to grapple a leastling automatically faces an attack from its sting. This swift action does not provoke an attack of opportunity.

**Creating a Leastling**

A leastling is shaped from a thousand needles, the finger-bones of a trio of hanged men, horsehair, a yard of fresh catgut, beeswax, a cat's or rat's stomach, an infusion of poison (see sidebar), and a pint of the creator's blood.

The device is completed by the creation of a clockwork heart made from the stirrup bone of a murderer and silver and gemstones worth 2,500 gp. The creature's master may assemble the body parts themselves or pay someone to create the creature. After the body is made, it is animated by means of a ghastly ritual in which the creator crafts the creature in an alchemist's forge, swallows the beeswax-shrouded, needle-creature whole, and births it 24 hrs. later.

When "birthing," the needle-bodied leastling drags itself out of the creator's backside in an agonizing process that takes 1d4 hrs. and inflicts 5d6 hp damage to the creator. The poison cost required to create a leastling applies once only, and thereafter, the creature is considered infused with that poison.





## LEASTLING

CL 8th; Price 2,500 gp

### CONSTRUCTION

**Requirements** Craft Construct, *arcane eye*, *true strike*; Skill Craft (trapmaking) or Craft (blacksmithing) DC 13; **Cost** 1,250 gp +5 times the cost of the used poison

### Leastling Lore

Characters with ranks in Knowledge (arcana) can learn more about leastlings.

When a character makes a successful Knowledge (arcana) skill check, reveal the following lore, including the information from lower DCs

DC	Result
10	Made with thousands of animated needles, these tiny manlike forms are constructed for assassinations, delivering poison on their fingers and with a shake of their head.
15	The creation of a leastling involves a horrific ceremony during which the creature is first swallowed and then birthed by its master. This agonizing process has killed many would-be creators.
20	Each leastling is infused with a specified type of poison when it is created.
25	As hard as steel, the creatures are deadly assassins, able to use their tiny size to great effect. They are less effective at range, having virtually no reach and a limited range for their needle attack.

## Crafting Undead

Nothing gets villagers running quite like the scabbling of corpse hands digging their way free from their graves. Undead are a staple of storytelling, especially in fantasy RPGs where undead seemingly lie in wait behind every obstacle. But there's always room for improvement in how we present them.

Presented here is everything you need to expand your use of undead—to bring their creation in line with constructs. Using these options, PCs and NPCs have the rules to create permanent undead creatures, and each creature can be created in a unique way.

If you've always wanted to present elaborate funeral rites to create a mummy, this framework supports that sort of story. It breaks down a trio of simple spells into a more flexible system with two methods of creating undead: temporary animation and permanent creation. This standardizes undead

creation, and it gives necromancers more options, especially to create undead that match their own level or CR.

Few things surpass the drama of a necromancer stirring fresh corpses to life in mid-combat. New spells give even a 1st-level character access to undead minions, if only temporarily. These spells behave much like summoning spells, but they animate corpses instead of conjure reinforcements from thin air. Unlike the original *animate dead*, these spells have a greater range than touch, allowing a necromancer to raise allies from across the battlefield—even from within their graves.

In other words, the scabbling is getting a little louder...

### Changing the Game

To implement these elements in your game, you must add the new feats for permanent undead creation and the spells for temporary animation to player choices while removing the existing spells *animate dead*, *create undead*, and *create greater undead*. If another effect requires one of these spells, such as the creation of a flesh golem, substitute the new *animate dead* (see page 119) of the appropriate level.

The Create Undead feat (see sidebar) should also be substituted for Craft Wondrous Item for characters seeking to become a lich.

### Creating Undead

Not all types of undead can be created by mortals. For instance, only a vampire can create another vampire, and only a life left unfinished can rise as a ghost. However, the requisites for creating many types of undead are still within mortal reach. Some are detailed below.

Undead are significantly less expensive to create than constructs. Fittingly, there is a limit to how many undead a character can control at one time. Despite the market prices listed below, undead servants and soldiers—and the corpses to make them—are not available for purchase in most civilized areas. These prices are listed primarily to reflect the time needed to create an undead. Of course, if a necromancer were to charge for his services, these costs are a good guideline.

The market prices and costs to create undead do not include the difficulty of obtaining remains to work with. While these practices usually involve grave robbing, obtaining corpses should not be overlooked. In the case of deceased individuals who are well fitted to a particular type of undead, such as cannibals for ghouls, or mass murderers for mohrgs, the GM may lower the creation costs at his or her discretion.

Creating incorporeal undead usually requires a soul rather than a corpse. The remains of a once-living creature contain the residue of a soul as long as the creature in question has not been restored to

## New Feats

### CREATE UNDEAD [ITEM CREATION]

**Prerequisite:** Spell Focus (necromancy) or the ability to rebuke undead, caster level 1st.

**Benefit:** You can create any undead provided the prerequisites are met. Creating an undead requires one day for every 1,000 gp of its market price. Creating undead requires raw materials costing half the creature's established price (see individual monster entries for details). Completing the undead's creation requires the casting of any spells on the final day. The creator must cast the spells personally but may do so using a scroll or similar device. As most undead are evil, creating an undead creature is almost always an evil act.

A newly created undead has average hit points for its Hit Dice. Mindless undead created using this feat are automatically under the creator's control. Free-willed undead are not controlled, though the creator can attempt to gain control using some other method (such as control undead, for example) at the moment of creation.

A character can control up to 4 HD of created, mindless undead per level. If you exceed this number, all the newly created creatures fall under your control, and any previously created undead over this limit are

released from your control. (The caster chooses which creatures are released.) Any undead commanded by virtue of Command Undead or similar feats or abilities do not count toward this limit.

### NEGATIVE ENERGY INFUSION [GENERAL]

**Prerequisite:** Spell Focus (necromancy).

**Benefit:** Each corporeal undead you create with an animation spell gains a +2 profane bonus to AC and a +4 bonus to Strength. Incorporeal undead you create with an animation spell gain a +4 bonus to Dexterity instead.



life or been previously animated as an undead. A soul can also be secured using *trap the soul*, *magic jar*, or similar magic.

#### CREATING A ZOMBIE

A zombie requires an intact (or nearly intact) fleshy corpse. A dismembered corpse can be stitched back together with a DC 15 Heal check, but all body parts must come from the same corpse.

**Requirements** Caster level equal to half the HD of the zombie, Create Undead, *gentle repose*; **Market Price** 50 gp/HD; **Cost to Create** 25 gp

#### CREATING A SKELETON

The creation of a skeleton requires an intact skeleton. If flesh remains on the bones, it may be left to rot away naturally or be stripped from the bones with a DC 5 Heal or Profession (butcher) check.

**Requirements** Caster level equal to half the HD of the skeleton, Create Undead, *cause fear*; **Market Price** 50 gp/HD; **Cost to Create** 25 gp

#### CREATING A GHOUL

The creation of a ghoul requires an intact or nearly intact humanoid corpse. It becomes imbued with

the unnatural hunger that characterizes these undead horrors.

**Requirements** CL 3rd, Create Undead, *animate ghoul* (see page 120), *animate dead I*; **Market Price** 500 gp; **Cost to Create** 250 gp

#### CREATING A GHAST

The creation of a ghastr is like creating a ghoul, but it requires a stronger bond to the negative energy plane.

**Requirements** CL 5th, Create Undead, *ghoul touch*, *animate dead I*; **Market Price** 600 gp; **Cost to Create** 300 gp

#### CREATING A SHADOW

The creation of a shadow requires a soul. The soul is merged with its shadow-plane duplicate, creating an unliving shade.

**Requirements** CL 5th, Create Undead, *deeper darkness*, *desecrate*; **Market Price** 500 gp; **Cost to Create** 250 gp

#### CREATING A MUMMY

The creation of a mummy requires an intact humanoid corpse. The body must be embalmed or preserved, requiring a DC 15 Heal check. The traditional method

is via organ removal, drying, and wrapping, but other preservation methods are possible.

**Requirements** CL 7th, Create Undead, *death ward*, *cause fear*, *bestow curse*; **Market Price** 1,500 gp; **Cost to Create** 750 gp

### CREATING A WRAITH

The creation of a wraith requires a soul. Twisting the soul into a wraith requires an elaborate ritual that suffuses the soul with the essence of darkness and evil.

**Requirements** CL 7th, Create Undead, *darkness*, *enervation*, *gaseous form*; **Market Price** 1,500 gp; **Cost to Create** 750 gp

### CREATING A SPECTRE

Creating a spectre requires a soul. The soul is forced to

relive the moment of its death over and over while being exposed to vast amounts of negative energy. Eventually, its pain and misery force it to arise as a spectre.

**Requirements** CL 9th, Create Undead, *magic jar*, *feeblemind*, *bestow curse*; **Market Price** 2,000 gp; **Cost to Create** 1,000 gp

### CREATING A MOHRG

The creation of a mohrg requires a humanoid corpse. While the corpse is only partially animated, it is imbued with an utter hatred of the living through unspeakable ritualized torture that converts its entrails into a hideously oversized tongue.

**Requirements** CL 10th, Create Undead, *raise dead*, *speak with dead*, *symbol of pain*; **Market Price** 2,100 gp; **Cost to Create** 1,050 gp

Table 1: Undead Animation

Spell Level	Undead	Remains Required	Alignment
<i>Animate Undead I</i>	ghoul	humanoid corpse	CE
	1d4 skeletons (1 HD)	appropriate corpse or skeleton	NE
	skeleton (2-3 HD)	appropriate corpse or skeleton	NE
	1d3 zombies (2 HD)	appropriate corpse	NE
<i>Animate Undead II</i>	zombie (4 HD)	appropriate corpse	NE
	skeleton (4-5 HD)	appropriate corpse or skeleton	NE
<i>Animate Undead III</i>	zombie (6 HD)	appropriate corpse	NE
	ghost	humanoid corpse	CE
<i>Animate Undead IV</i>	shadow	humanoid soul	CE
	skeleton (6-7 HD)	appropriate corpse or skeleton	NE
	wight	humanoid corpse	LE
	zombie (8-10 HD)	appropriate corpse	NE
<i>Animate Undead V</i>	skeleton (8-9 HD)	appropriate corpse or skeleton	NE
	zombie (12-14 HD)	appropriate corpse	NE
<i>Animate Undead VI</i>	skeleton (10-11 HD)	appropriate corpse or skeleton	NE
	wraith	humanoid soul	LE
	zombie (15-16 HD)	appropriate corpse	NE
<i>Animate Undead VII</i>	skeleton (12-14 HD)	appropriate corpse or skeleton	NE
	zombie (18-10 HD)	appropriate corpse	NE
<i>Animate Undead VIII</i>	skeleton (15-17 HD)	appropriate corpse or skeleton	NE
	spectre	humanoid soul	LE
<i>Animate Undead IX</i>	mohrg	humanoid corpse	CE
	greater shadow	humanoid soul	CE
	skeleton (18-20 HD)	appropriate corpse or skeleton	NE
<i>Animate Undead X</i>	devourer	humanoid corpse	NE
	dread wraith	humanoid or giant soul	

## CREATING A DEVOURER

Creating a devourer requires the body of a medium humanoid. Animating this body as a devourer requires an elaborate ritual, binding the new undead to either the Astral Plane or the Ethereal Plane. During this ritual, the body grows tall and gaunt, leaving the devourer's distinctive chest cavity.

At the completion of the ritual, the devourer may be provided with an essence from a soul trapped using other means (such as *magic jar* or *trap the soul*), or via the sacrifice of a living creature. The devourer can be created without a trapped essence, but it cannot use its spell-like abilities until it can trap an essence for itself.

**Requirements** CL 13th; Craft Undead, *magic jar*, *planar binding* (any), *enlarge person*, *enervation*, *spectral hand*; **Market Price** 3,000 gp; **Cost to Create** 1,500 gp

## New Subschool: Animation

An animation spell infuses the remains of a once-living creature with negative energy, temporarily granting it a semblance of life. An animated undead creature persists until it is destroyed or until the effect ends. A destroyed undead cannot be animated again. Animation effects usually require appropriate remains to create an undead creature, as noted in the spell description. Unless specifically noted, gross physical changes persist after the ending of the spell (the skin does not reappear on a body temporarily animated as a skeleton, for instance).

Undead controlled with an animation spell do not count against a character's normal limit of 4 HD/level of controlled undead.

The following spells are part of the animation subschool. These spells can be found in this book's New Spells chapter.

### Cleric/Oracle Animation Spells

- 1st-Level—*animate dead I*
- 2nd-Level—*animate dead II*, *animate ghoul*
- 3rd-Level—*animate dead III*
- 4th-Level—*animate dead IV*, *improved animate dead*
- 5th-Level—*animate dead V*, *animate living skeleton*
- 6th-Level—*animate dead VI*
- 7th-Level—*animate dead VII*
- 8th-Level—*animate dead VIII*
- 9th-Level—*animate dead IX*

### Sorcerer/Wizard Animation Spells

- 1st-Level—*animate dead I*
- 3rd-Level—*animate dead II*, *animate ghoul*
- 4th-Level—*animate dead III*
- 5th-Level—*animate dead IV*, *improved animate dead*, *animate living skeleton*
- 6th-Level—*animate dead V*
- 7th-Level—*animate dead VI*
- 8th-Level—*animate dead VII*
- 9th-Level—*animate dead VIII*

## Clockwork Familiars

Wizards and other casters who practice clockwork magic can create familiars that eerily mimic normal animals. However, on closer examination, clockwork familiars are expertly fabricated amalgamations of metal, rivets, and gears.



## Creation Requirements

To create a clockwork familiar, a clockwork mage must take the Improved Familiar feat. This feat makes two types of clockwork familiars available: those based on normal familiars and those based on familiars from the Improved Familiar list. When creating an improved clockwork familiar, the creator must qualify for the base familiar to make a clockwork version of it.

Creating a clockwork familiar based on a normal familiar costs 50 gp, requires a DC 15 Craft (clockwork) check, and requires a casting of the spell *mending*.

Creating a clockwork familiar based on an improved familiar costs an amount of gp equal to 400+50 per point of the creature's CR rating. It also requires a DC 25 Craft (clockwork) check and single castings of the spells *make whole* and *geas/quest*. The combination of the skill check and spells represents the clockworker's efforts to magically and mechanically recreate the improved familiar's spell-like and special abilities.

Other than these requirements, creating a clockwork familiar is just like adding a template to a base familiar, although a clockwork familiar is indeed an entirely mechanical object and not a fusion of machine and beast. Treat a clockwork familiar like the creature it mimics when determining the familiar's special abilities, base natural armor, and other qualities. Clockwork familiars progress in the same way as normal familiars.

When creating a clockwork familiar based on a normal familiar, apply the following simple clockwork template. Apply the improved clockwork familiar template when creating a clockwork familiar based on an improved familiar.

### Template: Simple Clockwork Familiar (CR 1)

Simple clockwork familiars are mechanical versions of traditional magical servants. They are notably harder in combat.

**CR:** All simple clockwork familiars are CR 1.

**Type:** A simple clockwork familiar has the construct type and the clockwork subtype. It gains all the associated traits with the exception of difficult to create; creating a simple clockwork familiar costs 50 gp for a first familiar. A replacement familiar costs 250 gp per caster level, as the caster invariably wants to make improvements.

**Speak with Others of Its Kind:** A clockwork familiar can speak with constructs as the voice of the machine ability of a clockworker archetype (see page 333).

**Metal Body and Mind:** A simple clockwork familiar has no Constitution or Intelligence score. It uses its

master's bonuses for saving throws, but it can learn no skills.

**Hardiness:** A simple clockwork familiar has DR 5/magic.

**Shocking Strike:** With the exceptions of toads, a simple clockwork familiar deals an additional 1d2 electricity damage with its primary natural weapon. For vipers, this damage replaces poison, and for weasels, it replaces attack.

### Template: Improved Clockwork Familiar (CR +1)

Improved clockwork familiars are mechanical versions of more advanced magical servants.

**CR:** An improved clockwork familiar's CR is equal to its base creature's CR +1. An improved clockwork familiar retains all of the base creature's spell-like and special abilities, defensive abilities, etc.

**Type:** An improved clockwork familiar has the construct type and the clockwork subtype. It gains all the associated traits with the exception of difficult to create and vulnerable to electricity.

Creating an improved clockwork familiar costs an amount of gp equal to 400+50 per point of the creature's CR rating. For its vulnerability to electricity, see below. A replacement improved familiar costs 700 gp per caster level, as the caster invariably wants to make improvements.

**Speak with Others of Its Kind:** A clockwork familiar can speak with constructs as the voice of the machine ability of a clockworker archetype (see page 333).

**Metal Body and Mind:** An improved clockwork familiar has no Constitution or Intelligence score. It uses its master's bonuses for saving throws, but it can learn no skills.

**Hardiness:** An improved clockwork familiar has DR 10/magic.

**Resistances:** An improved clockwork familiar has resistance 5 to acid, cold, and fire. These resistances do not stack with any resistances the base creature has. If the base creature is immune to one of these elements, the improved clockwork familiar retains that immunity.

**Vulnerability to Electricity:** An improved clockwork familiar takes double damage from electricity on a failed save and normal damage on a successful save. If the base creature is immune to electricity, it takes no damage from electricity attacks but is dazed for 1 round on a failed save.

**Shocking Strike:** An improved clockwork familiar deals an additional 1d3 electricity damage with its primary natural weapon.



# Sample Spellcasters

**T**his chapter presents eight sample spellcasters who can serve as allies, antagonists, or even player characters in your campaign. If they're allies, these characters might have a brief role in your game, or they might even adventure alongside your party. If they're antagonists, they might plot against your party for several sessions, culminating in a vicious fight as memorable as it is difficult. Each entry includes combat and roleplaying tips, and, as always, these characters' feats, gear, and spells can be quickly swapped with features that might fit better with your individual game.

You should note that characters with exceptional resources (as described in their stat blocks) are better suited to serve as PCs because their wealth meets the correct threshold. You should exert caution when using characters without exceptional resources as

PCs; their wealth is simply equal to that of an NPC of their level. In general, mundane gear is not included in these characters' stat blocks, and you can assume each character is outfitted appropriately for adventuring.

## Darana Freydisdottir, Sorceress of the North (CR 10)

Darana Freydisdottir is a mysterious, travelling sorceress from the frigid north. Although she and her revolving band of companions find nearly endless trouble with monsters and evildoers, her magic and her ceramic, ice-blue staff seem to carry the weight of destiny—at least so far.

In addition to warping fate in her favor, Darana is well versed in manipulating alternate dimensions to glean her enemies' plans and designs. Strikingly tall



and fair-haired, Darana travels with wild, intrepid adventurers whose goals reach beyond mere earthly wealth or fame.

## Darana's Staff of Curses

The staff of curses Darana Freydisdottir carries contains the following spells:

*blindness/deafness* (DC 19), 1 charge  
*ill omen*<sup>APG</sup> (DC 17), 1 charge  
*baleful polymorph* (DC 21), 2 charges  
*bestow curse* (DC 21), 2 charges

**Combat Encounters:** Darana is usually in the company of 1d6 castaway druids, giant slayer barbarians, and mountaineer rangers (see *NPC Codex* for all stat blocks). Given her penchant for traveling and befriending new comrades, however, she could be found with any good-aligned character.

**Roleplaying Suggestions:** Darana presents a light-hearted façade, but she truly believes that she is destined to achieve greatness someday. She is constantly seeking a vehicle for her supposed, predestined greatness, and she will entertain an audience with nearly any non-hostile creature that claims to hold the secret to her future. Priests, gypsies, and soothsayers always get her attention.

### Darana Freydisdottir

CR 10

XP 9,600

CG Female humanoid karmic bloodline sorcerer 10  
 Medium humanoid (human)

Init +1; Senses Perception +11

#### DEFENSE

AC 15, touch 13, flat-footed 18 (+2 deflection, +1 Dex, +2 natural)

hp 77 (10d6+40)

Fort +5, Ref +4, Will +8

#### OFFENSE

Speed 30 ft.

Melee staff of curses<sup>UE</sup>+5 (1d6+1)

Special Attacks it was meant to be 1/day

Sorcerer Spells Known (CL 10th; concentration +16)

5th (4/day)—*beast shape III*

4th (6/day)—*bestow curse* (DC 21), *deific vision*\* (see page 154), *freedom of movement*

3rd (7/day)—*arcane sight*, *dispel magic*, *magic circle against evil*, *protection from energy*

2nd (8/day)—*blur*, *bull's strength*, *invisibility*, *pains of the past*\* (DC 19; see page 124), *protection from arrows*

1st (8/day)—*alarm*, *charm person* (DC 17), *comprehend languages*, *mage armor*, *silent sound*\* (DC 18; see page 237), *unseen servant*

○ (at will)—*dancing lights*, *detect magic*, *detect poison*, *disrupt undead* (DC 17), *ghost sound* (DC 16), *mage hand*, *mending*, *prestidigitation*, *ray of frost*

**Bloodline** karmic<sup>UM</sup>

#### TACTICS

**Before Combat** Darana casts *mage armor* at the first opportunity (making her AC 19) if she anticipates that a fight is imminent.

**During Combat** Darana positions herself behind any martial allies so she can use her potent offensive and defensive magic to its full potential. If she does not feel that her magic is imminently needed in battle, Darana uses *beast shape III* to transform into a raven. While in this form, she scouts the battlefield for traps or ambushes--or provides distractions--and returns

to combat (and assumes her normal shape) when needed. She casts spells from her *staff of curses* once she has run out of daily spells, and she only wields it as a quarterstaff in melee as a last resort.

**STATISTICS**

**Str** 9, **Dex** 12, **Con** 15, **Int** 14, **Wis** 13, **Cha** 22  
**Base Atk** +5; **CMB** +4; **CMD** 17  
**Feats** Combat Casting, Diehard, Eschew Materials, Silent Spell, Spell Focus (necromancy), Spell Penetration, Toughness  
**Skills** Bluff +14, Diplomacy +11, Intimidate +14, Knowledge (arcana) +15, Knowledge (local) +7, Perception +11, Spellcraft +15  
**Languages** Common, Elven, Sylvan  
**SQ** bloodline arcana (gains luck bonus equal to the spell's level on saves when casting personal-range spells), fated (+2)  
**Combat Gear** alchemist's fire (5), tanglefoot bag (2), *staff of curses*<sup>UE</sup> (see sidebar); **Other Gear** *amulet of natural armor* +2, *ring of protection* +2, abjurant salt<sup>UE</sup>, seer's tea<sup>UE</sup>, caltrops, compass, everburning torch, flash power (3), silk rope, sorcerer's kit

**SPECIAL ABILITIES**

**Exceptional Resources (Ex)** As a talented sorceress who has spent years adventuring with various bands, Darana often indulges her love of magic items. To account for these resources, her gear was determined as if she were a PC rather than an NPC, increasing her CR by 1.

**Fate's Retribution (Su)** When Darana is hit by a melee attack, as an immediate action she can curse the creature that struck her. The target takes a -2 penalty on all attack and damage rolls for 1d4 rounds. A Will save (DC 21) negates this effect. She can use this ability 9 times per day.

**Fated (Su)** Darana gains a +2 luck bonus on all of her saving throws and to her AC during surprise rounds and when she is otherwise unaware of an attack.

**It Was Meant To Be (Su)** Darana can reroll any one attack roll, critical hit confirmation roll, or caster level check made to overcome spell resistance. She must decide to use this ability after the first roll is made but before the results are revealed to the GM (if applicable). She must take the second result, even if it is worse. She can use this ability once per day.

**Karmic Bloodline Arcana** If Darana fails her concentration check when she is threatened and casting defensively, one of the threatening creatures provokes an attack of opportunity from her or one ally who is adjacent to the enemy. She decides which creature provokes this attack and which of its adjacent opponents may make the attack.

## Dawn Kallantides, Redeemed Queen (CR 18)

The valiant Dawn Kallantides was not always a bastion of order and righteousness; as a younger woman, she was a wicked, degenerate sorceress who was married to a righteous but weak-willed ruler. Dawn died during an enemy politician's assassination attempt against her husband. Hoping his wife might return as a more kindly soul, the king had her resurrected. Her brush with death changed everything.

While damned, Dawn saw what awaited her in the afterlife—and upon returning from the dead she vowed to leave her evil ways behind. Dawn became a crusader for light and redemption. However, some of her high-strung political beliefs, including her sense of superiority over many lower-ranking members of her kingdom, have stuck with her. Outwardly it might appear as if Dawn has changed little since she returned from the dead. To those who know her well, however, it's evident that her heart is truly devoted to law and goodness.

**Combat Encounters:** Dawn's newfound fervor for the light has earned her a position as captain of her husband's royal guard. She is usually accompanied by 1d8 CR 5 phalanx soldier fighters (*Advanced Player's Guide*) and can summon up to 2d10 of any combination of CR 5 phalanx soldiers, archers, or crossbowman fighters that arrive at her side in 1d6 rounds.

**Roleplaying Suggestions:** Dawn is often terse and stern, particularly with those of lower rank. She has little tolerance for those who disregard her mission to keep her king—and husband—safe and to ward off evil. She is a powerful political figure in her kingdom, and she has a soft spot for those who truly wish to turn toward the light.

**Dawn Kallantides**

**CR 18**

**XP** 153,800  
 Female human eldritch knight 7 paladin 4 sorcerer 7  
 LG Medium humanoid (human)  
**Init** +3; **Senses** Perception +4

**DEFENSE**

**AC** 27, touch 16, flat-footed 24 (+11 armor, +3 Dex, +3 deflection)  
**hp** 166 (11d10+7d6+54)  
**Fort** +21, **Ref** +16, **Will** +23  
**Immune** disease, fear; **Resist** acid 10, cold 10

**OFFENSE**

**Speed** 30 ft.  
**Melee** +4 *speed cold iron longsword* +28/+28/+23/+18 (1d8+15/19-20)  
**Ranged** *oathbow*<sup>UE</sup> +19/+14/+9 (1d8+4/x3)  
**Special Attacks** flaming claws (11 rounds/day), heavenly fire (11/day), smite evil (3/day)



**Spell-Like Abilities** detect evil (At will)

**Sorcerer Spells Known** (CL 13th; concentration +15):

6th (5/day)—*elemental blast*\* (DC 24; see page 163),  
*greater heroism*

5th (7/day)—*elemental body II*, *fire snake*<sup>APG</sup> (DC 23),  
*flame strike* (DC 23), *sending*, *teleport*

4th (8/day)—*enervation*, *lesser globe of invulnerability*,  
*greater invisibility*, *remove curse*, *stoneskin*

3rd (8/day)—*fly*, *freeze*\* (DC 21; see page 176), *greater*  
*magic weapon*, *magic circle against evil*, *phantom steed*

2nd (8/day)—*see invisibility*, *mirror image*, *resist energy*,  
*scorching ray*, *starbolt*\* (DC 20; see page 247), *summon*  
*monster II*, *touch of idiocy*

1st (8/day)—*bless*, *gravity bow*<sup>APG</sup>, *mage armor*, *magic*  
*missile*, *shield*, *true strike*

○ (at will)—*detect magic*, *light*, *mage hand*,  
*mending*, *message*, *prestidigitation*, *read magic*,  
*resistance*, (DC 18), *spark* (DC 18)

**Bloodline** abyssal

**Paladin Spells Prepared** (CL 1st;  
concentration +9):

1st (2/day)—*divine favor*, *bless weapon*

#### TACTICS

**Before Combat** Dawn casts *greater heroism* on herself or a nearby ally in a surprise round, if applicable.

**During Combat** Dawn blasts her enemies with elemental spells if her underlings are faring well and wades into battle with her longsword if they are not. If a battle turns in her enemies' favor, Dawn instructs an ally to return with reinforcements from her husband's royal guard. She *teleports* out of battle only when all her allies have fallen.

#### STATISTICS

**Str** 28, **Dex** 16, **Con** 16, **Int** 12, **Wis** 18, **Cha** 26

**Base Atk** +14; **CMB** +23; **CMD** 39

**Feats** Arcane Strike, Blind-Fight, Eldritch Heritage<sup>UM</sup>, Elemental Spell (electricity<sup>APG</sup>, Eschew Materials, Extend Spell, Extra Lay on Hands, Improved Eldritch Heritage (strength of the abyss +6)<sup>UM</sup>, Improved Vital Strike, Skill Focus (Knowledge [planes]), Still Spell, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Acrobatics +1, Appraise +5, Bluff +12, Climb +11, Diplomacy +21, Escape Artist +1, Fly +5, Handle Animal +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (nobility) +14, Knowledge (planes) +5, Knowledge (religion) +14, Linguistics +9, Perform (dance) +9, Profession (ruler) +8, Ride +8, Sense Motive +8, Spellcraft +21, Stealth +1, Swim +11, Use Magic Device +12



**Languages** Celestial, Common, Infernal, Terran

**SQ** aura of courage, aura of good, bloodlines (celestial), determination (1/day), glamered, lay on hands (2d6) (12/day), mercies (mercy [shaken]), paladin channel positive energy 2d6 (6/day, DC 20), wings of heaven (11 min./day)

**Combat Gear** ring of spell storing (major); **Other Gear** +5 determination glamered mithral chainmail, +4 speed cold iron longsword, oathbow<sup>UE</sup>, belt of physical perfection +2, headband of mental prowess, ring of protection +3, robe of arcane heritage, silver smite bracelet<sup>APG</sup>

#### SPECIAL ABILITIES

**Exceptional Resources (Ex)** As queen and captain of the royal guard, Dawn has access to nearly any resource in her kingdom. To account for these resources, her gear was determined as if she were a PC rather than an NPC, increasing her CR by 1.

## Grog Bonegrinder, the Cheerful Goblin (CR 20)

Born into a particularly vicious goblin tribe, Grog Bonegrinder was as bloodthirsty as his kin—until, during a routine raid, he rather foolishly found and donned a *helm of opposite alignment*. Immediately, Grog's outlook changed from wicked to downright benevolent, and he began to view his companions and his former life with revulsion. It was a confusing time for a goblin.

Eventually, Grog abandoned his tribe and struck out into a world that largely rejected him. Although he was chased from many settlements of the so-called civilized races, Grog eventually found a place among a good-natured, unusually diverse band of traveling minstrels. Now wholly invested in cultivating their friendship, he seeks to spread raucous joy through his dancing, singing, and music making—particularly with percussion instruments—and that of his beloved friends.

**Combat Encounters:** Grog is almost always surrounded by his band of traveling minstrels, which consists of 1d6 spellsword bards (*NPC Codex*) and 1d3 halfling slingers (*NPC Codex*).

**Roleplaying Suggestions:** Due to his long and tumultuous history as a civilized goblin in a band of traveling nomads, Grog has emerged as the leader of his group. He is brash and often flashy in his actions, but he is committed to his companions and will not stand to see them threatened or attacked.

Although he will fight when necessary, Grog would much rather handily defeat his opponents in cards or other games of chance. After all, ever since he donned that most strange of helms, violence has always seemed strangely distasteful to Grog.

### Grog Bonegrinder

CR 20

XP 204,800

Male goblin barbarian (feral gnasher<sup>ARG</sup>) 4 bard 16  
NG Small humanoid (goblinoid)

Init +4; Senses darkvision 60 ft.; Perception +18

#### DEFENSE

AC 24, touch 15, flat-footed 20 (+9 armor, +4 Dex, +1 size)

hp 165 (4d12+16d8+20)

Fort +10, Ref +15, Will +10; +4 vs. bardic performance, sonic, and language-dependent effects; +2 insight bonus vs. emotion effects (including fear)

**Defensive Abilities** uncanny dodge

#### OFFENSE

Speed 30 ft.

Melee bite +16 (1d6-3/x3 plus grab) and *sun blade*<sup>UE</sup>  
+16/+7/+2 (1d8-1/19-20)

Ranged +5 *distance seeking darkwood heavy crossbow*

+18/+13/+8 (1d8+5/19-20)

**Special Attacks** bardic performance 38 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate [6 targets, DC 22], frightening tune [DC 22], inspire competence +5, inspire courage +3, inspire greatness [3 allies], inspire heroics [1 ally], soothing performance), suggestion (DC 22), rage (11 rounds/day), rage powers (scent)

**Bard Spells Known** (CL 16; concentration +20)

6th (1/day)— *greater shout* (DC 20), heroes' feast

5th (3/day)— *bard's escape*<sup>APG</sup>, *mass cure light wounds*, *shrieking glyph*\* (DC 19, see page 236), *song of discord* (DC 19)

4th (5/day)— *binding oath*\* (see page 128), *cure critical wounds*, *mass ghostbane dirge*<sup>APG</sup> (DC 18), *primal scream*<sup>UM</sup>, *virtuoso performance*<sup>UM</sup>

3rd (6/day)— *exquisite accompaniment*<sup>UM</sup>, *rain of frogs*<sup>UM</sup>, *remove curse*, *reviving finale*<sup>APG</sup> (DC 17), *thundering drums*<sup>APG</sup> (DC 17)

2nd (6/day)— *blistering invective*<sup>UC</sup>, *blood biography*<sup>APG</sup> (DC 16), *eagle's splendor*, *gallant inspiration*<sup>APG</sup> (DC 16), *pyrotechnics* (DC 16), *trilling field*\* (see page 259)

1st (6/day)— *cure light wounds*, *expeditious retreat*, *fate denied*\* (see page 169), *fate revealed*\* (see page 170), *deceitful presence*\* (see page 153), *not so fast*\* (DC 15, see page 211)



o (at will)— *know direction, mage hand, mending, prestidigitation* (DC 14), *read magic, spark* (DC 14)

#### TACTICS

**During Combat** Grog is fiercely loyal to his companions and prefers to stay out of the fray, instead focusing his energy on his bardic performances and shooting into combat with his magnificent crossbow. However, if his beloved companions face certain death, Grog charges into melee with fangs and *sun blade* slashing.

#### STATISTICS

**Str** 5, **Dex** 18, **Con** 13, **Int** 16, **Wis** 8, **Cha** 18

**Base Atk** +16; **CMB** +19 (+23 grappling); **CMD** 26

**Feats** Agile Maneuvers, Arcane Strike, Catch Off-Guard, Crossbow Mastery<sup>APG</sup> (heavy crossbow), Deadly Aim -5/+10, Deceitful, Point-Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Skill Focus (Perception), Throw Anything, Weapon Finesse, Weapon Focus (short sword)

**Skills** Acrobatics +30, Appraise +9 (+11 for small or highly detailed items when using a magnifying glass), Bluff +32, Climb +4, Craft (armor) +12, Craft (painting) +9, Diplomacy +30, Disable Device +2, Disguise +32 (+42 to appear as a plainly dressed Small human child, adult halfling, or adult gnome), Escape Artist +19, Fly +30, Handle Animal +30, Heal +8, Intimidate +30, Knowledge (arcana) +19, Knowledge (dungeoneering) +15, Knowledge (engineering) +15, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (planes) +15, Knowledge (psionics) +15, Knowledge (religion) +15, Linguistics +18, Perception +26 (+28 to hear noise), Perform (act) +30, Perform (dance) +30, Perform (oratory) +30, Perform (percussion instruments) +30, Perform (sing) +17, Ride +10, Sense Motive +30, Sleight of Hand +12, Spellcraft +18, Stealth +12, Survival +5, Swim +2, Use Magic Device +9

**Languages** Boggard, Celestial, Common, Draconic, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc

## Midgard's Mharoti Empire

In Midgard, ancient and mighty dragons long ago struck a pact to found the Mharoti Empire: a vast and vicious land where the scaly races reign supreme. The iron grip dragons hold on imperial society produces many adventurers such as Imeiris Basuyd—second-class but resourceful individuals who seek to undermine the empire as much as they seek to escape its encroaching borders. For more information about the Mharoti Empire, see the *Player's Guide to the Dragon Empire*.

**SQ** bardic knowledge, determination (1/day), impromptu armament, jack-of-all-trades, lore master (2/day), versatile performance abilities (acting, dance, oratory, percussion instruments), well versed

**Combat Gear** alchemist's fire (5), *explosion pocket* (1/day), *greater goblin fire drum*<sup>UE</sup>, *goblin skull bomb*<sup>UE</sup>, *jaunt boots*<sup>UE</sup>, *rainbow lenses*<sup>UE</sup>, thunderstone (5);

**Other Gear** +5 *determination mithral chain shirt*, +5 *sun blade*<sup>UE</sup>, *bag of tricks*, *bracers of the glib entertainer*<sup>UE</sup>, *cap of human guise*<sup>UE</sup>, *gloves of arcane striking*, *handy haversack*, *meridian belt*<sup>ARG</sup>, *muleback cords*<sup>UE</sup>, *serpent's band*<sup>UE</sup>, *tome of leadership and influence* +5, traveler's any-tool<sup>UE</sup>, magnifying glass

#### SPECIAL ABILITIES

**Exceptional Resources (Ex)** Grog's years of traveling and performing have endeared him to many villages despite his goblin heritage, and as a result he has accumulated a rather large collection of magical gifts and resources. To account for these resources, his gear was determined as if he were a PC rather than an NPC, increasing his CR by 1.

**Big Ears (Ex)** Grog's massive ears grant him a +2 bonus on all Perception checks made to hear noises. He can hear noises that normally only dogs or other animals can hear, such as the sound of a dog whistle.

**Rage (Ex)** Because Grog relies more on his abilities as a bard than on his abilities as a barbarian, this stat block does not assume he is raging. When Grog rages, he gains a +4 morale bonus to Strength and Constitution, as well as a +2 morale bonus on Will saves. He also takes a -2 penalty to AC and 40 hp. These hp disappear when the rage ends and are not lost first like temporary hp. While raging, Grog cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) and he cannot concentrate.

## Imeiris Basuyd, Dragon-Mage (CR 8)

Born in an empire ruled by dragons, Imeiris Basuyd is the unexpected daughter of a powerful gold wind dragon, Parsis the Hidden. Her father's penchant for assuming a human form and dallying with humanoids led him to an eventual affair with her mother, Etrisi Omeirin Larentil, an elf who consulted with Parsis on an important artifact from the Elemental Plane of Air. As a result of their passion, she soon gave birth to Imeiris. Sadly, Etrisi perished before she could exert a greater influence on her young daughter's life.

Because of the magic involved in Imeiris's conception, she was born a half-elf rather than a half-dragon. For years, Parsis kept her existence hidden from the other dragon lords to protect her from the ill treatment dragons often offer those of mixed blood.

Imeiris came to resent the stigma she represented in her father's house and she yearned to explore her elven heritage. Eventually, she fled the dragon empire to seek acceptance with her mother's people.

Before leaving, Imeiris stole several magic items, spellbooks, and valuable treasures from her father's hoard, including a signet *ring of protection* identifying her as a daughter of Parsis. She also took the loyal pseudodragon Jhaamil, who became her bonded familiar and her confidante, as she made new friends in foreign lands. Although she fears the day her father's agents might come looking for her, she teaches the dragon empire's oppressed enemies about dragon magic if they are willing to learn.

**Combat Encounters:** Imeiris rarely stays in one place for longer than a few weeks, as she both seeks her mother's kin and remains on the run from her father's long-reaching influence. However, when she does join a group of companions, she associates with 1d3 elven battle mages or 1d3 griffon riders (*NPC Codex*).

**Roleplaying**

**Suggestions:**

Imeiris is quick to make friends but slow to truly trust others. However, non-dragon scholars who can offer her bits of new draconic lore or magic always intrigue her, and she is sympathetic to those who find themselves at the mercy of the dragon empire.



**Imeiris Basuyd CR 8**

XP 3,200

Female half-elf evoker 8  
NG Medium humanoid (dragon, elf, human)

**Init** +2; **Senses** low-light vision; Perception +8 (+10 when Jhaamil is within arm's reach)

**DEFENSE**

**AC** 20, touch 14, flat-footed 18 (+4 armor, +2 deflection, +2

**Dex**, +2 natural)

**hp** 62 (8d6+32)

**Fort** +6, **Ref** +6, **Will** +8; +2 vs. enchantments

**Immune** sleep

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk quarterstaff +4 (1d6-1) or mwk dagger +4 (1d4-1/19-20)

**Ranged** mwk dart +7 (1d4-1)

**Special Attacks** intense spells (+4 damage)

**Arcane School Spell-Like Abilities** (CL 8th; concentration +13)

At-will—*elemental wall* (8 rounds/day)

8/day—*force missile* (1d4+4)

**Evoker Spells Prepared** (CL 8th; concentration +13)

4th—*ball lightning*<sup>APG</sup> (DC 20), *dragon's breath*<sup>APG</sup> (DC 20), *drake form I*\* (see page 161), *familiar melding*<sup>UM</sup>

3rd—*dispel magic*, *draconic reservoir*<sup>APG</sup>, *fireball* (DC 19), *fly*, *thunderbolt*\* (DC 19; see page 255)

2nd—*converse with drake*\* \* (see page 147), *fire breath*<sup>APG</sup> (DC 18), *invisibility*, *scorching ray*, see *invisibility*

1st—*burning hands* (DC 17), *protection from lesser dragons*\* (DC 16, see page 218), *magic missile*, *protection from evil*, *shield*, *shocking grasp*, *snapdragon fireworks*<sup>UM</sup> (DC 16)

○ (at-will)—*detect magic*, *mage hand*, *ray of frost*, *read magic*

**Opposition Schools**

enchantment, necromancy

**TACTICS**

**Before Combat** Imeiris casts *draconic reservoir*, *fly*, and see *invisibility* if anticipating battle.

**During Combat** Imeiris relies on evocation spells such as *ball lightning*, *dragon's breath*, *fireball*, *magic missile*, and *thunderbolt* in battle, making them

more potent with Spell Focus and her intense spells class ability. Under different circumstances, she changes strategies by preparing spells with her Still Spell feat and then using *drake form I* (or *familiar melding* to possess her pseudodragon familiar, Jhaamil) so she can cast them on the wing in a smaller, more nimble form.

**Morale** If forced to flee, Imeiris raises an *elemental wall* and casts *invisibility* to aid her escape.

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 14, **Int** 20, **Wis** 10, **Cha** 12

*3613* **Base Atk** +4; **CMB** +3; **CMD** 17  
**Feats** Alertness (when Jhaamil is within arm's reach), Craft

Wondrous Item, Improved Familiar, Scribe Scroll, Skill Focus (Perception), Spell Focus (evocation), Still Spell, Toughness

**Skills** Appraise +10, Bluff +6, Craft (alchemy) +10, Diplomacy +6, Knowledge (arcana) +16, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nobility) +10, Knowledge (planes) +16, Linguistics +9, Perception +8 (+10 when Jhaamil is within arm's reach), Sense Motive +6 (+8 when Jhaamil is within arm's reach), Spellcraft +16; **Racial Modifiers** +2 Perception

**Languages** Auran, Celestial, Common, Draconic, Elven, Giant, Sylvan

**SQ** arcane bond (pseudodragon named Jhaamil), dragon-blooded, elf blood, exceptional resources

**Combat Gear** *potions of cure light wounds* (2), *potions of invisibility*, *scroll of paragon surge*<sup>ARG</sup>, *wand of fireball* (21 charges remaining); **Other Gear** *amulet of natural armor* +1, backpack, *bag of holding* (type I), bedroll, *bracers of armor* +4, *cloak of resistance* +2, explorer's outfit, flint and steel, *headband of vast intelligence* +2 (Knowledge [planes]), masterwork dagger, masterwork darts (5), masterwork quarterstaff, *robe of components*<sup>UE</sup>, *ring of protection* +2, spellbook (containing all prepared spells plus: 0—all, except *bleed*, *daze*, *disrupt undead*, and *touch of fatigue*; 1st—*alarm*, *disguise self*, *endure elements*, *expeditious retreat*, *floating disc*, *unseen servant*; 2nd—*acid arrow*, *alter self*, *bear's endurance*, *defensive shock*<sup>UM</sup>, *frigid touch*<sup>UM</sup>, *shatter*; 3rd—*haste*, *lightning bolt*, *nondetection*, *paragon surge*<sup>ARG</sup>, *slow*; 4th—*fire shield*, *ice storm*, *resilient sphere*, *stoneskin*, sunrods (3), waterskin, 280 gp, 50 sp

#### SPECIAL ABILITIES

**Dragon-Blooded (Ex)** The daughter of an elf and dragon in human form, Imeiris carries an infusion of all three bloodlines. Despite this unusual heritage, her draconic nature defines her most sharply, and she counts as a dragon as well as a humanoid of the elf and human subtype. Most dragons and dragonkin dislike the blood they smell within her, viewing her existence as a shameful taint on their species. As a result, she suffers a –2 penalty on all Diplomacy skill checks with such creatures, but her ancestry also unnaturally extends her life and grants her spells greater effectiveness against dragons. She uses the aging effects of an elf rather than a half-elf due to her longer lifespan, and she makes caster level checks to overcome a dragon's spell resistance as if she were 2 levels higher.

**Exceptional Resources (Ex)** Before leaving her homeland, Imeiris absconded with valuable treasure from her father's vaults. To account for these resources, her gear was determined as if she were a PC rather than an NPC, increasing her CR by 1.

## Jhaamil, Pseudodragon Familiar CR —

### Male Pseudodragon

NG Tiny dragon

**Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +7

#### DEFENSE

**AC** 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

**hp** 31 (8 HD)

**Fort** +7, **Ref** +8, **Will** +7

**Defensive Abilities** improved evasion

#### OFFENSE

**Speed** 15 ft., fly 60 ft. (good)

**Melee** sting +8 (1d3–2 plus poison), bite +8 (1d2–2)

**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

**Statistics**

**Str** 7, **Dex** 15, **Con** 13, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +4; **CMB** +4; **CMD** 12 (16 vs. trip)

**Feats** Weapon Finesse

**Skills** Appraise +4, Bluff +8, Diplomacy +8, Fly +15, Knowledge (arcana) +10, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +4, Linguistics +3, Perception +7, Sense Motive +10, Spellcraft +10, Stealth +19 (+23 in forests), Survival +6; **Racial Modifiers** +4 Stealth (improves to +8 in forests)

**Languages** Draconic; telepathy (60 ft.)

**SQ** alertness, deliver touch spells, empathic link, share spells, speak with master

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/min. for 10 min.; *effect* sleep for 1 min.; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

## Lady Sorreminx, Cruel Elven Noble (CR 11)

Born into a wealthy, high-ranking elven family, Lady Sorreminx has spent most of her 200 years immersed in studies of history, politics, literature, and all things arcane. The exotic, raven-haired elven lady's thirst for learning, however, does not mean she is a kind or even an enlightened soul; rather, Lady Sorreminx delights in milking her position of prestige in elven society and takes pleasure in pointing out the flaws in others.

As a result, she dislikes travel and prefers to stay entrenched with her family in the seat of their social power. Lady Sorreminx often serves as the liaison between her city's elven nobles and the adventurers they hire as guards and political agents. Her city's rulers know that any potential hirelings who can meet Lady Sorreminx's high standards—and put up with her cruel verbal jabs—are potentially valuable employees indeed.

**Combat Encounters:** To satisfy her sense of self-importance, Lady Sorreminx rarely travels without a personal guard consisting of 1d3 forest guardians and 1d6 skilled snipers (see *NPC Codex* for both stat blocks), who position themselves stealthily near her and attack should the lady find trouble. Because she knows she is so well protected—or because she is so proud—Lady Sorreminx is quite cocky when faced with battle. She carries an ebony wand set with two diamonds at either end that greatly aids her spellcasting.

**Roleplaying Suggestions:** Lady Sorreminx has a smug, condescending attitude no matter whether she faces friends or foes. Indeed, she delivers her putdowns with a cruel smile: “Where did you learn your major arcana, in a pigsty? Any apprentice knows better, sir, for shame!”

**Lady Sorreminx** CR 11

XP 12,800  
 Female elf sorcerer 12  
 NE Medium humanoid (elf)  
**Init** +5; **Senses** Low-light vision; **Perception** +8

**DEFENSE**

**AC** 15, touch 15, flat-footed 14 (+4 armor, +1 Dex)  
**hp** 54 (12d6+12)  
**Fort** +5, **Ref** +5, **Will** +9 (+11 vs. enchantment)  
**Defensive Abilities** elven immunities  
**Immune** sleep

**OFFENSE**

**Speed** 30 ft.  
**Melee** masterwork rapier +6 (1d6-1/18-20)  
**Ranged** masterwork short bow +8 (1d6-1/19-20)  
**Special Attacks** arcane bond, spells  
**Bloodline Spell-like Ability**  
 (CL 12th, concentration +23)  
 1/day—arcane bond  
**Sorcerer Spells Known** (CL 12th; concentration +23)  
 6th (4/day)—*mislead* (DC 23)  
 5th (6/day)—*cone of cold* (DC 22), *heart skewer*\* (DC 22; see page 183), *persistent image* (DC 22), *teleport*  
 4th (7/day)—*bestow curse* (DC 21), *black tentacles* (DC 21), *dimension door*, *phantasmal killer* (DC 21), *summon star mote*\* (DC 21; see page 251)  
 3rd (8/day)—*dispel magic*, *hold person* (DC 20),

*lightning bolt* (DC 20), *major image* (DC 20), *vampiric touch*  
 2nd (8/day)—*false life*, *freeze time* (see page 176), *glitterdust* (DC 19), *invisibility*, *rope trick*, *scorching ray*  
 1st (8/day)—*feather fall*, *grease* (DC 18), *identify*, *magic missile*, *mage armor*, *ray of enfeeblement*  
 ○ (at will)—*arcane mark*, *daze* (DC 17), *detect magic*, *flare* (DC 17), *light*, *mending*, *prestidigitation*, *read magic*, *thunderclap*\* (see page 255)

**Bloodline** arcane

**TACTICS**

**Before Combat** Lady Sorreminx almost always casts *mage armor* on herself before any encounter, whether she anticipates battle or not. If an encounter goes downhill, she laughs and casts spells such as *grease* and *ray of enfeeblement* to frustrate her foes into surrendering.

**During Combat** Lady Sorreminx alternates between misdirection spells, such as *mislead* and *dimension door*, and spells that immobilize foes or deal direct damage, such as *black tentacles*, *hold person*, *heart skewer*, and *lightning bolt*.

**Morale** Lady Sorreminx holds her pride paramount and attempts to flee as soon as she realizes she is outnumbered or overpowered, regardless of whether she is seriously injured.

**STATISTICS**

**Str** 8, **Dex** 12, **Con** 12, **Int** 14, **Wis** 13, **Cha** 18 (24)  
**Base Atk** +6; **CMB** +5; **CMD** 29  
**Feats** Alertness, Combat Casting, Defensive Combat Training, Eschew Materials, Expanded Arcana (*teleport*), Improved Counterspell, Improved Initiative, Quicken Spell  
**Skills** Bluff +15, Fly +8, Knowledge (arcana) +17, Knowledge (history) +17, Perception +8, Perform (dance) +9, Profession (courtier) +6, Sense



Motive +6, Spellcraft +10; **Racial Modifiers** +2 Perception

**Languages** Common, Elven, Sylvan

**Gear** masterwork rapier, +6 *headband of alluring charisma*, *potion of cure moderate wounds*

**SQ** elven magic, weapon familiarity

#### SPECIAL ABILITIES

**Arcane Bond (Ex)** Lady Sorreminx's bonded item is her wand; it allows her to cast any one of her spells known.

**Bloodline Arcana** Whenever Sorreminx applies a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

**Metamagic Adept (Ex)** At 3rd level, Lady Sorreminx can apply any one metamagic feat she knows to a spell she is about to cast without increasing the casting time. She must still expend a higher-level spell slot to cast this spell. She can use this ability three times per day.

**New Arcana (Ex)** At 9th level, Lady Sorreminx added *black tentacles* to her spell list.

## Rastor Vex, the Undying Hivemind (CR 16/MR 2)

The teeming hivemind of Rastor Vex first gained sentience as the unintentional recipient of an *awaken* spell cast by an order of druids near his wasp colony. Emerging unexpectedly, Rastor spoke with his benefactors and they taught him the ways of their faith, hoping he might bolster the defense of their grove.

The druids' plans went awry rather quickly: Rastor's intellect grew in mythic proportion even as the druids suffered from a sudden blight. Eventually, he manifested the arcane skills of a sorcerer in addition to his faith, bringing him into direct conflict with many of his former friends who feared his new, sorcerous power.

During this time of hardship and sojourn, Rastor learned the full extent of his mythic abilities. He hid himself in the bodies of the living and the dead, and with each body's demise he migrated his conscious mind into a new intelligent swarm of insects. His growing power and wisdom finally led him into distant lowlands, where he ekes out an existence as a wildblooded sage and a capable mystic aiding the sick or sharing the considerable wisdom of his many lifetimes.

At present, Rastor resembles a haggard vagabond wrapped in heavy rags with a hooded cloak and scarf, which hide the writhing insects just beneath the skin of his assumed host. He defends the wilds from any who would do harm to the natural course.

**Combat Encounters:** A being of unfathomable longevity, Rastor eschews steady companions and

instead devotes himself to upholding nature's order. He often finds himself in conflict with those who discover—and are repulsed by—his true form.

**Roleplaying Suggestions:** Despite his persecution, Rastor has a long-upheld vow to defend the vulnerable and provide aid where the cause is just. He is not emotional or prone to short-lived attachments, but he does not abide those who take advantage of the vulnerable, whether they're plants, animals, or people.

### Rastor Vex

CR 16/MR 2

XP 76,800

Awakened mythic wasp swarm druid (reincarnated druid<sup>UM</sup>) 5/sorcerer (wildblooded<sup>UM</sup>) 4/mystic theurge 7

LN Diminutive vermin (swarm)

**Init** +26; **Senses** darkvision 60 ft.; Perception +20

#### DEFENSE

**AC** 27, touch 20, flat-footed 25 (+4 deflection, +2 Dex, +7 natural, +4 size)

**hp** 215 (25 HD; 9d8+5d8+4d6+7d6+III)

**Fort** +16, **Ref** +11, **Will** +19; +4 vs. death effects, energy drain, and necromancy effects

**Defensive Abilities** swarm traits; **DR** 5/epic;

**Immune** weapon damage

#### OFFENSE

**Speed** 5 ft., fly 40 ft. (good)

**Melee** swarm (2d6 plus poison)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 15), mythic power (2/day, surge 1d6), poison

**Bloodline Spell-Like Abilities** (CL 11th; concentration +15)

7/day—*arcane bolt* (1d4+2)

**Druid Spells Prepared** (CL 12th; concentration +16)

6th—*greater dispel magic*, *mass fester*<sup>APG</sup> (DC 20), *tar pool*<sup>UC</sup> (DC 20)

5th—*awaken*, *baleful polymorph* (DC 19), *bones of the earth*<sup>\*</sup> (DC 19; see page 134), *death ward*, *insect plague*<sup>D</sup>

4th—*cape of wasps*<sup>UM</sup>, *cure serious wounds*, *giant vermin*, *scrying* (DC 18), *summon nature's ally IV*

3rd—*inflict doom*<sup>\*</sup> (DC 17; see page 189), *lily pad stride*<sup>D</sup>, *neutralize poison*, *protection from energy*, *remove disease*, *speak with plants*

2nd—*animal trance* (DC 16), *barkskin*, *burst of nettles*<sup>UM</sup>, <sup>D</sup> (DC 16), *hold animal* (DC 16), *pernicious poison*<sup>UM</sup>, *summon swarm*

1st—*ant haul*<sup>APG</sup>, *charm animal* (DC 15), *entangle* (DC 15), *hydraulic push*<sup>APG</sup>, <sup>D</sup>, *negate aroma*<sup>APG</sup>, *restore corpse*<sup>UM</sup>

0 (at will)—*create water*, *know direction*, *mending*, *stabilize*

<sup>D</sup> Domain spell; **Domain** Swamp

**Sorcerer Spells Known** (CL 11th; concentration +15)

5th (4/day)—*acidic spray*<sup>UM</sup> (DC 19), *feeblemind* (DC 19), *overland flight*  
 4th (7/day)—*bestow curse* (DC 18), *charm monster* (DC 18), *dimension door*, *greater invisibility*  
 3rd (7/day)—*blood biography*<sup>APG</sup>, *dispel magic*, *fireball* (DC 17), *hold person* (DC 17), *hostile levitation*<sup>UC</sup> (DC 17), *howling agony*<sup>UM</sup> (DC 17), *stolen identity*\* (DC 17; see page 249)  
 2nd (7/day)—*create pit*<sup>APG</sup> (DC 16), *false life*, *hypnotic pattern* (DC 16), *invisibility*, *mirror image*, *web* (DC 16)  
 1st (7/day)—*burning hands* (DC 15), *identify*, *magic missile*, *shield*, *unseen servant*, *withered sight*\* (DC 15; see page 273)  
 ○ (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *message*, *ray of frost*, *read magic*, *spark*<sup>APG</sup> (DC 14), *touch of fatigue* (DC 14)  
**Bloodline** arcane (sage)

**TACTICS**

**Before Combat** Rastor wraps his host body in a *cape of wasps* to dissuade anyone from approaching him. He also casts *barkskin*, *death ward*, *false life*, and *protection from energy* (fire), augmenting these defenses with *greater invisibility* and *shield*, if necessary. When traveling civilized lands, he also uses *restore corpse*, *negate aroma*, and *stolen identity* to reduce suspicion while inhabiting a dead body.

**During Combat** Rastor relies on his Arcane Blast feat and quick solution spells like *acidic spray*, *baleful polymorph*, *charm monster*, or *tar pool* in a fight. He prefers using such magic while sheltering within an inhabited body, but emerges as an angry swarm if truly threatened. He then casts *create pit*, *hold person*, or *hostile levitation* to incapacitate his enemies and swarm over them.

**Morale** Rastor rarely fears death, expecting to reincarnate if slain. Despite this boon, he fights to retain his gear, as well as any host (alive or dead) he inhabits, relying on *cape of wasps* or *overland flight* to escape. If forced to abandon his host, he fights until reduced to 30 hp before using *dimension door* or squeezing into a place too small for enemies to follow.

**Base Statistics** Without his spell effects, Rastor's statistics become: AC 22, touch 20, flat-footed 20; hp 200

**STATISTICS**

**Str** 1, **Dex** 15, **Con** 12, **Int** 18, **Wis** 18, **Cha** 9  
**Base Atk** +14; **CMB** —; **CMD** —  
**Feats** Alertness, Arcane Blast<sup>APG</sup>, Empower Spell, Eschew Materials, Expanded Arcana<sup>APG</sup>, Extend Spell, Great Fortitude, Greater Wild Empathy<sup>UM</sup> (vermin), Improved Initiative, Lightning Reflexes, Quicken Spell, Spell Penetration, Toughness<sup>M</sup>, Vermin Heart<sup>APG</sup>  
**Skills** Appraise +15, Bluff +18, Disguise +15, Fly +25, Knowledge (arcana) +27, Knowledge (history) +15,

Knowledge (local) +12, Knowledge (nature) +25, Knowledge (planes) +12, Linguistics +7, Perception +20, Sense Motive +15, Spellcraft +27, Stealth +20, Survival +25; **Racial Modifiers** +8 Perception  
**Languages** Aquan, Auran, Common, Draconic, Druidic, Ignan, Sylvan, Terran  
**SQ** bloodline arcane (use Int rather than Cha for sorcerer class abilities, +2 on all Knowledge [arcana] and Spellcraft checks), combined spells (4th), many lives, metamagic adept (1/day), mysterious stranger, natural healing (channel energy 2/day, 3d6; animals, plants, and vermin only), nature bond (Swamp domain), nature sense, resist death's touch +4, speak



sadls



with animals (8 rounds/day), trackless step, wild empathy +6

**Combat Gear** *staff of swarming insects* (10 charges);

**Other Gear** *bag of holding (type I), ring of protection +4, 1,200 gp*

#### SPECIAL ABILITIES

**Create Spawn (Ex)** A sentient creature slain by Rastor's mythic inhabit ability gives birth to a new swarm of the same type as his current incarnation after 1 day. These spawn are under Rastor's control until his next death, at which point they become free-willed swarms.

**Inhabit (Ex)** As a mythic creature, Rastor can inhabit the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 min., and the victim must be Small, Medium, or Large. Rastor can abandon the body at any time as a full-round action. Attacks against the captive body deal half damage to Rastor as well, although his DR and immunities may negate some or all of this damage.

While inhabiting a dead body, Rastor transforms the corpse into a zombie of the appropriate size under his control. If he inhabits a living victim, he can neutralize the effects of his own poison and control the victim's movement and actions as if using *dominate monster*. This quickly consumes a living victim, however, dealing 2d4 points of Constitution damage per hour. Regardless, any spells he casts on himself while inhabiting a body, also affects the host.

An inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. Rastor can attempt a Disguise check to conceal his inhabitation of a host, with a -4 penalty if currently inhabiting a Small host.

**Many Lives (Ex)** If killed, Rastor may automatically *reincarnate* (as the spell) 1 day later, with his new incarnation determined by the custom table below. He appears in a safe location within 1 mile of his previous body. At will for the next 7 days, he can sense the presence of his remains as if using *locate object* as a spell-like ability. If killed again during these 7 days, he remains dead and does not reincarnate. The many

lives ability does not function if Rastor is slain by a death effect. He can never be raised from the dead or resurrected, though he can be reincarnated.

**Poison (Ex)** Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1 Dex damage; *cure* 1 *save*. The *save* DC is Constitution-based.

D%	INCARNATION	STR	DEX	CON
01-20	Army ant swarm	+0	+4	+0
21-40	Centipede swarm	+0	+8	-2
41-60	Spider swarm	+0	+6	+0
61-70	Tick swarm	+0	+4	+6
71-00	Wasp swarm	+0	+2	+0

## Tandol Liebrech, Disfigured Clockwork Mage (CR 5)

In his youth, Tandol Liebrech was an apprentice who courted the promising career of a licensed alchemist. Unfortunately, a caustic lab accident cut his aspirations short, and he lost an arm, a leg, and half of his face to a vat of acid. The physical trauma proved severe, but the scars and revulsion of his peers took a greater toll on his psyche and pride.

Nearly all who knew him before the accident proved to be false friends; they mocked his grotesque appearance and questioned the lack of skill they thought his accident implied. Soon, Tandol began brewing special medicines and intoxicants to ease his body and mind. In his solitude, he longed to restore his once-promising future. Regenerative magics proved too expensive, however. Instead, in his more lucid moments, Tandol became obsessed with clockwork engineering, the physiology of gearforged humanoids, and the manufacture of constructs and automatons. He made no secret of his obsession with bending metal gears and clockwork magic to his will, and he hoped to find the means to replace his shattered body.

To pursue this goal, Tandol left his alchemical apprenticeship and took a job in a gearforged foundry as a mathematician and minor engineer. At night, he broke into the clockwork mages' libraries to copy and practice their spells. Unscrupulous and desperate, he also skimmed money from the foundry's treasury to finance his own raw materials. Fearful of losing what little sensations he could still derive from his remaining flesh, Tandol focused on simply replacing his missing limbs with clockwork prosthetics—mechanical and magically-powered tools to make him whole again.

It took a decade of additional study, experimentation, and design, but eventually he replaced his right arm, leg, and portions of his face with clockwork components. Their gears

## Gearforged

Gearforged are construct humanoids whose bodies are the safe harbor of souls that once lived in flesh. In Midgard, gearforged are considered the children of Rava, the Gear Goddess of Fate and Industry, but gearforged can be found everywhere. For more information on gearforged, including stats for gearforged PCs, see the *Player's Guide to the Crossroads* or *Advanced Races: Gearforged*.

and mechanisms lie mostly exposed, giving the impression of a man who is half-machine. Tandol jealously guards his remaining bones and living tissue, determined to enjoy every sensation they can possibly bring him before he prepares a final transformation into a gearforged to extend his life.

**Combat Encounters:** Tandol is a loner who jealously guards his plans to create a gearforged body once his physical body deteriorates beyond saving. He also finds himself in conflict with his former alchemist peers, who still deride his carelessness and find his current existence revolting.

**Roleplaying Suggestions:** Tandol's haughty and condescending attitude covers the deep sense of self-loathing he has felt since his accident. To assuage his damaged self-esteem, Tandol throws himself into his obsession with gears and gearforged, and he is always interested in anyone who can expand his considerable knowledge of that topic.



**Tandol Liebrech**

**CR 5**

XP 1,600

Male human alchemist 1/clockworker\* 5 (see page 333)

LE Medium humanoid (human)

Init +2; Senses low-light vision; Perception +8

**DEFENSE**

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 58 (6 HD; 1d8+5d6+33)

Fort +6, Ref +6, Will +6

**OFFENSE**

Speed 60 ft.

Melee mwk dagger +5 (1d4+2/19-20)

Ranged mwk dagger +5 (1d4+2/19-20) or bomb +4 (1d6+4 fire)

Special Attacks bomb 5/day (1d6+4 fire, DC 14)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

7/day—repairing touch (1d6+2, 2 lbs.)

Alchemist's Extracts Prepared (CL 1st)

1st—*cure light wounds*, *expeditious retreat*

Clockworker Spells Prepared (CL 5th; concentration +9)

3rd—*animate construct III*\* (see page 118), *chain of perdition*<sup>UC</sup>, *pellet blast*<sup>UC</sup> (DC 17)

2nd—*animate construct II*\* (see page 188), *false life*, *gear barrage* (DC 16; see page 178), *lock armor*\* (DC 16; see page 201)

1st—*animate construct I*\* (see page 118), *burning hands* (DC 15), *corrosive touch*<sup>UC</sup>, *grease* (DC 15), *mage armor*

○ (at will)—*acid splash*, *detect magic*, *light*, *mending*

Opposition Schools chaos\* (see page 20), wonder\* (see page 22)

**TACTICS**

**Before Combat** Tandol casts *mage armor* and *false life* ahead of any expected conflict. He then swallows an *extract of expeditious retreat*, chasing it down with his prepared mutagen.

**During Combat** Tandol relies on his *animate construct* spells to create additional allies he can direct against his enemies. He then uses his superior foot speed to navigate the battlefield, wreaking havoc with his *wand of lightning*, fire bombs, or area effect spells like *burning hands*, *gear barrage*, or *pellet blast*. He focuses on pursuers, casting *chain of perdition*, *grease*, or *lock armor* to hamper them. And he saves his *corrosive touch* to use against anyone who reaches him.

**Morale** A coward at heart, Tandol flees any battle he

senses he can no longer win. When reduced to 12 hp or less, he uses the arcane bond with his prosthetic arm to cast *displacement* and drinks an *extract of cure light wounds* before making his escape. Thereafter, he sends his clockwork spy to learn more about his enemies so he can plot a satisfying revenge.

**Base Statistics** Without his spell effects and mutagen, Tandol's statistics become: Spd 30 ft.; AC 14, touch 13, flat-footed 11; hp 36; Fort +4; Con 10, Cha 8; Skills Use Magic Device +6

#### STATISTICS

Str 13 (14 with right arm), Dex 14, Con 14, Int 18, Wis 12, Cha 6

Base Atk +2; CMB +4; CMD 17 (18 vs. bull rush and trip)

**Feats** Brew Potion, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Scribe Scroll, Throw Anything<sup>APG</sup>, Toughness

**Skills** Appraise +8, Craft (alchemy) +8, Craft (armor) +8, Craft (clockwork) +10, Disable Device +10, Knowledge (arcana) +10, Knowledge (engineering) +12, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Perception +8, Sleight of Hand +10, Spellcraft +12, Stealth +6, Use Magic Device +5

**Languages** Abyssal, Common, Draconic, Dwarven, Infernal

**SQ** alchemy (alchemy crafting +1, identify poisons), arcane bond (clockwork prosthetic [arm]), clockwork prosthetics, clockworker's charm (2 rounds), mutagen (+4/-2, +2 natural, 10 minutes), poison use, swift alchemy

## Necrophagic Devotee feat

Tok'Chak's Necrophagic Devotee feat provides him access to feats normally reserved for corporal undead (including darakhul). The feat's text follows.

### NECROPHAGIC DEVOTEE

You are not a traditional necrophagic practitioner, but your devotion to the dark arts have opened options normally closed to those of your kind.

**Prerequisite:** Must have a +5 BAB or existing natural bite attack.

**Benefit:** You gain a natural bite attack with damage appropriate to your size. If you already have a natural bite attack, its damage increases by one size category. You count as corporeal undead for feats that require being corporeal undead. This feat does not change how you are affected by positive or negative energy channeling.

**Combat Gear** acid (3 flasks), ghastretch flasks (2), mutagen (Constitution), *potion of feather fall*, *scroll of clockwork timer*\* (see page 145), *wand of lightning bolt* (7 charges remaining); **Other Gear** *amulet of natural armor* +1, *cloak of resistance* +1, clockworker's toolset, formula book (contains all prepared extracts plus: 1st—*disguise self*, *jump*, *polypurpose panacea*<sup>UM</sup>, and *shield*), *handy haversack*, masterwork dagger, portable alchemist's lab<sup>UE</sup>, spellbook (containing all prepared spells plus: ○—all except *daze* and *ghost sound*; 1st—*crafter's fortune*<sup>APG</sup>, *expeditious excavation*<sup>APG</sup>, *jury-rig*<sup>UC</sup>, *shock shield*<sup>UC</sup>, *tireless*\* (see page 257); 2nd—*greater analyze device*\* (see page 116), *clockwork timer*\* (see page 145), *kinetic reverberation*<sup>UC</sup>, *repair metal*\* (see page 222); 3rd—*displacement*, *excruciating deformation*<sup>UM</sup>, *pain strike*<sup>APG</sup>), 347 gp, 10 sp

#### SPECIAL ABILITIES

**Clockwork Prosthetics (Ex)** Since his horrendous alchemical accident, Tandol has had multiple clockwork prosthetics grafted to his remaining flesh and bone in an effort to live a normal life. While these devices grant him the full range of motion and mobility he enjoyed before, they also augment him in various ways.

**Clockwork Arm:** Tandol's right arm grants him a permanent +1 enhancement bonus to Strength, but only to one-handed melee attacks and combat maneuvers with his right hand. In addition, the arm can store and deploy his masterwork dagger, *wand of lightning*, or clockworker's toolset from within its housing as an immediate action.

**Clockwork Optics:** Tandol replaced his lost eye with a gearwork lens. It magnifies ambient light conditions to grant him low-light vision, as needed.

**Clockwork Leg:** Tandol's right leg ends in a ball-and-pinion foot-joint designed to keep him upright even under the most difficult circumstances, granting him a +1 bonus to his CMD vs. trip and bull rush combat maneuvers. In addition, the leg's inner housing contains a Tiny construct equivalent to a clockwork spy (*Bestiary* 3), which Tandol frequently activates and deploys with his animate construct spells so it can scout his surroundings, watch his back, or deliver messages to his servants and allies.

## Tok'Chak Razormaw, Lurking Horror (CR 6)

Although once the son of a prominent family in a small, isolated clan, Tok'Chak Razormaw was orphaned when, as a young hunter, a rival lizardfolk clan stealthily slaughtered his family during a moonless night. Wounded and left for dead, Tok'Chak slunk into the wilds of his marshy

homeland. There, as he grew in body and power, the druid bonded with the native reptiles—the only creatures with which he found solace. While learning strange magic, Tok'Chak realized that most humanoids are more useful to him when they are dead. As a result, Tok'Chak draws his power from a terrifying combination of saurian shamanism and necrophagy. Now, Tok'Chak is a solitary, dangerous spellcaster whose sole joy in life is hunting and eating his humanoid victims.

Physically, Tok'Chak is a ferocious, muscular monstrosity who resembles an alligator more than a man. Rather than simply eschewing civilization, Tok'Chak actively hunts it; he is known for lurking underwater near the shores of fresh and salt water, waiting for his next victims. Tok'Chak's hatred of humanoids is strong. While he hunts to feed himself and his beloved deinonychus, Death in the Rushes, Tok'Chak loves nothing more than decimating the ranks of any party that invades his marshy home.

**Combat Encounters:** Tok'Chak prefers to hunt without the intrusion of any humanoid companions—even other lizardfolk. However, if he anticipates hunting foes that might prove a difficult match, he enlists the aid of 1d6 deinonychuses or velociraptors. On rare occasions, if Tok'Chak is in open conflict with a particularly powerful person or group, he may even fight alongside a triceratops or a tyrannosaurus.

**Roleplaying Suggestions:** Tok'Chak looks upon most civilized humanoids with disdain—if not outright hatred—and openly mocks, in his crude and crass way, any creature that appears urbane or refined. He is a man of few words and trusts almost no one, not even other lizardfolk, as he well remembers the raid that nearly took his young life. However, Tok'Chak harbors almost tender feelings toward all reptilian animals. In fact, he speaks with them more than he speaks with people. Anyone who seeks to protect reptiles and dinosaurs or advocate on their behalf can easily earn Tok'Chak's respect.

**Tok'Chak Razormaw**

**CR 6**

**XP 2,400**

Male lizardfolk druid (saurian shaman<sup>UM</sup>) 6  
NE Medium humanoid (reptilian)

**Init** +1; **Senses** Perception +12

**DEFENSE**

**AC** 22, touch 11, flat-footed 21 (+6 armor, +1 Dex, +5 natural)

**hp** 63 (8d8+24)

**Fort** +12, **Ref** +4, **Will** +9; +4 vs. fey's spell-like and supernatural abilities and effects that target plants

**OFFENSE**

**Speed** 20 ft., swimming (15 ft.)

**Melee** bite (lizardfolk) +3 (1d4+2) or bite (saurian's natural weapons) +3 (1d6+2) or 2 claws +3 (1d4+2) or macuahuitl<sup>UC</sup> +8 (1d8+2) or obsidian dagger +8 (1d4+2/19-20) or rake +3 (1d4+2)

**Druid Spells Prepared** (CL 6th; concentration +9):  
3rd (3/day)—*call lightning* (DC 16), *greater magic fang*, *rimy nimbus*\* (DC 16, see page 233)

2 (4/day)—*resist energy*, *fog cloud*, *razor maw* (see page 221)\*, *tar ball*<sup>UM</sup>

1 (4/day)—*entangle*, *faerie fire*, *longstrider*, *obscuring mist*

0 (at will)—*spark*<sup>APG</sup> (DC 13), *know direction*, *flare* (DC 13), *maggots* (see page 202)\*

**TACTICS**

**Before Combat** Tok'Chak begins his hunts by casting *longstrider*. He likes to swim up to riverside encampments mimicking an alligator while Death in the Rushes, his animal companion, distracts inhabitants with screeches inland. The druid then casts *obscuring mist*, which covers his approach, before he casts *resist energy* and charges the shore. Charging allows him to take advantage of his rhino hide armor, which allows him to deal an additional 2d6 damage when doing so.

**During Combat** Tok'Chak tries to ensure that he can charge up to one of the party's weakest members. He also tries to use *entangle* to control the battlefield.

**Morale** Tok'Chak retreats back into the water if reduced to 21 hp or less, or if his animal companion is killed and he is reduced to 30 hp.

**STATISTICS**

**Str** 14, **Dex** 13, **Con** 16, **Int** 10, **Wis** 17, **Cha** 10

**Base Atk** +5; **CMB** +7 (+9 when grappling); **CMD** 18

**Feats** Blind-Fight, Eater of the Dead (see page 373), Necrophagic Devotee, Power Attack -2/+4

**Skills** Acrobatics +4, Climb +1, Handle Animal +6, Knowledge (nature) +10, Perception +12, Spellcraft +9, Stealth +6 (with armor check penalties), Survival +14, Swim +14; **Racial Modifiers** +4 Acrobatics, scaly diplomacy (1/day)

**Languages** Common, Druidic

**SQ** animal companion link, hold breath, nature bond (Death in the Rushes, deinonychus), resist nature's lure, saurian wild shape (3/day), saurian's totem transformation (standard action), saurian's totemic summons, share spells with companion, spontaneous casting, trackless step, wild empathy, wild shape (1/day), wild shape (animal), woodland stride

**Other Gear** druidic fetishes, masterwork macuahuitl<sup>UC</sup> (club), masterwork obsidian dagger, *amulet of mighty fists* +1, *cloak of resistance* +1, *rhino hide armor*<sup>UE</sup>

**SPECIAL ABILITIES**

**Animal Companion Link (Ex)** Tok'Chak is linked with Death in the Rushes, his deinonychus animal companion. He can handle her as a free action and push her as a move action. He gains a +4

circumstance bonus on all wild empathy checks and Handle Animal checks made regarding her.

**Hold Breath (Ex)** Tok'Chak can hold his breath for up to 64 rounds before he starts drowning.

**Resist Nature's Lure (Ex)** Tok'Chak gains a +4 bonus to save versus effects from fey and effects that target plants.

**Saurian Wild Shape (Su)** Tok'Chak may shapeshift into a dinosaur or reptile 3 times/day.

**Saurian's Totem Transformation (Su)** As a standard action, Tok'Chak may adopt aspects of the saurian while in normal form for 6 min./day.

**Saurian's Totemic Summons (Su)** It is a standard action for Tok'Chak to summon dinosaur and reptiles through *summon nature's ally* and grant them 6 temporary hp.

**Scaly Diplomacy (Ex)** Tok'Chak gains a +2 bonus to Diplomacy with scaly creatures once/day.

**Share Spells with Companion (Ex)** Tok'Chak can cast spells with a target of "you" on his animal companion.

**Spontaneous Casting** Tok'Chak can convert stored spells into *summon nature's ally* spells.

**Trackless Step (Ex)** Tok'Chak does not leave a trail as he moves through natural surroundings.

**Wild Empathy (Ex)** Tok'Chak may use Diplomacy to improve an animal's attitude with a +6 bonus.

**Wild Shape (Su)** Tok'Chak may shapeshift into a different creature once/day.

**Wild Shape (Su)** Tok'Chak may use his Wild Shape ability to become a Small or Medium animal for 4 hrs./day.

**Woodland Stride (Ex)** Tok'Chak moves through undergrowth at normal speed.



### Death in the Rushes

CR 3

XP 800

Female deinonychus

N Small animal

**Init** +8; **Senses** low-light vision, scent; **Perception** +9

#### DEFENSE

**AC** 20, touch 15, flat-footed 16 (+4 Dex, +1 size, +5 natural)

**hp** 54 (+24)

**Fort** +9, **Ref** +9, **Will** +3 (+4 morale bonus vs. enchantment spells and effects)

**Defensive Abilities** evasion

#### OFFENSE

**Speed** 60 ft.

Melee bite +6 (1d4+1) and 2 talons +6 (1d8+1)

#### STATISTICS

Str 13, Dex 19, Con 18, Int 2, Wis 12, Cha 14

Base Atk +4; CMB +4; CMD 18

Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (talons)

Tricks attack, attack any target, come, defend, down, fetch, seek, stay, track

Skills Acrobatics +4 (+16 jump), Fly +6, Perception +9, Stealth +12

SQ devotion +4, tricks

## Valek Ghuzevyn, Eater of Flesh (CR 12)

An unabashed lover of the twisted and grotesque, Valek Ghuzevyn is an instructor in the prestigious Academe Splanchnic, a college of necrophagy (see page 53) in his underworld city situated at the heart of a ghoulish empire. Valek is an utmost expert in the art of necrophagy, but the undead sorcerer's talents, like those of most darakhul, indicate a much deeper obsession: He loves the power and strength he gains from consuming the flesh and organs of his living enemies.

In addition to his knowledge about dark arts, Valek is adept at creating and controlling zombies and skeletons to serve his will and those of superiors. With his spellcasting abilities and his talents at corralling unintelligent undead, Valek is often sought after as a teacher for the promising lackeys of his city's leaders. The darakhul is happy to oblige these benefactors—particularly because he charges lofty fees—as long as they leave him free to teach his disconcerting arts however he wishes.

**Combat Encounters:** Valek often finds himself at odds with Academe Splanchnic's other instructors, who are jealous of his spellcasting prowess and ability to attract students. He also has very little tolerance for students—or other casters, for that matter—who cannot keep up with his rigorous curriculum or meet his high expectations.

**Roleplaying Suggestions:** Valek is an emotionless, death-obsessed caster on most occasions, but he becomes excited and drunk with power when he has more than a dozen or so undead minions in his service. He is cruelest, most volatile, and most willing to start fights when he is certain he and his minions can overpower any opposition.

**Valek Ghuzevyn**

**CR 12**

XP 19,200

Male human darakhul (see *Advanced Races: Darakhul*) sorcerer 10

NE Medium undead (augmented humanoid)

Init +8; Senses darkvision 120 ft.; Perception +10

## Eater of the Dead and Spelleater feats

Valek's Eater of the Dead and Spelleater feats provide the following benefits. For more information, including details of similar feats, see *Advanced Races: Darakhul*.

### EATER OF THE DEAD

As a full-round action, Valek may feed from the flesh of a Tiny or larger corpse less than one week old. Valek consumes residual negative energy from the body's death along with its flesh, and this restores up to 1d8+5 lost hp.

### SPELLEATER

By devouring the brain of a spellcaster who prepares spells, Valek gains the ability to cast one of the victim's prepared spells. Valek selects a single spell that the victim had not cast prior to its death. Valek can then cast that spell one time.

The spell is treated as if it was cast by the original spellcaster, and Valek need not provide material components. Valek still needs to perform any necessary verbal or somatic components of the spell, but he immediately knows these (but only until he expends the spell). The prepared spells gained by use of this feat do not count against Valek's normal sorcerer limits, but he can only have four of these prepared spells at any given time. Consuming the brain does not count against other similar, consumption based powers, such as Eater of the Dead.

#### DEFENSE

AC 20, touch 14, flat-footed 16 (+2 armor, +4 Dex, +4 natural)

hp 103 (10d6+70)

Fort +10, Ref +9, Will +12

Defensive Abilities channel resistance +4, evasion;

DR 5/magic and daylight;

Immune undead traits; Resist 10 cold

Weaknesses daylight weakness

#### OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite +8 (1d8+3 plus disease and paralysis), 2 claws +8 (1d4+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 21, elves are immune to this effect)

Bloodline Spell-Like Ability (CL 10th, +8 touch)

9/day—grave touch

1/day—grasp of the dead (10d6, DC 22)

Sorcerer Spells Known (CL 10th, +8 ranged touch, concentration +17)

5th (4/day)—waves of fatigue

4th (6/day)—*charm monster, enervation*  
3rd (8/day)—*dispel magic, haste, lightning bolt* (DC 20)  
2nd (8/day)—*lesser animate dead*<sup>UM</sup> (DC 21), *greater blood tide*\* (DC 21; see page 133), *false life, scorching ray, spectral hand*

1st (8/day)—*chill touch, corpse rebellion* (DC 19; see page 148), *magic missile, shield, shocking grasp, ray of enfeeblement*

o (at will)—*bleed* (DC 18), *daze* (DC 17), *disrupt undead, ghost sound* (DC 16), *light, message, prestidigitation, read magic, touch of fatigue*

**Bloodline** undead

**Spelleater Spells** (Max 4)—*modify memory* (CL 10), *quench* (CL 5), *spell immunity* (CL 7), *undetected alignment* (CL 7)

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#### TACTICS

**Before Combat** Valek is often surrounded by zombies and skeletons that obey him unconditionally, and he orders them into combat before wading into battle himself and casting *chill touch*, *ray of enfeeblement*, or using *grave touch* on the nearest foes.

**During Combat** Valek casts *haste* and uses his bite attack with glee in the hopes of infecting enemies with darakhul fever and creating more undead to join his ranks.

**Morale** Valek does not fear death and fights as viciously while in danger of dying than he does while at full health.

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#### STATISTICS

**Str** 16, **Dex** 18, **Con** —, **Int** 18, **Wis** 16, **Cha** 24

**Base Atk** +4; **CMB** +7; **CMD** 21

**Feats** Blood Casting, Eater of the Dead, Empower Spell, Eschew Materials, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Spell Focus (necromancy), Spelleater (see sidebar on page 373)

**Skills** Bluff +18, Climb +11, Craft (alchemy) +10, Fly +10, Intimidate +20, Knowledge (arcana) +16, Knowledge (dungeoneering) +18, Knowledge (religion) +16, Perception +10, Spellcraft +16; **Racial Modifiers** +8 Climb, +8 Intimidate, +8 Knowledge (dungeoneering)

**SQ** blood casting, visceral

**Languages** Common, Undercommon

**Treasure** NPC gear (*bracers of armor* +2, *brooch of shielding, viscera jar* (with four hearts and six organs), *headband of alluring charisma* +2, 2 *potions of inflict moderate wounds*, *wand of comprehend languages, wand of invisibility*)

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#### SPECIAL ABILITIES

**Blood Casting (Ex)** When casting a spell, Valek may consume a specially harvested organ to add to his power. Treat his caster level as one higher and add +1 to each die of damage for the spell.

**Daylight Weakness (Ex)** As a darakhul, Valek suffers

a -4 penalty to attacks and saving throws when in full daylight. A daylight spell imposes a -2 penalty.

**Disease (Su)** darakhul fever: bite—injury; *save* Fort DC 21; *onset* 1 day; *frequency* 1 day; *effect* 1d6 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A creature that dies while infected with darakhul fever must make a final DC 15 Will save. If the save succeeds, it rises as a darakhul within 1 hr. A darakhul is a free-willed undead. A Will save failed by five or less means the creature rises within 1 hr. as a standard ghoul; a Will save failed by more than five means it rises within 1 hr. as a ghost. Ghouls and ghosts created in this way are under the control of the darakhul whose fever infected it.

**Visceral (Ex)** By consuming the heart of a body no more than a week old, Valek may lower the cost of casting or preparing a metamagic spell by up to two levels. The act of casting or preparing the spell includes consuming the organ and does not require a separate action. Valek cannot reduce the spell slot a spell takes below its original level using this feat. Each heart can only be consumed once.

## Valek's Viscera Jar

Like nearly all necrophage casters (see page 53), Valek covets and utilize *viscera jars*. He keeps one to store the bloody tidbits that give his magic its vaunted and grisly potency. The details of Valek's *viscera jar* are below; specific details about what his jar contains are found in his stat block.

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### VISCERA JAR

**Aura** moderate conjuration and necromancy; **CL** 9th

**Slot** —; **Price** 3,000 gp; **Weight** 5lb.

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#### DESCRIPTION

A piece of alchemically treated hide stretches across the mouth of this baked-clay jar. A narrow slit in the hide allows the bearer to reach in and out of the jar without disturbing the contents inside. The jar holds up to 10 organs or pieces of flesh; it keeps them as fresh as the day they were harvested. This extra-dimensional space is roughly four cubic ft. in volume, and it is capable of holding about 40 lbs. of material.

When the bearer reaches into the jar for a specific item, that item is always on top. No searching is ever necessary to retrieve what a *viscera jar* contains. Pulling any specific item from a *viscera jar* is a move action that does not provoke the attacks of opportunity.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *gentle repose, secret chest*; **Cost** 1,500 gp

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