



# THE DEMONOLOGIST

A NEW BASE CLASS

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# THE DEMONOLOGIST

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# THE DEMONOLOGIST

*Whoever fights monsters should see to it that in the process he does not become a monster. And if you gaze long enough into an abyss, the abyss will gaze back into you.*

- Friedrich Nietzsche



## INTRODUCTION

There are those who would pay the ultimate price for the acquisition of power; those who would willingly trade their very souls for the ability to command a fraction of the power of the great demon lords and their underlings. They bargain away their very mortality in the hopes of becoming as powerful as the great abyssal demigods. With every taste however, they crave more and more, finding themselves performing more and more vile deeds in order to please their demonic patrons.

Only those truly strong of will and gifted with a great force of inner power and guile can walk this path without succumbing to madness. The road to power as a demonologist is one fraught with danger—mentally, physically, and spiri-tually.

But for those capable of enduring the unholy rites, bargaining with demon lords, and

pleasing the dark masters, true power can be attained. The power to bind demons to your will, the power to cast dark magics, and the power to cripple your enemies with curses can be yours—if you have the will.

It is said that when the first souls made their way to the Abyss there were already arcane poachers ready to draw upon and steal their power, these were the first demonologist. It is believed by some that this gave birth to the first demons within the Abyss, giving rise to the qliploth holocaust. Demonologists tie their souls to the Abyss itself, forging their souls together with the essences of the Abyss in a series of arcane symbols known as demonic circles. These circles are both part of the Abyss and part of the demonologist and can hold sway over different outsiders. It is by freely giving themselves to the Abyss, or into the services of one of its lords, that the demonologist's power grows - power that is both granted to the demonologist freely and siphoned off secretly.

## THE DEMONOLOGIST CLASS

**Role:** The demonologist is a spellcaster that specializes in abyssal magics and consorts with evil entities. They bind demons to their will and use those dark powers to damn their foes.

**Alignment:** Any non-good

**Hit Die:** d8.

**Parent Classes:** Summoner and witch. As a hybrid of the summoner and witch class, this class replaces them and you may not take levels of these base classes after your first level of demonologist.

**Starting Wealth:** 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The demonologist's class skills are Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Planes)



(Int), Linguistics (Int), Profession (Wis),  
Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks per Level:** 2 + Int modifier.

Level	BAB	Fort Save	Reflex Save	Will Save	Special	Circle Diameter	Spells Per Day					
							1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1	+0	+0	+0	+2	Cantrips, Demonic Servant, Summon Demon I, Hex	-	1	-	-	-	-	-
2	+1	+0	+0	+3	Demonic Circle, Circle Power	5 ft.	2	-	-	-	-	-
3	+2	+1	+1	+3	Circle Power, Summon Demon II	5 ft.	3	-	-	-	-	-
4	+3	+1	+1	+4	Hex	5 ft.	3	1	-	-	-	-
5	+3	+1	+1	+4	Circle Power, Summon Demon III	10 ft.	4	2	-	-	-	-
6	+4	+2	+2	+5	Circle Power	10 ft.	4	3	-	-	-	-
7	+5	+2	+2	+5	Hex, Summon Demon IV	10 ft.	4	3	1	-	-	-
8	+6/1	+2	+2	+6	Circle Power	10 ft.	4	4	2	-	-	-
9	+6/1	+3	+3	+6	Summon Demon V	10 ft.	5	4	3	-	-	-
10	+7/2	+3	+3	+7	Hex, Major Hex	15 ft.	5	4	3	1	-	-
11	+8/3	+3	+3	+7	Summon Demon VI	15 ft.	5	4	4	2	-	-
12	+9/4	+4	+4	+8	Circle Power	15 ft.	5	5	4	3	-	-
13	+9/4	+4	+4	+8	Circle Power, Summon Demon VII	15 ft.	5	5	4	3	1	-
14	+10/5	+4	+4	+9	Hex, Greater Circle	15 ft.	5	5	4	4	2	-
15	+11/6/1	+5	+5	+9	Circle Power, Summon Demon VIII	20 ft.	5	5	5	4	3	-
16	+12/7/2	+5	+5	+10	Circle Power	20 ft.	5	5	5	4	3	1
17	+12/7/2	+5	+5	+10	Hex, Summon Demon IX	20 ft.	5	5	5	4	4	2
18	+13/8/3	+6	+6	+11	Circle Power	20 ft.	5	5	5	5	4	3
19	+14/9/4	+6	+6	+11	Circle Power, Permanent Circle	20 ft.	5	5	5	5	5	4
20	+15/10/5	+6	+6	+12	Bound to the Circle, Hex, Immortality	25 ft.	5	5	5	5	5	5

## CLASS FEATURES

The following are class features of the demonologist.

### WEAPON AND ARMOR PROFICIENCY

Demonologists are proficient with all simple weapons. They are not proficient with any type of armor or shields. Armor interferes with a demonologist's gestures, which can cause their spells with somatic components to fail.

## SPELLS

A demonologist casts arcane spells drawn from the witch spell list. A demonologist must choose and prepare their spells ahead of time.

To learn or cast a spell, a demonologist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a demonologist's spell is 10 + the spell level + the demonologist's Charisma modifier.

A demonologist can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on the demonologist advancement table above. In addition, they receive bonus spells per day if they have a high Charisma score (see Table: Ability Modifiers and Bonus Spells in the Pathfinder Roleplaying Game Core Rulebook).







A demonologist may know any number of spells. They must choose and prepare their spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with their demonic servant, either physically or mentally. While communing, the demonologist decides which spells to prepare.

Due to the demonic nature of their study, the demonologist gains Abyssal as a bonus language.

## CANTRIPS

Demonologists can prepare a number of cantrips, or 0-level spells, each day, as noted on the Demonologist table under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

## SUMMON DEMON 1

Starting at 1st level, a demonologist can cast summon monster I as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. These spells only function

to summon fiendish or demonic creatures however. Drawing upon this ability uses up the same power as the demonologist uses to call his demonic servant. As a result, he can only use this ability when his demonic servant is not summoned. He can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of summon monster IX at 17th level). At 19th level, this ability can be used as the gate spell or summon monster IX. If used as gate, the demonologist must pay any required material components. A demonologist cannot have more than one summon monster or gate spell active in this way at one time. If this ability is used again, any existing summon monster or current gate spells immediately ends. These summon spells are considered to be part of their spell list for the purposes of spell trigger and spell completion items. In addition, they can expend uses of this ability to fulfill the construction requirements of any magic item they create, so long as they can use this ability to cast the required spell.

**Summon Demon Table**

<b>Summon Demon I</b>	Fiendish Dire Rat, Fiendish Dog, Fiendish Goat, Fiendish Viper
<b>Summon Demon II</b>	Fiendish Giant Centipede, Fiendish Giant Spider, Fiendish Goblin Dog, Fiendish Giant Maggot, Fiendish Stirge, Fiendish Horse, Fiendish Hyena, Fiendish Squid, Fiendish Wolf, Fiendish Tiefling, Fiendish Gnoll, Abyssal Larva
<b>Summon Demon III</b>	Fiendish Ape, Fiendish Aurochs, Fiendish Boar, Fiendish Cheetah, Fiendish Constrictor Snake, Fiendish Crocodile, Fiendish Dire Bat, Dretch, Fiendish Leopard, Fiendish Monitor Lizard, Fiendish Shark, Fiendish Wolverine, Cythnigot, Quasit
<b>Summon Demon IV</b>	Fiendish Bison, Fiendish Dire Ape, Fiendish Dire Boar, Fiendish Dire Wolf, Fiendish Giant Scorpion, Fiendish Giant Wasp, Fiendish Grizzly Bear, Fiendish Lion, Fiendish Rhinoceros, Fiendish Giant Mantis, Fiendish Gibbering Moulder, Fiendish Flind, Lesser Ooze Demon, Fiendish Botfly Swarm, Fiendish Locust Swarm, Fiendish Minotaur, Fiendish Giant Vulture, Azizou Demon, Fiendish Cave Troll
<b>Summon Demon V</b>	Fiendish Ankylosaurus, Babau Demon, Fiendish Dire Lion, Fiendish Giant Moray Eel, Fiendish Orca, Fiendish Basilisk, Fiendish Cyclops, Fiendish Megaraptor, Fiendish Giant Moray Eel, Fiendish Manticore, Fiendish Ogre Spider, Fiendish Troll, Fiendish Winter Wolf, Fiendish Carrion Moth, Alu-Demon, Gerou Demon, Fiendish Giant Hornet, Fiendish Smilodon, Fiendish Stegocentipede, Fiendish Aquatic Troll, Fiendish Cryohydra, Incubus Demon, Fiendish Iguanodon, Fiendish Glyptodon, Fiendish Pyrohydra, Fiendish Wyvern, Cambion Demon, Gallu Demon, Hatethrall Demon, Fiendish Goblin Naga, Hound of Ill-Omen



<b>Summon Demon VI</b>	Fiendish Dire Bear, Fiendish Dire Tiger, Fiendish Elasmosaurus, Fiendish Elephant, Fiendish Giant Octopus, Shadow Demon, Succubus Demon, Fiendish Triceratops, Fiendish Griffon, Fiendish Tylosaurus, Abyssal Wolf, Nabasu Demon, Fiendish Dire Smilodon, Fiendish Two-Headed Troll, Fiendish Tunnel Worm, Mature Nabasu Demon, Fiendish Deadfall Scorpion, Balban Demon
<b>Summon Demon VII</b>	Bebelith Demon, Fiendish Dire Crocodile, Fiendish Dire Shark, Fiendish Giant Squid, Fiendish Mastodon, Fiendish Roc, Fiendish Tyrannosaurus, Vrock Demon, Fiendish Titan Centipede, Nerizo Demon, Kalavakas Demon, Xenarth Demon, Fiendish Brachiosaurus, Stirge Demon
<b>Summon Demon VIII</b>	Hezrou Demon, Fiendish Spinosaurus, Aeshma Demon, Chaor Demon, Greater Ooze Demon, Herensugue Demon, Mezzalorn Demon, Fiendish Brontosaurus, Coloxus Demon, Omox Demon, Daraka Demon, Paigoel Demon, Shroth Demon, Demonic Knight
<b>Summon Demon IX</b>	Glabrezu Demon, Nalfeshnee Demon, Nysrock Demon, Gharros Demon





## SUMMON DEMONIC SERVANT

A demonologist begins play with the ability to summon to his side a minor servant from the Abyss called a demonic servant. The demonic servant forms a link with the demonologist when summoned, who, forever after, summons an aspect of the same creature. A demonic servant is always chaotic evil and can speak all of his master's languages.

Demonic servants are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its demonologist, a demonic servant can touch and attack creatures warded by protection from good and similar effects that prevent contact with summoned creatures.

A demonologist can summon his demonic servant in a ritual that takes 1 minute to perform. When summoned in this way, the demonic servant's hit points are unchanged from the last time it was dismissed or banished. The only exception to this is if the demonic servant was slain, in which case it returns with half its normal hit points. The demonic servant heals naturally when on the same plane as the demonologist. Due to its connection to the demonologist, it can also be healed by any spells or abilities that are able to heal the demonologist.

The demonic servant remains until dismissed by the demonologist (a standard action). If the demonic servant is sent back to its home plane due to death, it cannot be summoned again until the following day. The demonic servant cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally. If the demonologist is unconscious, asleep, or killed, his demonic servant is immediately banished.

The demonic servant takes a form shaped by the demonologist's desires. The demonic servant's Hit Dice, saving throws, skills, feats, and abilities are tied to the demonologist's

class level and increase as the demonologist gains levels as shown on the Demonic Servant Table. In addition, each demonic servant receives a pool of evolution points, based on the demonologist's class level, which can be used to give the demonic servant different abilities and powers. Whenever the demonologist gains a level, he must decide how these points are spent, and they are set until he gains another level of demonologist.

For the purposes of spells and meeting feat and prestige class requirements, the demonic servant counts as an eidolon. If the demonologist takes a level in another class with the eidolon class feature, the demonologist gains a 2nd eidolon. The demonic servant and the 2nd eidolon keep separate evolution pools. Feats and magic items that affect eidolons also affects demonic servants.

The demonic servant's physical appearance is up to the demonologist, but it always appears as some sort of fantastical creature. This control is not fine enough to make the demonic servant appear like a specific creature. The demonic servant also bears a glowing rune that is identical to a rune that appears on the demonologist's forehead as long as the demonic servant is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as alter self or polymorph (although invisibility does conceal it as long as the spell lasts).

The demonic servant is compelled to do the demonologist's bidding, but is also the demonologist's teacher and advisor, often begrudgingly.

A demonic servant's abilities are determined by the demonologist's level and by the choices made using its evolution pool. Each demonic servant possesses a base form that modifies these base statistics. Demonic servants are outsiders for the purpose of determining which spells affect them.



**Class Level:** This is the character's demonologist level.

**HD:** This is the total number of 10-sided (d10) Hit Dice the demonic servant possesses, each of which gains a Constitution modifier, as normal.

**BAB:** This is the demonic servant's base attack bonus. A demonic servant's base attack bonus is listed below. Demonic servants do not gain additional attacks using their natural weapons for a high base attack bonus.

**Good Saves and Poor Saves:** These are the demonic servant's base saving throw bonuses. A demonic servant possesses two good saving throws and one bad saving throw, determined by the creature's base form.

**Skills:** This lists the demonic servant's total skill ranks. A demonic servant can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Demonic servants with Intelligence scores above the base value modify these totals as normal (a demonic servant receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). A demonic servant cannot have more ranks in a skill than it has Hit Dice. Demonic servant skill ranks are set once chosen, even if the creature changes when the summoner gains a new level.

**Feats:** This is the total number of feats possessed by a demonic servant. Demonic servant can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Demonic servant feats are set once chosen, even if the creature changes when the demonologist gains a new level. If, due to changes, the demonic servant no longer qualifies for a feat, the feat has no effect until the demonic servant once again qualifies for the feat.

**Armor Bonus:** The number noted here is the demonic servant's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the demonologist. This number is modified by the

demonic servant's base form and some options available through its evolution pool. A demonic servant cannot wear armor of any kind, as the armor interferes with the demonologist's connection to the demonic servant.

**Str/Dex Bonus:** Add this modifier to the demonic servant's Strength and Dexterity scores, as determined by its base form. Some options available through the demonic servant's evolution pool might modify these scores.

**Evolution Pool:** The value given in this column is the total number of points in the demonic servant's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the demonic servant. Whenever the demonologist gains a level, the number in this pool increases and the demonologist can spend these points to change the abilities of the demonic servant. These choices are not set. The demonologist can change them whenever he gains a level (and through the transmogrify spell).

**Max. Attacks:** This indicates the maximum number of natural attacks that the demonic servant is allowed to possess at the given level. If the demonic servant is at its maximum, it cannot take evolutions that grant additional natural attacks. This does not include attacks made with weapons.

**Special:** This includes a number of abilities gained by all demonic servants as they increase in power. Each of these bonuses is described below.

**Darkvision (Ex):** The demonic servant has darkvision out to a range of 60 feet.

**Link (Ex):** A demonologist and his demonic servant share a mental link which allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the demonologist to give orders to his demonic servant at any time. In addition, magic items



interfere with the demonologist's connection to his demonic servant. As a result, the demonologist and his demonic servant share magic item slots. For example, if the demonologist is wearing a ring, his demonic servant can wear no more than one ring. In case of a conflict, the items worn by the demonologist remain active, and those used by the demonic servant become dormant. The demonic servant must possess the appropriate appendages to utilize a magic item.

**Share Spells (Ex):** The demonologist may cast a spell with a target of "you" on his demonic servant (as a spell with a range of touch) instead of on himself. A demonologist may cast spells on his demonic servant even if the spells normally do not affect creatures of the demonic servant's type (outsider). Spells cast in this way must come from the demonologist spell list. This ability does not allow the demonic servant to share abilities that are not spells, even if they function like spells.

**Evasion (Ex):** If the demonic servant is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw.

**Ability Score Increase (Ex):** The demonic servant adds 1 to one of its ability scores

**Devotion (Ex):** A demonic servant gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Multiattack:** A demonic servant gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the demonic servant instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the demonic servant later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

**Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw for half damage, a demonic servant takes no damage if it succeeds at its saving throw and only half damage if it fails.

#### Demonic Servant Skills

The following skills are class skills for demonic servants: Bluff (Cha), Craft (Int), Knowledge (Planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the demonologist can choose four additional skills to be class skills for his demonic servant. Note that demonic servants with a fly speed gain Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

DEMONIC SERVANT TABLE:

Class Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
1 <sup>st</sup>	1	+2	+2	+0	2	1	+0	+1	1	3	Darkvision, Infernal Link, Share Spells
2 <sup>nd</sup>	1	+3	+3	+0	4	2	+2	+1	2	3	Evasion
3 <sup>rd</sup>	2	+3	+3	+1	8	2	+2	+1	3	4	
4 <sup>th</sup>	3	+4	+3	+1	12	2	+2	+2	3	4	
5 <sup>th</sup>	3	+5	+4	+1	12	3	+4	+2	4	4	Ability Score Increase
6 <sup>th</sup>	4	+6	+4	+1	16	3	+4	+3	5	4	Devotion
7 <sup>th</sup>	5	+6	+5	+2	20	3	+6	+3	6	4	
8 <sup>th</sup>	6	+7	+5	+2	24	4	+6	+3	6	5	



9 <sup>th</sup>	6	+8	+5	+2	24	4	+6	+4	7	5	Multiattack
10 <sup>th</sup>	7	+9	+6	+2	28	5	+8	+4	8	5	Ability Score Increase
11 <sup>th</sup>	8	+9	+6	+3	32	5	+8	+5	9	5	
12 <sup>th</sup>	9	+10	+6	+3	36	5	+10	+5	9	5	
13 <sup>th</sup>	9	+11	+7	+3	36	6	+10	+5	10	6	
14 <sup>th</sup>	10	+12	+7	+3	40	6	+10	+6	11	6	Improved Evasion
15 <sup>th</sup>	11	+12	+8	+4	44	6	+12	+6	12	6	Ability Score Increase
16 <sup>th</sup>	12	+13	+8	+4	48	7	+12	+7	12	6	
17 <sup>th</sup>	12	+14	+8	+4	48	7	+14	+7	13	6	
18 <sup>th</sup>	13	+15	+9	+4	52	8	+14	+7	14	7	
19 <sup>th</sup>	14	+15	+9	+5	56	8	+14	+8	15	7	
20 <sup>th</sup>	15	+15	+9	+5	60	8	+16	+8	15	7	

## Demonic Servant Subtypes

The first time a demonologist calls his demonic servant, he must decide on its subtype. The demonic servant's subtype determines a number of its base statistics and abilities, as well as its overall look and theme. The subtype also determines what sort of evolutions the demonologist can select for his demonic servant using the evolution pool. Once the choice of subtype is made, it cannot be changed. As a demonologist gains levels, his demonic servant gains specific evolutions based on its subtype. Each subtype entry below includes the following information.

**Name:** This is the name of the demonic servant's subtype. The demonic servant gains this as a subtype, but unless otherwise noted, it does not gain any of the features, abilities, or weaknesses of that subtype.

**Description:** This gives a basic overview of demonic servants of this subtype, including general guidelines on appearance and personality.

**Alignment:** The demonic servant is a creature of the Abyss and it gains both the chaotic and the evil subtypes.

**Base Form:** Demonic servants of some subtypes are restricted in their choice of base form. Restrictions are spelled out here. The

evolutions listed here are gained automatically, and do not cost points from the demonic servant's evolution pool.

**Demonologist Bonus Spells:** A demonologist's chosen demonic servant adds new spells to a demonologist's list of spells stored by the demonologist's demonic servant. They gain their first spell at 2nd level and every third level afterward, gaining their last spell at 17th level.

**Base Evolutions:** This describes the base evolutions possessed by all demonic servants of this subtype. Following the entry is a list of evolutions gained as the demonologist gains levels; these evolutions are gained automatically, and do not cost points from the demonic servant's evolution pool. In some cases, demonic servants of certain subtypes will gain abilities that are not evolutions. Unless otherwise noted, such abilities function as described in the Universal Monster Rules section of the Pathfinder RPG Bestiary.

## Bebilith

Not all that dwell within the cracks of the Abyss are demons. The bebilith demonic servants are hunters of demons who are native to the Abyss and whose souls never once wandered in the Material Planes. With their giant spider-like bodies, bebilith demonic servants lust for fresh flesh though they have



no need to feed. Bebilith demonic servants prefer the flesh of demons above all others.

- **Base Form:** Quadruped (claws, limbs [legs, 2], bite)
- **Demonologist Bonus Spells:** 2nd faerie fire, 5th invisibility, 8th dominate animal, 11th confusion, 14th snake staff, 17th mislead
- **Base Evolutions:** At 1st level the bebilith demonic servant gains the additional subtype extraplanar for the purpose of spell effects and they gain the favored enemy (outsider: chaotic) class ability (see the ranger class from the Pathfinder Roleplaying Game Core Rulebook). They also gain the limb [legs] evolution twice giving the bebilith demonic servant a total of 8 legs.
- At 4th level, the bebilith demonic servant gains the web evolution, they also gain a +1 bonus to their natural armor.
- At 8th level, the bebilith demonic servant gains the poison evolution (bite) and the climb evolution.
- At 12th level, the bebilith demonic servant gains DR 5/good. They also gain immunity to death effects, disease, and poison.
- At 16th level, the bebilith demonic servant gains telepathy (see the Pathfinder Roleplaying Game Bestiary). They also gain an additional +1 bonus to their natural armor.
- At 20th level, the bebilith demonic servant gains the ability to cast plane shift at will on itself and its demonologist master only.

## Demon

The savage destruction of all things material or with emotion, demon demonic servants are the traditional servants of the demonologists and most populous. Dipping into the river of unfit souls within the Abyss, it is said that it was the ancient demonologist who gave form to the first demons. Demonic servants kill,

destroy, and forge suffering with delight and without question.

- **Base Form:** Biped (claws, limbs [arms], limbs [legs]), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved damage [bite], reach [bite], tail, tail slap).



- **Demonologist Bonus Spells:** 2nd unnatural lust, 5th bear's endurance, 8th pain strike, 11th divine favor, 14th symbol of pain, 17th mass pain strike
- **Base Evolutions:** Starting at 1st level, demon demonic servants gain the resistance (electricity) and resistance (fire) evolutions as well as a +4 bonus on saving throws against poison.



- At 4th level, demonic servants gain acid resistance 10 and cold resistance 10.
- At 8th level, demon demonic servants lose the +4 bonus on saving throws against poison and gain immunity to poison. They also add 1 point to their evolution pools.
- At 12th level, demon demonic servants gain DR 5/good. They also gain the ability increase evolution in an ability score of the summoner's choice.
- At 16th level, demon demonic servants lose the resistance (electricity) evolution, and instead gain the immunity (electricity) evolution. They also gain telepathy (Bestiary 305).
- At 20th level, demonic servants gain true seeing as a constant spell-like ability.

## Contracted Devil

Throughout the history of Hell contracts beyond count have been made, some of which have led to the enslavement of lesser devils by their dukes and gods alike. Like all slaves, these devils are traded to and fro, throughout the ages ultimately ending sometimes bound to a demonologist through trade with the Abyss or by contract - of the devil's own making or that of the devil's Infernal master. However the power of the demonologist and his circles holds the devils lawful essence within a cage of chaos while in his service. This is torture for the devil as it is cut off from the essence of Law and the structure of its soul while in the demonologist's service. Devils tend to hold a more approachable appearance to better make dealings and build rapport.

- **Base Form:** Biped (claws, limbs [arms], limbs [legs]).
- **Demonologist Bonus Spells:** 2nd ill-omen, 5th silence, 8th speak with dead, 11th divination, 14th teleport, 17th disintegrate
- **Base Evolutions:** Starting at 1st level, devil demonic servants gain the resistance (fire) evolution and the skilled (Bluff) evolution. They also gain

a +4 bonus on saving throws against poison.

- At 4th level, devil demonic servants gain acid resistance 10 and cold resistance 10.
- At 8th level, devil demonic servants gain the skilled (Diplomacy) evolution and gain immunity to poison.
- At 12th level, devil demonic servants gain DR 5/chaos. They also gain see in darkness (see the devil subtype within the Pathfinder Roleplaying Bestiary).
- At 16th level, devil demonic servants lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy (Bestiary 305).
- At 20th level, devilish servants gain regeneration 5 (good weapons, good spells). They are still banished to the Hells as normal for fiendish servants if they take enough damage.

## Fallen Angel

Once warriors from the higher planes, fallen angel demonic servants are creature of good that either were imprisoned by agents of the Abyss and corrupted by physical and mental torture, or are agents that have betrayed the forces of good of their own free will. Once creatures of exquisite beauty now tainted by evil, fallen angel demonic servants usually appear in idealized forms of humanoid beauty, with bright eyes and inviting faces. Fallen angel demonic servants are often mentally broken, but rejoice in being able to confront anything with violence.

- **Base Form:** Biped (limbs [arms], limbs [legs], slam) or quadruped (limbs [legs, 4], bite).
- **Demonologist Bonus Spells:** 2nd remove fear, 5th continual flame, 8th owl's wisdom, 11th shout, 14th spell resistance, 17th heroism
- **Base Evolutions:** At 1st level, fallen angel demonic servants gain the resistance (electricity) and resistance (cold) evolutions. They also gain a +4



bonus on saving throws against poison.

- At 4th level, fallen angel demonic servants gain acid resistance 10 and fire resistance 10.
- At 8th level, fallen angel demonic servants grow large, leathery bat-like wings, gaining the flight evolution.
- At 12th level, fallen angel demonic servants gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the angel subtype in the Pathfinder Roleplaying Game Bestiary).
- At 16th level, fallen angel demonic servants lose the resistance (acid) and resistance (cold) evolutions, and instead gain the immunity (acid) and immunity (cold) evolutions.
- At 20th level, fallen angel demonic servants gain detect thoughts as a spell-like ability at will and also increase their damage reduction to DR 10/evil.

## Nightshade

There are many places where the Negative Energy Plane and the Plane of Shadow are connected to the secluded areas of the Abyss. In these areas it is the Nightshades that reign supreme, manning the bridges that feed the essence of evil and chaos into the physical flesh of the nightshades. Nightshade demonic servants' appear as living darkness within a faint mist. Their eyes glow with red Abyssal light and all their clothing and gear is immediately turned to blacks and grays at their touch.

- **Base Form:** Biped (claws, limbs [arms], limbs [legs]) or serpentine (bite, reach [bite], tail, tail slap).
- **Demonologist Bonus Spells:** 2nd silent image, 5th darkness, 8th deeper darkness, 11th shadow conjuration, 14th shadow evocation, 17th shadow walk
- **Base Evolutions:** At 1st level, the nightshade demonic servants gain the immunity (cold) evolution and the light aversion weakness. They also gain

the cold and undead subtypes for the purpose of spell effects. They gain no other benefits or drawbacks from these subtypes.

- At 4th level, the nightshade demonic servant gains detect magic as a constant ability. They also gain Improved Sunder as a bonus feat.
- At 8th level, the nightshade demonic servant gains the skilled (Stealth) evolution and an additional +4 bonus to Stealth when in dim light and darkness.
- At 12th level, the nightshade demonic servants gain DR 5/good and silver.
- At 16th level, the nightshade demonic servants lose their light aversion weakness. They also gain the frightful presence evolution.
- At 20th level, the nightshade demonic servant gains the ability to cast invisibility and blur at will, self only.

## Salamander

Though the salamander race sprang into being on the Eternal Plane of Fire many of their tribes have lived within the Abyss since time forgotten. Salamander demonic servants love the burning of beautiful things and weak peoples along with the collecting of magical metals. Much of their culture's foundation is founded upon the foraging and wielding of metal melee weapons, and most salamanders will gladly serve their demonologist master for the chance to come across new weapons and raw materials.

- **Base Form:** Serpentine (Limb [arms], tail, tail slap, constrict.)
- **Demonologist Bonus Spells:** 2nd endure elements, 5th flaming sphere, 8th fireball, 11th globe of invulnerability (lesser), 14th flame strike, 17th form of the dragon I
- **Base Evolution:** At 1st level, the salamander demonic servants gain the immunity (fire) evolution and vulnerability to cold. They also gain the fire subtype for the purpose of spell effects.



- At 4th level, the salamander demonic servants gain the weapon training evolution (proficiency in martial weapons).
- At 8th level, the salamander demonic servants gain the salamander heat racial ability (see Pathfinder Roleplaying Game Bestiary).
- At 12th level, the salamander demonic servants gain DR 10/magic
- At 16th level, add 1 point to their evolution pools and the skilled (Craft) evolution
- At 20th level, the salamander demonic servants lose their vulnerability to cold and DR 10/magic and instead gain DR 10/cold and magic. They also gain the energy attack (fire) evolution.

## Qlippoth

Before souls began to make their way to the Aybss; before there were even souls to begin with, the qliploth rules the Aybss. Brutish beast that have no ties to humanity in appearance or thought, qliploth live outside the meaning of sin or virtue. Only barbaric chaos and an alien need to imbue torture upon the weak concern them. Qlippoth dwell in the most remote and dark corners of the infinite Abyss, only leaving for raids and

warfare.

- **Base Form:** Quadruped (limbs [legs, 4], bite, improved damage [bite]), or serpentine (bite, reach [bite], tail, tail [slap]).
- **Demonologist Bonus Spells:** 2nd memory lapse, 5th hideous laughter, 8th beast shape I, 11th black tentacles, 14th polymorph, 17th cloak of dreams
- **Base Evolutions:** the qliploth demonic servant may cast detect law at will. They also gain the tentacles evolution.
- At 4th level, the qliploth demonic servant gains the flight evolution with leathery, bent wings. At 8th level, the qliploth demonic servant gains acid resistance 10, electricity resistance 10, and fire resistance 10.
- At 12th level, the qliploth demonic servant gains DR 5/lawful. They also gain telepathy (see Pathfinder Roleplaying Game Bestiary)
- At 16th level, the qliploth demonic servant may cast commune once a week to speak with the embodiment of the Abyss itself; this ability allows 1d6 questions, all of which must be asked at once. They also gain the effects of true seeing constantly.





- At 20th level, the qliploth demonic servant gain the tentacles evolution an additional 3 times. They also gain an immunity to all polymorph spells and the ability to cast waves of exhaustion 3/day.

## Base Forms

Each demonic servant has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. A demonic servant's attacks add the demonic servant's Strength modifier to the damage rolls, unless the demonic servant has only one attack, in which case the attack adds 1-1/2 times the demonic servant's Strength modifier.

Alternatively, any one of these base forms can be used to make a Small demonic servant. If the demonic servant is Small, it gains a +2 bonus to Dexterity. It takes a -4 penalty to Strength and a -2 penalty to Constitution. It also has a +1 size bonus to AC and on attack rolls, a -1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 bonus on Stealth checks. Reduce the damage of all of its attacks by one step (for example, 1d6 becomes 1d4, and 1d4 becomes 1d3). If this choice is made, the demonic servant can be made Medium whenever the summoner can change the eidolon's evolution pool (which causes it to lose these modifiers for being Small). Likewise, a Medium demonic servant can be made Small whenever the demonologist can change the demonic servant's evolution pool.

### Biped

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (poor), Will (good); Attack 2 claws (1d4); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

### Quadruped

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Saves Fort (good), Ref (good), Will (poor); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11.

### Serpentine

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; Saves Fort (poor), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.

## DEMONIC CIRCLE



A demonologist can conjure a circle of demonic arcane power that augments their abilities or hinders their enemies. They can create a demonic circle as a move action a number of times a day equal to 1 + the demonologist's Cha modifier (minimum 1). This circle is depicted as glowing light that gives off light as a torch but otherwise has no physical characteristics. The circle's size is determined by the demonologist's class level and can be placed anywhere within 30' of the demonologist. The circle is stationary to a fixed point when created and cannot be move once placed - only dismissed. Effects without listed durations last for a number of rounds equal to the demonologist's Charisma modifier (minimum of 1).

When creating a demonic circle, the demonologist chooses an effect from their known circle powers. While within a demonic



circle, the demonologist or her summoned creatures may gain benefits, while the demonologist's enemies' suffer restrictions and disadvantages. As the demonologist gains class levels, he can add different known abilities to these arcane circles. The demonologist may only have one circle active at a time and these circles last a number of rounds equal to the demonologist's class level.

Additionally all outsiders must make a Will save, DC 10 + half the demonologist's level plus Charisma bonus, to pass through the demonic circle, whether entering or leaving. Once a demonic circle is laid it may not be moved, but can be dismissed as a free action.

Two demonologists may overlay their demonic circles. The bonuses of the same type do not stack - only the highest bonus of that type affects the summoned creatures. If a demonic circle is laid directly upon an outsider, that outsider need not make an immediate Will save unless it tries to pass through the circle. Starting at 14th level the demonologist may select circle powers from the great circle powers list.

If the demonic circle is targeted with *dispel magic*, it can be dispelled with a targeted dispel (DC 11 + the demonologist's caster level).

Generally, demonologists (but not their summoned allies) are immune to the detrimental effects of a demonic circle they have crafted.

## CIRCLE POWERS

**Black Eyes of Evil:** While within his demonic circle the demonologist's eyes become black as onyx. This increases the effect of his evil eye hex by 1 and increases its save DC by +1. This bonus increases by +1 for every five demonologist levels.

**Blighted Circle:** Any creature with the animal, plant, or earth subtype takes 1d6 negative energy damage when entering the

demonologist's demonic circle and an additional 1d6 negative energy damage if they end their turn within that circle. The demonologist and his summoned creatures are immune to this effect. This effect increases by +1d6 for every seven demonologist levels.

**Circle of Dread Sight:** When using his cackle hex within his demonic circle, the demonologist extends his cackle effect by 10 ft. and adds 1 round to his affected hexes. This amplification increases the range by +10' and increases the duration by an additional round for every five demonologist levels.

**Circle of Pure Evil:** All spells and attacks from the demonologist and any allies within the demonologist's demonic circle count as evil for the purpose of bypassing DR. Any damage inflicted by [Evil] spells increase by +1 per die for every five demonologist levels.

**Circle of Ill Illusion:** Any non-allied creature within the demonologist's demonic circle becomes flat-footed. This is a mind-affecting effect. The demonologist and his summoned creatures are not affected by this ability. At 10th level, targets are also treated as flanked when attacked in melee while within the circle.

**Circle of Abyssal Fortitude:** The demonologist and any allies within may reroll any failed saving throw against any disease, drugs, magical disease, or poison effects while within the demonic circle. The demonologist and allies gain a profane bonus of +1 for every five demonologist levels they possess that is added to the reroll.

**Circle of Sanctity:** The demonologist and any allies within receive a +1 deflection bonus to their AC while within the demonic circle. This bonus increases by +1 for every five demonologist levels.

**Circle of Swords:** The demonologist chooses one weapon type, such as longsword or claw. Any attacks made with that weapon by the demonologist and any allies within the circle receive a +1 profane bonus to damage. This



bonus increases by +1 for every five demonologist levels.

**Circle of Violence:** The demonologist and any allies within gain a +1 profane bonus to all attack rolls while within this demonic circle. This bonus increases by +1 for every five demonologist levels.

**Circle of Warning:** The demonologist and any allies within gain a +1 profane bonus to Reflex Saves while within his demonic circle. This bonus increases by +1 for every five demonologist levels.

**Circle of Wonder:** Entry into the circle can cause a wand of wonder effect. This effect targets creatures in the circle's location. A demonologist cannot take this circle power until 9th level.

D20	Wondrous Effect
1	Target affected by <i>slow</i> for 10 rounds (Will DC 15 negates).
2	<i>Faerie fire</i> surrounds the target.
3	<i>Gust of wind</i> , but at windstorm force (Fortitude DC 14 negates).
4	Demonologist learns the target's surface thoughts (as with <i>detect thoughts</i> ) for 1d4 rounds (no save).
5	<i>Stinking cloud</i> appears at 30-foot radius (Fortitude DC 15 negates).
6	Heavy rain falls for 1 round in 60-foot radius centered on the target.
7	Summons a hostile animal—a rhino (01—25 on d%), elephant (26—50), or mouse (51—100).
8	<i>Lightning bolt</i> (70 foot long, 5 foot wide), 6d6 points of damage (Reflex DC 15 half).
9	A stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone within 25 feet (Reflex DC 14 negates).
10	Target is affected by <i>enlarge person</i> (Fortitude DC 13 negates).
11	<i>Darkness</i> , 30-foot-diameter hemisphere, centered on circle.
12	Grass grows in 160-square-foot area

	around the circle, or grass existing there grows to 10 times its normal size.
13	Any single, nonliving object of up to 1,000 pounds of mass and up to 30 cubic feet in size turns ethereal (Will 15 negates).
14	Reduce wielder two size categories (no save) for 1 day.
15	<i>Fireball</i> erupts within the circle, 6d6 points of damage (Reflex DC 15 half).
16	Target becomes <i>Invisible</i> .
17	Leaves grow from the target. These last 24 hours.
18	10—40 gems, value 1 gp each, shoot forth in a 30-foot-long stream (this targets all within the circle and in a random direction). Each gem deals 1 point of damage to any creature in its path: roll 5d4 for the number of hits and divide them among the available targets.
19	Shimmering colors dance and play over a 40-foot-by-30-foot area centered on the circle. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
20	Target subjected to <i>Flesh to stone</i> (or <i>stone to flesh</i> if the target is stone already) (Fortitude DC 18 negates).

**Demonic Spell Circle:** The demonic circle increases the effective caster level by +1 for all [Evil] subtyped spells cast while within. This bonus increases by +1 for every five demonologist levels.

**Circle of Elemental Infusing:** Choose an energy subtype (acid, force, negative, sonic, etc...). While within his demonic circle, the demonologist and any allied creatures gain resistance 5 against damage of that type. Furthermore, when casting a spell that deals damage matching the energy type of the circle, the demonologist adds an additional +1d6 damage for every 5 demonologist levels.

**Circle of Deportation:** When created, the circle gains a shadowy duplicate within 400'. This circle must be placed on a surface that the demonologist can see. When any creature enters the circle they are subjected to a



*dimension door* effect, as per the spell. The destination is always that of the shadowy duplicate circle.

**Circle of Object Summoning:** The demonologist may summon one piece of mundane gear of his choice on the ground within the circle. The item can only have a gold piece value of no more than 1gp per 5 caster levels. This item is typical for its type, but pitted and smells of sulfur. The demonologist may only summon one item per demonic circle after which the circle disappears into sulfurous smoke.

**Circle of Abyssal Gazing:** Targets are subject to visions of the abyss, and becomes shaken if they fail to save against the demonic circle's effect. At 10<sup>th</sup> level, the target is panicked instead and becomes shaken even if they successfully save against the circle.

**Circle of Noxious Fumes:** Targets that come within 5 feet of the circle must make successful Fortitude saves or become sickened by Abyssal vapors. At 10<sup>th</sup> level targets become nauseated if they fail to save.

**Encircled Cauldron:** The demonologist can use one of his demonic circle uses per day to infuse his cauldron. The effect lasts on the cauldron for 24 hours. Any potion brewed in an encircled cauldron is attuned to its demonologist brewer and when drunk those potions affect the demonologist and all his current summoned creatures within 30'.

**Gaze Immunity:** Anyone within a gaze immunity circle is immune to the effects of any gaze attack produced outside the circle. At 10<sup>th</sup> level the circle reflects the gaze back towards the creature that initiated the gaze attack.

**Healing Circle:** The demonologist or allied summoned creature gains fast healing 1. At 10<sup>th</sup> level, this increases to fast healing 2.

**High Gravity Circle:** Within the demonic circle and 300 ft. above any creature that is not the demonologist or one of his summon creatures

that is making a fly check must pass a DC equal to the demonologist's level + his Cha modifier + 10 or fall to the ground, suffering applicable falling damage.

**Shadow Circle:** The demonic circle no longer glows, but is instead made up of a bar of voided light and empty darkness. While within the circle, the targets are under the effects of a *silence* spell and granted 20% concealment. At 10<sup>th</sup> level this increases to 50% concealment.

**Taint of Chaos:** All spells and attacks conducted from within the demonic circle by the demonologist or one of his summoned creatures counts as chaos for the purpose of bypassing DR.

## GREATER CIRCLE POWERS

**Avatar of the Circle:** The demonologist may choose one of his summoned creatures. While outside of the demonologist circle but still within line of sight, this summoned creature gains all the effects of being within the circle. This circle ability may be taken multiple times with each time allowing the demonologist the ability to bestow his circle bonuses to another summoned creature outside of his circle.

**Demonbound Armor:** The demonologist can place a suit of armor within the circle and coax a demon to bind itself to the suit of armor, allowing it to become a suit of Demon Armor. The summoned demon stays for a number of hours equal to the Demonologist's Charisma modifier (see the Magic Item section of the Pathfinder Roleplaying Game Core Book). At 10<sup>th</sup> level, the demon armor stays for a number of days equal to your Charisma modifier.

**Empty Circle:** Targets within the circle are subjected to the *invisibility* spell. If the targets leave the demonic circle, the invisibility immediately dismisses. At 10<sup>th</sup> level, invisible targets may freely leave the circle.

**Gating Attunement Circle:** When casting the *gate* spell or using an ability that functions as



the *gate* spell, the demonologist may open the gate within his demonic circle. If he does so, the material component of the spell is 5,000 gp worth of ruby dust and a single living sacrifice of 60lbs or more instead of the normal 10,000 gp in rare incense and offerings.

**Greater Elemental Empowerment:** Choose an energy subtype. While within the demonic circle the demonologist and his summoned creatures gain immunity against damage of that type. Furthermore, when casting a spell that deals damage that matches the energy type add additional damage of that type as damage equal to half the demonologist's caster levels.

**Metamagic Circle:** The demonologist chooses one metamagic feat. Twice per day while within his demonic circle the demonologist may add that metamagic feat to one spell with no increase to that spell's level slot. The demonologist may take this circle power multiple times, each time it applies to a different metamagic feat.

**Satellite Circle:** While the demonologist has an arcane circle conjured he may conjure and place an additional circle with a 5ft. radius at no additional cost. This satellite circle must be at least 5ft away from his primary demonic circle's outer radius, but no greater distance way than 15ft. A satellite circle grants the same benefits and disadvantages as the primary demonic circle.

**Share Circle:** Every morning the demonologist can designate one person to receive the same benefits as himself and his summoned creatures from being inside the demonic circle. The demonologist may gain this power multiple times, each time he may add an additional person to benefit from his circle. The designate ritual requires 10 minutes of uninterrupted time for each person he is attuning.

**Swift Conjuring:** The demonologist conjures his demonic servants as a swift action instead of a move action.

**Vale Ripper Circle:** Any creature that is not the demonologist or one of his summoned creatures within the demonic circle is treated by all within line of sight as if the viewers had the benefits of the true seeing spell.

**Well of Healing:** Everyone within the demonic circle gains Fast Healing 1. This circle power can be taken multiple times with each time increasing the Fast Healing by +1.



## HEX

Demonologists learn a number of magic tricks, called hexes which grant them powers or weaken foes. At 2nd level, a demonologist gains one hex of their choice. They gain an additional hex at 4th level and for every 2 levels attained after 2nd level, as noted on Table: Demonologist. A demonologist cannot select an individual hex more than once.



Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the demonologist's level + the demonologist's Intelligence modifier.

## DEMONOLOGIST HEXES

The following witch hexes are applicable choices for the demonologist class:

### Lesser Hexes

Beast of Ill-Omen  
Blight  
Cackle  
Cauldron  
Charm  
Cursed Wound  
Discord  
Disguise  
Evil Eye  
Flight  
Misfortune  
Nails  
Poison Steep  
Scar  
Slumber  
Soothsayer  
Tongues  
Unnerve Beasts  
Ward

### Major Hexes

Agony  
Beast Eye  
Delicious Fright  
Hidden Home  
Hoarfrost  
Ice Tomb  
Infected Wounds  
Nightmares  
Pariah  
Retribution  
Speak in Dreams  
Vision  
Waxen Image  
Weather Control  
Witch's Charge

## NEW DEMONOLOGIST HEXES

The following new hexes may be chosen by the demonologist as they acquire hexes.

### MINOR HEXES

**Chaotic Weapon (Su):** One weapon wielded by either the demonologist or their demonic servant gains the [Chaotic] descriptor and deals +1d6 damage against [Lawful] creatures for the duration of the hex. The effect lasts for 1 minute.

**Charms of the Deceiver (Su):** You gain a +4 profane bonus to Bluff and Diplomacy checks for 1 minute.

**Chosen of the Abyss (Su):** The demonologist gains a number of temporary hit points equal to their demonologist level + Charisma bonus. If the demonologist uses this ability again while they still have temporary hit points, the previous temporary hit points are lost. The effect lasts for 1 minute or until depleted.

**Creeping Darkness (Su):** You create *darkness* as per the spell.

**Cripple (Su):** The demonologist invokes a curse to temporarily lame a foe within 30 feet of her. The target's speed is halved and the demonologist makes a CMB check, using her level rather than her attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a trip maneuver. The demonologist is never hindered upon a failed attempt.

**Dark Gift (Su):** The demonologist utters a dark prayer to a being of blasphemous origins. The entity rewards the demonologist with a +1 profane bonus to AC and saves. The effect lasts for 1 minute.

**Demonsight:** You gain low-light vision and darkvision 60' for 1 minute per level.

**Demonic Resistance (Su):** The demonologist may choose one energy type from the



following list (acid, cold, or fire). They gain resistance 5 to that energy type. The resistance increases to 10 at 10th level, and an additional 5 per five levels thereafter. This hex lasts for 1 minute.

**Disappearance (Su):** You *vanish* as per the spell.

**Fiendish Glare:** You cast your gaze at an opponent as a standard action. If they do not save against your hex, they become shaken. You may use this hex on a target multiple times. Additional uses increase their fear effect to frightened and then panicked. This effect lasts a number of rounds equal to the demonologist's Intelligence modifier. Each new application of fear resets the duration.

**Flames of the Abyss (Su):** The demonologist produces a handful of flames, hurling them at their enemies. You may make a ranged touch attack against a target within close range. If successful, you deal 1d6 plus your demonologist level points of fire damage.

**Infernal Knowledge (Su):** The demonologist gains a +4 profane bonus to Intelligence and a +4 profane bonus on all spell penetration checks for 1 minute.

**Luck of the Damned (Su):** You add a profane bonus equal to your Charisma modifier to any one saving throw.

**Poison Ward (Su):** The demonologist gains a +2 profane bonus to Fortitude saves against poison for 1 minute.

**Shadows (Su):** The demonologist can call on the forces of darkness to expand the size and depth of shadows in an area. This functions as the *darkness* spell, except the area cannot grow darker than dim lighting, and magic light cannot brighten the area to more than dim lighting nor negate the darkness effect. At 8th level, the spell functions as *deeper darkness*, except the area cannot grow darker than dim lighting, and magic light cannot brighten the area to more than dim lighting nor can it negate the darkness effect. The demonologist

can have only one shadows hex active at a time. If the demonologist uses this ability again, the previous shadows hex immediately ends.

**Summoner of Swarms (Su):** You can *summon swarm* as per the spell.

**Telepathy (Su):** The demonologist can communicate telepathically with any creature within 60 feet that speaks the same language it does.

**Vile Weapon (Su):** One weapon wielded by either the demonologist or their demonic servant gains the [Evil] descriptor and deals +1d6 unholy damage for 1 minute.

**Wail (Su):** The demonologist can let loose a terrible screech that drives back one target within 30 feet of her. The demonologist makes a CMB check, using her level rather than her





attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a bull rush maneuver.

The demonologist cannot move with the target of the bull rush. The demonologist provokes an attack of opportunity from any target that can reach her unless she has the Improved Bull Rush feat or a similar ability.

**Wings of the Bat:** You gain leathery bat-like wings that grant you a 30' fly speed (clumsy) for 1 minute per level.

**Word of Damnation:** You utter words in Abyssal, causing an object to suffer the effects of the *shatter* spell.

## MAJOR HEXES

**Consuming Fire (Su):** The demonologist breathes a cloud of clinging fire at their target within close range. The target must make a Reflex save each round or suffer 1d6 (plus half the demonologist's level) in points of fire damage while under the effects of this hex. A successful save halves the damage. The fire persists for a number of rounds equal to the demonologist's Intelligence modifier.

**Demonic Command (Su):** The demonologist's eyes glow and their words carry abyssal commands. A creature within 30 feet of the demonologist with the [demon] type or fiendish template is subjected to the *command* spell if it fails to save versus the demonologist's hex.

**Poison Geyser (Su):** The demonologist fractures the earth and summons forth the poisonous gasses of the Abyss. All creatures within a 15 foot x 15 foot square (medium range) must save vs. the hex or become sickened for the duration of the hex.

**The Devil's Own:** Your appearance becomes akin to a demon or other evil outsider, similar to using the *disguise self* spell. You gain a +10 competence bonus to Disguise checks to imitate an evil outsider. A creature that

interacts with the glamour gets a Will save to recognize it as an illusion.

**Wall of Fire (Su):** You create a jagged wall of greenish orange fire equivalent to the *wall of fire* spell.

## MAJOR HEXES

**Doom Gaze (Su):** The demonologist can cause doubt to creep into the mind of a foe within 30 feet of him that he can see. The target takes a -4 penalty on one of the following (demonologist's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the demonologist's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 16th level the penalty increases to -8. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

**Flames of Retribution (Su):** The demonologist is covered with burning abyssal flames. Whenever struck by a non-reach melee or natural attack, the attacker suffers 1d6 (plus half the demonologist's level) points of fire damage.

**Pestilence (Su):** The demonologist can call forth a swarm of pests upon his enemies. This functions as the *summon swarm* spell except the duration is concentration, and the demonologist controls where the swarm moves and who it attacks. For every 2 levels the demonologist is above 10th, the swarm gains a +1 luck bonus to attack rolls, damage, and Armor Class. At 15th level the demonologist can maintain concentration as a move action each turn, and he can summon a centipede, crab, leech, or wasp swarm. A demonologist can have only one infestation hex active at a time. If the demonologist uses this ability again, the previous infestation immediately ends.

**Wails of the Abyss (Su):** The demonologist screams loose a wail that echoes from the tormented souls of the abyss. All creatures in a



30' cone are subject to the wail and must save against the hex or be staggered for a number of rounds equal to the demonologist's Charisma modifier (minimum 1).

## PERMANENT CIRCLE

At 19th level, a demonologist can make a permanent demonic circle. This permanent circle must be made of stones or inlaid within a stone floor. The circle has double the demonologist's Hit Points at the time of its creation and DR 25/good and lawful. Its Hit Points can be reclaimed through the mending and make whole spells and other spells with similar effects.

The permanent demonic circle takes one year to construct but this time can be halved by the aid of another demonologist with the permanent circle class ability to help the construction time, dropping the time to half a year. This time can be halved a third and final time by the addition of another demonologist with the permanent circle class ability, bring the construction time down to its minimum time of 3 months. This circle will only function as a demonic circle for the prime demonologist. The building of which requires a minimum of 4 hours of work a day costing 500gp. These days need not be consecutive.

## BOUND TO THE CIRCLE

The demonologist's soul is bound to certain demonic circles. At 20th level, the demonologist may teach another demonologist of 15th level or higher his personal circle. If the demonologist dies, the second demonologist may use one of his daily circles to summon that personal circle and this summoning acts as the resurrection spell for the dead demonologist. A living animal of 60lbs or more must be sacrificed as part of this ability along with 5,000gp worth of ruby dust.

## IMMORTALITY

Upon reaching 20th level, all the demonologist's dealings with dark forces have



come to fruition. Now soulless but immortal, his body no longer suffers the effects of aging and is immune to sickness, mundane and magical diseases, poisons, and death effects. The demonologist no longer needs to eat, sleep, or breathe. Any deteriorations to his physical ability scores are reversed. He is forevermore treated as an outsider rather than as a humanoid for the purposes of spells and magical effects. Unlike other outsiders, the demonologist can still be brought back from the dead as if he were a member of his previous creature type. Furthermore, while inside his demonic circle, the demonologist is immune to ability score damage to his strength and constitution.



# DEMONOLOGIST ARCHETYPES

## FIENDFLESH DISCIPLE ARCHETYPE

*The fiendflesh disciple is a demonologist who takes dealing with demonkind to an extreme. They sacrifice their own mortality and human essence to bind a willing creature of the lower planes to their own bodies, not possessing them, but rather grafting them onto their own body. Such a nightmarish pairing grants the fiendflesh disciple great power, but they sacrifice their arcane abilities to do so—and probably more.*

**Diminished Casting:** The fiendflesh disciple knows one fewer spell per spell level than their counterparts.

**Martial Training:** The fiendflesh disciple gains proficiency in all martial weapons.

**Fiendflesh (Su):** At 1<sup>st</sup> level, the fiendflesh disciple ritually bonds with the skin of an unholy creature, grafting it to his own body, becoming akin to a second skin. The disciple gains a +2 natural armor bonus and a +2 profane bonus to Strength. They also gain the [Evil] descriptor. This skin can be enchanted like a suit of real armor, but it does not count as armor for the purposes of hindering spellcasting or other negative effects. Enchanting such a suit of non-traditional armor costs +50% more than normal. Removing the fiendflesh takes several minutes and deals 2d6 points of damage to the demonologist. Once removed, the demon-ologist can choose to don it once more, performing an hour-long ritual to do so.

At 7<sup>th</sup> level the fiendflesh disciple gains DR 1/good. For every three additional levels, the disciple gains an additional point of damage reduction.

This ability replaces *summon demon I and II*.

**Demonsight (Su):** At 5<sup>th</sup> level the fiendflesh disciple replaces his own eyes with those of a demonic servant, or grafts them elsewhere in

his body. Sometimes they are grafted as a third eye or even worn in the palm. The fiendflesh disciple gains the Alertness feat, can *detect good and evil* as a swift action, blindsense 30' and all-around sight.

This ability replaces *summon demon III and IV*.

**Fiendblood (Su):** At 9<sup>th</sup> level, the demon's blood courses through the demonologist, granting him immunity to electricity and resistance to acid 5, cold 5, and fire 5. In addition, the fiend's blood within the demonologist grants the disciple a profane bonus on saves against poison equal to half their level (+4 initially).

This ability replaces *summon demon V and VI*.

**Abyssal Breath (Su):** At 13<sup>th</sup> level, the fiendflesh disciple gains the ability to exhale a noxious cloud of abyssal gas and flame in a 15' cone. The abyssal breath deals 1d6 damage per 2 demonologist levels and counts as both fire and acid (6d6 initially). Those in the area of effect may make a reflex save with a DC equal to 10 + ½ the demonologist level + Int modifier for half damage.

The demonologist may do this a number of times per day equal to 3 plus their Constitution modifier (minimum 3).

This ability replaces *summon demon VII and VIII*.

**Unholy Rejuvenation (Su):** Whenever in the presence of an evil outsider (30'), the fiendflesh disciple gains fast healing 1.

This ability replaces *summon demon IX*.

## THE INFERNAL TRAITOR ARCHETYPE

Demonologists' motivations are as varied as the men and women who forge their pacts with the Abyss. Some do it for knowledge, others for power, and some as a way to triumph over death. A few, however, seek to use demons as tools to battle the evils of the world. These demonologists twist their



agreements with the Lords of the Abyss, using their powers to end corruption, break the chains of suppression, and to stand against forces that would shatter weaker wills.

Some of these demonologists use guile and deception to trick demons into doing good acts, and their true motives may escape even their masters for years. Some bend the denizens of the outer plane to their wills the way a smith shapes iron. Regardless of their methods, these Infernal Traitors are renowned for their deeds, even while they're mistrusted for the source of their powers.

### Alignment

Infernal Traitors make use of the rank-and-file troops of the abyss in order to fight fire with fire. Their intentions are noble, but unorthodox, which limits their alignments to non-lawful, and non-evil (CG, NG, CN, N).

### Class Skills

The Infernal Traitor adds Bluff (Cha) and Knowledge (Religion) (Int) to his class skills. These replace Craft (Int) and Profession (Wis).

### Faith in the Fallen

Infernal Traitors know they walk a razor-thin line, so they seek out allies where they can find them. The base form of the Infernal Traitor's demonic servant must be either the Fallen Angel or the Contracted Devil.

### Unrestricted Summons

At level 1 an Infernal Traitor has the ability to summon the foulest creatures, even if his heart and motives remain pure. Whenever the demonologist casts a summon spell that is attached to his alignment he may choose to summon a creature of the evil instead of the good subtype.

### Instant Conjunction

Infernal Traitors know their enemies well, and they've learned how to bring hordes of the damned to their sides at a moment's notice. Starting at level 2, whenever an Infernal Traitor casts a *Summon Monster* spell, the time needed for that summoning is reduced by a single action type (full round becomes a

standard action, standard action becomes a move action, etc.). This ability replaces the second level circle power.

### Liar's Tongue

Infernal Traitors are gifted fabricators, able to tell their demonic overlords and summoned minions just what they need to hear to allay suspicion. At level three an Infernal Traitor gains a +1 bonus on bluff checks, and this bonus increases by an additional +1 every three levels thereafter, to a maximum of +6 at level 18. This replaces the 3<sup>rd</sup> level Circle Power.

### Guileful Servitude

Demons are like hammers, and the Infernal Traitor is the hand that wields them. Starting at 5<sup>th</sup> level, whenever an Infernal Traitor summons a devil or a demon using a *Summon Monster* spell, he makes a Bluff check opposed by the demon or devil's Sense Motive as a free action. If the Infernal Traitor succeeds, the demon willingly stays to serve as if the spell was cast with the *Extend Spell* metamagic feat. This ability replaces the level 4 Circle Power.

### Planar Binding

Infernal Traitors adds *Planar Binding* to their spell list as a 6<sup>th</sup> level spells respectively. This replaces the 6<sup>th</sup> level Circle Power.

### Legions of the Abyss

The Infernal Traitor is so adept at drawing the hordes of the Abyss to his cause that, starting at 10<sup>th</sup> level, every time he summons one or more demons using a *Summon Monster* spell he summons one additional demon of that spell's type. This replaces the 10<sup>th</sup>, 12<sup>th</sup>, and 13<sup>th</sup> level Circle Power.

### Damnably Dealer

Infernal Traitors are masters of convincing even powerful demons that they have the same goals. At 14<sup>th</sup> level, whenever an Infernal Traitor summons a creature using a *planar binding* spell, he may make a Bluff check as a free action, opposed by the demon's Sense Motive check. If the Infernal Traitor succeeds, then the demon takes a -5 on its save to resist serving the demonologist. If the Infernal



Traitor fails, the demon makes a new Will save. If it fails, the spell proceeds as normal. If it succeeds the demon throws off the demonologist's control, and may either leave or attack at will. This replaces Greater Circle.

#### Friends in Low Places

At 15<sup>th</sup> level an Infernal Traitor has become so well-known that even demon lords may answer his summons. The total hit dice you can summon for any demon called by any *planar binding* spell you cast increases by +2. This replaces the 15<sup>th</sup> level Circle Power.

#### Breaking the Bond

Infernal Traitors know that their lack of commitment to the cause of the Abyss may lead to violent reprisals from their erstwhile "allies". At 16<sup>th</sup> level an Infernal Traitor may dismiss any evil creature he summoned as an immediate action. This replaces the 16<sup>th</sup> level Circle Power.

#### Demonic Redemption

Infernal Traitors know that purity and goodness are rare in the Abyss, but not impossible. Due to the influence of the demonologist, at 18<sup>th</sup> his Demonic Servant is redeemed. The creature's alignment shifts to mirror the Infernal Traitor's, and it no longer returns to its home plane when the demonologist is asleep or knocked unconscious. This replaces the 18<sup>th</sup> and 19<sup>th</sup> level Circle Powers.

#### Ascendant Authority

As the Infernal Traitor reaches closer to the pinnacle of his power, he gains a measure of authority over the Abyss. While he may cajole and deceive, at 19<sup>th</sup> level he also gains something akin to celestial authority. This functions as the ability *Command Undead*, but it instead works on demons, using the Infernal Traitor's demonologist level in place of the cleric level. This ability replaces Permanent Circle.

#### Voice of the Divine

While rare, some Infernal Traitors prove the power of their wills and the goodness of their hearts to the point that they are welcomed

into the celestial realms. At 20<sup>th</sup> level, the demonologist gains the celestial template, and the number of hit dice he can control with his *Ascendant Authority* ability increases by 4. This ability replaces Bound to The Circle.

## THE SACRIFIST ARCHETYPE

The sacrificist uses blood and sacrifice to empower their spells. For the most part, the ceremony involves the sacrifice of the fiends they summoned. Sacrificing these devilish creatures grants the sacrificist access to powers and abilities that would otherwise be out of their reach.

#### Blood Sacrifice Metamagic

The sacrificist gains access to bonus metamagic feats starting at 2nd level. These bonus feats may only be accessed while empowered by the blood of sacrifice. A blood sacrifice metamagic feat is available for a number of rounds equal to the HD of the creature sacrificed, or the number of d8 damage dice taken by the sacrificist (i.e. dealing 2d8 damage to themselves would power a blood sacrifice metamagic feat for 2 rounds).

Using a blood sacrifice metamagic feat involves summoning a fiendish creature and sacrificing it, which is a full round action. Once this is accomplished, the sacrificist selects a spell and applies the metamagic feat. This does not affect the spell level in any way. Once the spell is selected, the metamagic feat is applied to it for a number of additional rounds beyond the sacrifice round equal to the HD of the creature sacrificed.

A sacrificist gains a new metamagic feat any time they would normally gain a circle power. See Sacrifice below for more information.

At 2nd level, the sacrificist may select Bouncing Spell, Elemental Spell, Enlarge Spell, Extend Spell, Flaring Spell, Focused Spell, or Still Spell as a bonus metamagic feat.

At 6th level, the sacrificist expands their selection to include Burning Spell, Concussive



Spell, Empower Spell, Scouting Summons, or Thundering Spell.

At 10th level, the sacrificist may now add Dazing Spell, Echoing Spell, Maximize Spell, or Widen Spell to his list of bonus metamagic feats they may choose from.

This ability replaces the Demonic Circle demonologist ability.

### Blood Summons

The sacrificist, as the name implies, gains power from the act of blood sacrifice. They may accomplish this sacrifice in two different ways. The first method is through the sacrifice of a fiendish summoned creature. The second method is by drawing the blood of a living, sentient (non-outsider) target.

The first method, against their own summoned fiendish creatures, treat the sacrificist levels as if they were rogue levels for purposes of calculating a sneak attack (i.e. a 5th level sacrificist has 3d6 sneak attack against their own summoned fiendish creatures). As long as the sacrificist summons the creature into an adjacent square, they treat the creature as helpless on the round in which it is summoned. If the sacrificist instructs the creature to move or perform any other actions, this helpless condition is lost.

If the sacrificist slays the summoned creature, it is considered a blood sacrifice. Once sacrificed, the creature's blood empowers the caster's metamagic feats for 1 round/HD of creature (minimum of 1 round).

If they fail to slay the creature on the round in which it is summoned, they may still sacrifice the creature, however, they must enter combat with the creature, who turns on the summoner, in order to do so. They may dismiss the creature normally as per the summon monster spell.

In the second method, the living, sentient target can either be a helpless (or willing) victim or the sacrificist themselves. With a helpless victim, the sacrificist attacks the target

normally. Every 8 points of damage dealt (round down) counts as 1 HD of blood sacrifice. If the sacrificist chooses to sacrifice their own blood, they must use some sort of sharp implement to draw their own blood. They choose a number of d8 dice damage to deal. Treat every 1d8 damage dealt as 1 HD of blood sacrifice. Dealing damage to themselves counts as part of the spellcasting action.

### Limited Summoning

The sacrificist uses Summon Demon normally, but counts as one level lower when determining what they may summon.

## ZAKYAS ARCHETYPE

A Zakyas is a demonologist who has fallen under the sway of a powerful Rakshasa Immortal, enthralled by the possibility of immeasurable riches and eternal life. The immortal grants the zakyas certain powers in exchange for his devotion and servitude, all the while syphoning the soul of the zakyas .

### Raktavarna (Su)

As reward for their services, the zakyas receive a minor (the least, in fact) raktavarna rakshasa as their demonic servant at first level. This creature is lawful evil and tiny in size. Unlike the malleable form of demonic servants, this creature's true shape is always that of a small, red-eyed serpent. Once in the hands of its master, however, it almost always assumes the shape of a small, simple implement - such as a dagger, lantern, book, or other similar tool.

**Skills:** Bluff, Climb, Disguise, Escape Artist, Perception, Sense Motive, Stealth, Swim

The following table changes the standard Demonic Servant table and identifies the raktavarna's advancement under the zakyas:



Class Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
1 <sup>st</sup>	1	+1	+2	+0	2	1	+0	+1	0	1	Chosen Form (Tiny living Object), Outsider Link, Share Spell, Limited Evolutions, Limited Size
2 <sup>nd</sup>	1	+2	+3	+0	4	2	+2	+1	1	1	Darkvision, Master's Eyes
3 <sup>rd</sup>	2	+2	+3	+1	8	2	+2	+1	2	1	Detect Magic, Master's Possession
4 <sup>th</sup>	3	+3	+3	+1	12	2	+2	+2	4	1	
5 <sup>th</sup>	3	+4	+4	+1	16	3	+4	+2	5	1	
6 <sup>th</sup>	4	+5	+4	+1	20	3	+4	+3	6	1	Charm Person
7 <sup>th</sup>	5	+5	+5	+2	24	3	+6	+3	6	2	
8 <sup>th</sup>	6	+6	+5	+2	24	4	+6	+3	7	2	Detect Thought
9 <sup>th</sup>	6	+7	+5	+2	28	4	+6	+4	8	2	
10 <sup>th</sup>	7	+8	+6	+2	32	4	+8	+4	9	2	
11 <sup>th</sup>	8	+8	+6	+3	36	5	+8	+5	10	2	
12 <sup>th</sup>	9	+9	+6	+3	40	5	+10	+5	10	3	
13 <sup>th</sup>	9	+10	+7	+3	44	5	+10	+5	11	3	
14 <sup>th</sup>	10	+11	+7	+3	48	6	+10	+6	12	3	
15 <sup>th</sup>	11	+11	+8	+4	48	6	+12	+6	13	3	
16 <sup>th</sup>	12	+12	+8	+4	52	6	+12	+7	14	3	
17 <sup>th</sup>	12	+13	+8	+4	56	7	+14	+7	15	4	
18 <sup>th</sup>	13	+14	+9	+4	60	7	+14	+7	15	4	
19 <sup>th</sup>	14	+14	+9	+5	64	7	+14	+8	16	4	
20 <sup>th</sup>	15	+14	+9	+5	68	8	+16	+8	16	5	

### Chosen Form (Su)

As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action. Once this form is chosen, it cannot be changed. The raktavarna can be coaxed out of its true form with an opposed intimidation or diplomacy check. The raktavarna will revert to its chosen form after a number of rounds equal to the difference between the two rolls.

### Limited Evolutions (Ex)

Raktavarna are primarily limited to spell-like and supernatural ability evolutions. The following exceptional ability evolutions are the exception: Ability Increase (mental stats only), Bleed, Blindsight, Blindsight, Frightful Presence, Improved Damage, Low-Light Vision, Poison, Resistance, Scent, Skilled, Spell Resistance.

### Limited Size (Ex)

The raktavarna are the least of the rakshasa for a reason - the failures of their past lives. As a result, they are cursed to their tiny form and may never grow to a larger size (this includes through magic or evolutions).

This replaces Base Form.



### Master's Possession (Su)

As long as the raktavarna is in its chosen, inanimate form and on the person of its master, the zakyas, it does not need to make separate saving throws against any effects (magic or otherwise). Additionally, the raktavarna is able to impart some measure of its abilities and powers unto its master.

*Weapon:* The raktavarna has chosen the form of a light, one-handed weapon. In this form, the zakyas may use the raktavarna's BAB instead of his own when attacking in melee. Additionally, the raktavarna adds its DEX modifier and Armor Bonus to the zakyas' as an added measure of protection. Calculating the additional bonuses to hit are still based upon the zakyas' abilities. This benefit may be utilized for a number of rounds per day equal to the raktavarna's hit dice + the zakyas' CHA modifier. These rounds do not have to be consecutive.

The raktavarna adopts features similar to those of magic items as the zakyas grows in power. At 3rd level, the raktavarna becomes a +1 weapon. At 5th, 9th, 13th, and 17th levels, the raktavarna gains an additional +1 magic weapon bonus that may be used as a bonus to hit or to apply magical weapon properties (flaming, dancing, etc.).

*Ornamental Light (Lantern):* The raktavarna has chosen the form of a small, hand-held lantern that constantly remains lit with a blue light. The raktavarna may be commanded to extinguish the light. Holding the lantern gives the zakyas a bonus to his saves against Illusions and perception checks made to find secret doors, traps, or hidden creatures equal to the HD of the raktavarna. Finally, the zakyas is treated as if the raktavarna were constantly using aid another for any skill they both possess. The raktavarna does not have to use an action to provide this benefit.

Starting at 2nd level, the lantern raktavarna grants low-light vision to its master. At 5th level, it also imparts darkvision out to 30'. At 9th level, the zakyas also gains tremorsense out to 15'. At 13th level, the raktavarna bestows blindsight to its master out to 20'. At 17th level, the zakyas now possesses true seeing as the spell. If the zakyas already possesses any of these abilities, the range is doubled. The zakyas must be holding the lantern raktavarna in order to benefit from these abilities.

*Ornamental Treasure:* This type of item is always something worn - like brooch, bracelet, necklace, etc. When wearing this item, the zakyas can Detect Secret Doors at will, as per the spell taking a standard action to concentrate. In addition, the zakyas may Locate Object a number of times per day equal to the raktavarna's CHA modifier (but only for valuable items or magic items, where the object is worth 100gp or more). Treat the raktavarna's HD as the caster level. Finally, as a free action, the raktavarna may add its CHA modifier to the zakyas modifier for saving throws, skill checks, etc. up to a number of rounds per day equal to the raktavarna's HD + the zakyas CHA modifier. These rounds do not need to be consecutive.

**NOTE:** The listed ability bonus does not impart upon the zakyas the ability to gain additional spells from any spellcasting class.

This ability replaces Demonologist Bonus Spells and Improved Evasion.

### Outsider Link (Ex)

A zakyas and his raktavarna share a mental link which allows for communication across any distance (provided they are on the same plane). This communication is a free action, allowing the zakyas to give orders to his raktavarna at any time. While the raktavarna may wear magic items, the raktavarna will insist on hiding in its unnatural, but more comfortable form - the inanimate object it has



chosen. When in this form, magic items it is wearing become dormant. Just like the demonologist, magic item slots are shared between the zakyas and the raktavarna.

This ability modifies the demonic servant class feature of the demonologist.

### Summon Lesser Rakshasa

Instead of the demonologist summoning chart, the zakyas uses the standard summon monster spell, but applies the following template to those summoned:

#### Lesser Rakshasa Template

A rakshasa is a lawful evil spirit born into the Material Plane. A shapechanger that can walk with ease among humanoids, a rakshasa's true form has animalistic features and strangely jointed limbs. A lesser rakshasa has the following traits unless otherwise noted in a creature's entry.

#### 1 HD and greater creatures gain:

- Darkvision 60 feet.
- Master of Deception (Ex) All rakshasas gain a +4 racial bonus on Bluff checks and a +8 racial bonus on Disguise checks.
- Change Shape (Su) All lesser rakshasas have the ability to change shape into a single chosen humanoid type (human, orc, etc.), as if using alter self.

#### 4HD or greater creatures gain:

- +10 movement speed
- Spell-Like Abilities (Cha-based) Oth (at will)—dancing lights, detect magic, ghost sound (DC 13), mage hand, mending, message, prestidigitation
- Detect Thoughts (Su) A lesser rakshasa can detect thoughts as per the spell of the same name. This effect functions at CL equal to the lesser rakshasa's HD. A lesser rakshasa can suppress or resume this ability as a free action. When a lesser rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. The Will save DC to resist this

effect is equal to  $10 + \frac{1}{2}$  the lesser rakshasa's HD + the rakshasa's Charisma modifier

#### 6 HD or greater creatures gain:

- Enhanced Defenses (Ex) Lesser rakshasas have DR equal to their HD that can be penetrated by good and piercing weapons only.

#### 10 HD or greater creatures gain:

- Spell Resistance (Ex) Lesser rakshasa gain SR equal to  $10 + \text{HD}$ .

This ability modifies the Summon Demon ability of the Demonologist.

#### Immortal Curse (Su)

Accepting the rewards of the rakshasa immortal does not come without its price. All zakyas select a curse which affects the way they interact with the world. Some are covetous, seeking to hoard away valuable treasure; others are lustful - seeking the pleasures of the flesh at the expense of all else. Whatever the curse, it is this which acts as a conduit, feeding the rakshasa immortal. Eventually this curse is what kills the zakyas, transforming his soul into a rakshasa servant of the immortal. Overtime, the zakyas' body transforms into the epitome of their curse - gluttonous becomes fat and nearly immobile, covetous loses all sense of social bearing and sequesters themselves away with their coveted item, and so on. The zakyas may resist this curse with a save equal to  $10 +$  the zakyas' class level. Resisting the curse frees the zakyas from the effects (benefits and penalties) for 24 hours minus their class level (the more powerful the zakyas, the more difficult the curse is to resist). The type of save is dependent upon the curse (see below). Spell-like abilities use charisma as the primary ability.

*Greedy* - The zakyas is consumed with the need to gain more and more wealth. This manifests itself as a required Will save any time an opportunity to gain treasure or gold is involved. Their save is Willpower-based and failure indicates the zakyas will go to extreme measures to take the lion's share of any



treasure or reward (or the most valuable item of said treasure) to include theft, robbery, or bodily harm. As long as the zakyas does not resist the curse, they are automatically dazzled when near anything of value, but they gain a bonus to their appraise, escape artist, sleight of hand, and stealth skills equal to ½ their class level. Additionally, they may cast detect magic, ghost sound, mage hand, prestidigitation as spell-like abilities at will.

*Covetous* - This zakyas has revolves their life around one particular item. Generally speaking, this is not their raktavarna, but it could be if the GM allows it. This item can be magical or non-magical in nature. The zakyas will stop at nothing to protect their coveted item and will go to anything to get it back, should it be stolen. The zakyas may make a Willpower save in order to resist the gut-wrenching need to covet the item. As long as the zakyas does not resist the curse, they treat their CMD to avoid trips, disarm, and steal combat maneuvers as if they were a fighter equal to their zakyas class level. They may also use expeditious retreat, liberating command, and long arm as spell-like abilities 3/day. Covetous zakyas gain a +4 bonus to perception tests involving their coveted item, and a +4 bonus to survival checks to track anyone who has stolen their coveted item - however, at all other times, they suffer -4 to these two skills.

*Lustful* - The lustful zakyas has difficulty not succumbing to their baser instincts - they have needs (perceived or actual) involving some sort of external stimuli. An example of this is someone of their race, of the opposite sex - but it could certainly be of any sex or any race or even something non-sentient (animals, automatons, plants, etc.). Whatever the case, the lustful zakyas must satisfy their need once every 24 hours minus their zakyas class level, or suffer great pangs of withdrawal. A lustful zakyas may resist the curse with a Will save. The lustful zakyas who has both given into the curse as well as satisfied their lust enjoys the following benefits. Their focused attention gains them a +1 bonus to their Will saves and initiative for every 3 zakyas class levels they

possess. They may cast beguiling gift, aspect of the nightingale, and unnatural lust as spell-like abilities 3/day. If they do not, or are unable to, satisfy their needs, the lustful zakyas' single-minded nature imposes a -4 check to their CMD, concentration checks, and Will saves until the urge is sated.

*Ravenous* - The zakyas is constantly famished, seeking to eat anything that could be construed as food. This could be leather, leaves, rotting meat, candle wax, etc. Anything that could possibly be digested may fall prey to the ravenous zakyas. This is not to be confused with over-eating - the ravenous zakyas finds pleasure in eating things - not necessarily what most would consider food - as a way of controlling the world around them. If they eat it, they are in control. A zakyas may resist the urge to eat those things they find appealing with a Fort save. Those who give in to the curse suffer a -4 to diplomacy and sense motive, but gain +2 temporary HP per class level and a standing +1 bonus to saves against poisons, gases, and alchemical items for every 2 zakyas class levels. Finally, they may cast adhesive spittle, decompose corpse, and disguise self as spell-like abilities 3/day.

*Bestial* - The bestial zakyas typically take no heed to cultural norms and standards, dressing in furs and rags, if dressed at all. They will most often have wild hair, unkempt finger- and toenails, and generally appear feral in nature. Those zakyas who suffer from this curse must choose a mundane creature to emulate such as a wolf, cat, ape, horse, etc. This is their chosen form. Resisting the bestial curse requires a Reflex save. A bestial zakyas who succumbs to the curse takes on certain physical aspects of their chosen animal; a wolf may become excessively hairy, growing fangs and sharpened nails, a horse may form bucked teeth and a swishing tail. Whatever the aspect, the transformation stands out imposing a -4 penalty to diplomacy and disguise checks. Creatures attempting to track the bestial zakyas based upon smell gain a +2 circumstance bonus to the check. With all that being said, at 1st level, the bestial zakyas may use beast



shape 1 3/day. Additionally, they may select one ability from the beast shape spell which is permanently active. At 5th level and every 4 additional levels after that, the bestial zakyas increases the level of beast shape they may use and gains one additional ability from the spell (i.e. at 5th level, the zakyas may use beast shape II and have two abilities from their chosen animal that are permanently active).

*Wrathful* - The wrathful zakyas is hate and anger incarnate. They have no patience for anyone or anything. The merest slight will often set them off. In situations where a comment or action may be perceived as an insult, the wrathful zakyas will explode in anger, seeking revenge against the offender with maximum effort. Resisting the wrathful curse is a Will save. Those who do not resist, must immediately pursue revenge - they gain a +1 / 3 zakyas levels to damage against the offender for any melee attacks or spells with the touch or ranged-touch descriptor. They also receive a deflection bonus to their AC equal to their Charisma modifier against this opponent. If they fly into this wrath, the fury will not stop until the opponent is dead, or the zakyas themselves are dead or unconscious. Once the opponent is defeated, the zakyas is fatigued for a number of rounds equal to the number of rounds they were wrathful.

The zakyas constantly suffers from wrath - but only gains this surge of strength 1 / day at 1st level. At 6th and every 5 levels thereafter, they benefit from this ability one additional time per day.

This ability replaces the demonologist's 3rd, 4th, and 6th level Circle Power.

#### **Immortal's Boon (Su)**

As long as the zakyas feeds the curse associated with the power afforded him by the rakshasa immortal, they benefit from additional powers, granting them one additional spell per spellcaster level and a +2 DC to the saves against their spells. Any time the zakyas resists the curse, this ability is lost for 24 hours + 1 hour per zakyas class level.

## NEW DEMONOLOGIST FEATS

### ABYSSAL CONDUIT

When your demonic servant is near, your power is greatly augmented.

**Prerequisites:** demonic servant class ability

**Benefit:** When you are within 30' of your demonic servant, your caster level with regards to spells and hexes is increased by +1.

### BETRAYER

**Prerequisites:** demonologist 1<sup>st</sup>, demonic servant class ability

**Benefit:** As an immediate action, you can suffer 5 hit points of damage to change the target of any effect targeting you to an ally within 30'. You must use this ability before any saving throw roll is made.

### BLASPHEMING INCANTER

**Prerequisites:** evil alignment and ability to cast arcane spells

**Benefit:** You cast any spell with the [Evil] descriptor at +2 profane bonus to both save DC and any spell penetration.

### CIRCLE OF THE HIGH WARD

Your demonic circles are supreme in holding back outsiders.

**Prerequisites:** demonic servant class ability.

**Benefit:** All outsiders must make a Will save, DC equal to double your Charisma score, to pass through your demonic circle, entering or leaving.

**Normal:** All outsiders must make a Will save, DC 10 + half the demonologist's level plus Charisma bonus, to pass through the demonic circle, entering or leaving.

### CRAWLING CIRCLE

Your demonic circle may move eerily of its own accord.

**Prerequisites:** demonic circle class ability, Knowledge (arcane) 5+ ranks



**Benefit:** The demonologist may move an existing demonic circle that they have conjured 5 feet per turn as a move-equivalent action.

## DARK TRICK

You and your demonic servant work in tandem to sow chaos in battle.

**Prerequisites:** demonic servant class ability, Knowledge (arcana) 5+ ranks

**Benefit:** Whenever your demonic servant deals a successful critical hit you may become invisible as per the *vanish* spell.

## DEMONIC COVEN (TEAMWORK FEAT)

You have assembled evil minions and villainous allies around you who share your same fascination with the demonic.

**Prerequisite:** demonologist 3rd

**Benefit:** Determine the highest level demonologist with this feat. If two demonologists are of the same level, choose the one with the highest Cha score. This is the coven leader, unless they give the power to another member. For every ally with the Demonic Coven feat inside a demonic circle, treat the coven leader as +1 level for all effects related to the Demonic Circle ability. A demonic coven may support a number of members equal to the coven leader's Cha modifier (minimum of 1).

## DEVOTEE OF THE DARK

Your singular devotion grants you unholy resilience.

**Prerequisites:** demonologist 1<sup>st</sup>, Cha 13+

**Benefit:** If you fail a Fortitude or Will save, you may reroll the saving throw as an immediate action, adding your Charisma bonus to the roll. Regardless of whether you succeed or fail the new save, you suffer 5 hit points of lethal damage. You may not use this ability to reroll a single failed save more than once.

## DUAL CIRCLE MASTERY

Your mastery of dark magics allows you to maintain two demonic circles at once.

**Prerequisites:** demonic circle class ability, Knowledge: (arcane) 3+ ranks

**Benefit:** You can summon a second demonic circle while maintaining the first.

## EXTRA CIRCLES

You know an additional demonic circle power.

**Prerequisite:** demonic circle class feature.

**Benefit:** You may choose an additional demonic circle ability. You must meet any prerequisites for the chosen ability.

## EVOLVED SERVANT

Your demonic servant is unusual, even among examples of his own kind.

**Prerequisite:** demonic servant class feature.

**Benefit:** Add 2 evolution points to your Demonic Servant's pool.

**Special:** This feat may be taken 3 times, for a total of 6 extra evolution points.

## EXPLOSIVE CIRCLE

You conjure the forces of the lower planes to swat your enemies away from you as a hand brushes flies from bread.

**Prerequisite:** demonologist 5th, demonic circle class ability

**Benefit:** As a swift action, you expend one additional use of your demonic circle ability to manifest a demonic circle explosively at your feet. The energy rushes from your feet outward to the maximum circle size for your level. Any non-evil creatures caught in the circle's blast are pushed away from you as if they were bull rushed. Use the demonologist's caster level and CHA modifier to determine the effect's success or failure.

## IMPROVED ABYSSAL CONDUIT

You can use the link between yourself and your demonic servant as a focus for spellcasting.

**Prerequisites:** abyssal conduit class feature

**Benefit:** When you are within 30' of your demonic servant, you may use your demonic servant as the originating point for any spell or hex.



## INFERNAL BARGAINER

You have learned through long experience the power of pacts. It is a knowledge that has served you well when dealing with demons and devils, as well as with other beings.

**Prerequisites:** Bluff 5+ ranks, Knowledge (planes) 5+ ranks

**Benefit:** Gain a +2 bonus on Bluff and Diplomacy checks when dealing with evil Outsiders. If you have at least 10 ranks in these skills, the bonus increases to +5.

## LASHING CIRCLE

The force of your circle lashes out at your enemies.

**Prerequisites:** demonic circle class ability

**Benefits:** You may wield the power of your summoned circle like a whip by spending one additional daily use of your demonic circle. Your summoned demonic circle transforms into a whip of energy (force) which you are considered proficient with. The whip deals 1d8 + CHA force damage. Hitting a target is considered a ranged touch attack, but is otherwise treated as a standard whip. Dropping the whip ends the demonic circle. The whip functions as a demonic circle for all intentions and purposes while held.

## LORE OF THE PIT

Your extensive study of the constantly-shifting nature of the Abyss has given you insights into those who call it home.

**Prerequisites:** Knowledge (planes) 3+ ranks

**Benefit:** Gain a +2 bonus to all Knowledge (Planes) checks. This bonus becomes +4 if it regards demons or the Abyss.

## MASOCHIST

You enjoy pain, and it gives you great strength.

**Prerequisites:** Con 15+, Great Fortitude or Iron Will

**Benefit:** Whenever you are subjected to a pain effect that confers a penalty, you instead turn that penalty into a morale bonus.

## PROFANE REJUVENATION

You can sacrifice some of your own health to regain your magical abilities.

**Prerequisites:** demonologist 1<sup>st</sup>, Con 13

**Benefit:** As a full-round action, you may deal a wound to yourself. This wound automatically deals 10 hit points of lethal damage to you and you also suffer 1 Con damage. This action returns a single spell level back to the demonologist.

**Special:** You may perform this action multiple rounds in a row to gain higher spell slots back.

## QUICK SUMMONS

Through practice you can call your demonic servant faster than normal.

**Prerequisites:** demonic servant class ability, Knowledge (planes) 5+ ranks

**Benefit:** You can summon your demonic servant as a move action.

**Normal:** It takes 1 full minute of concentration to summon a demonologist's demonic servant.

## RITUAL SCARIFICATION

You deface your body with ritualized scars that hold the keys to much power, but at what cost?

**Prerequisite:** demonologist 3rd or any arcane spellcaster 9th, at least one metamagic feat

**Benefit:** When you are preparing your spells for the day, choose one metamagic feat you possess. Deal 1d8 + the metamagic spell level modifier in damage to yourself. You may use the chosen metamagic feat on a spell without increasing the casting level and without preparing it beforehand. You may use this feat 1/day. At 9th level you may use this feat 2/day. At 15th level, you may use this feat 3/day.

This damage heals normally, but the scars do not (unless magically healed). If you heal the self-inflicted damage during the day, through magical means or otherwise, before using the metamagic in a spell, the ability is lost until the next time you prepare your spells.



## UNMARKED SERVITOR

Most demonologists bear a symbol, revealing their connection to their demonic servant. Most... but not all.

**Prerequisite:** demonic servant class feature.

**Benefit:** You do not bear the brand typically associated with demonologists. Your Demonic Servant does not bear a symbol, either.

## WILL OF THE HERETIC

You have seen terrible things. Despite that, your mind remains strong, and whole.

**Prerequisite:** Able to cast *summon monster*.

**Benefit:** Add a +2 bonus on all Will saves. Against spells cast by evil outsiders, this bonus increases to +4.

## NEW MONSTER FEATS

### POSSESSION (MONSTER)

You have mastered the ability to enter a spiritual form and possess mortals.

**Prerequisites:** outsider type, 4+ HD, Cha 13+

**Benefit:** You gain the ability to become ethereal a number of times per day equal to your Charisma modifier (minimum 1). You may attempt to possess mortals or objects while ethereal.

**Note:** See possession rules appendix in *The Demonologist Class* by TPK Games for more information on possessing creatures.

## DEMONOLOGIST FAVORED CLASS BONUSES

Race	Favored Class Bonus
Catfolk	Add 1 skill rank to the demonologist's familiar. If the catfolk demonologist ever replaces this familiar, the new familiar gains these bonus skill ranks.
Dhampir	+ $\frac{1}{3}$ to effective demonologist level when determining the effectiveness of hexes.
Drow	Add +5 feet to the range of one hex with a range other than "touch."
Dwarf	Add +1 hit point to your demonic servant.
Elf	+ $\frac{1}{3}$ to effective demonologist level when determining the effectiveness of hexes.
Fetchling	Add + $\frac{1}{4}$ to the demonologist's caster level when casting spells with the [Shadow] descriptor.
Gnome	Add + $\frac{1}{5}$ feet to the size of your circle magic. At every 5' you increase your circles by 5 feet.
Half-Elf	Add 1 skill rank to the demonologist's familiar. If the half-elf demonologist ever replaces this familiar, the new familiar gains these bonus skill ranks.
Halfling	Add + $\frac{1}{4}$ to the demonologist's caster level when determining the effects of the spells granted by the patron.
Half-Orc	+ $\frac{1}{3}$ to effective demonologist level when determining the effectiveness of hexes.
Humans	The demonologist gains + $\frac{1}{6}$ of a new demonologist hex.
Ifrit	Add + $\frac{1}{4}$ damage to any fire-based hex or spell attack.
Tiefling	Add + $\frac{1}{4}$ natural armor bonus to the AC of the demonologist's familiar.



# DEMONOLOGIST SPELL LIST

SPELL NAME	DESCRIPTION	SOURCE
<b>OTH LEVEL SPELLS</b>		
Acid Splash	Orb deals 1d3 acid damage.	PRG:CRB
Arcane Mark	Inscribes a personal rune on an object or creature (visible or invisible).	PRG:CRE
Bleed	Cause a stabilized creature to resume dying.	PRG:CRE
Dancing Lights	Creates torches or other lights.	PRG:CRE
Daze	A single humanoid creature with 4 HD or less loses its next action.	PRG:CRE
Detect Magic	Detects all spells and magic items within 60 ft.	PRG:CRE
Detect Poison	Detects poison in one creature or small object.	PRG:CRE
Guidance	+1 on one attack roll, saving throw, or skill check.	PRG:CRE
Light	Object shines like a torch.	PRG:CRE
Mage Hand	5-pound <i>telekinesis</i> .	PRG:CRB
Mending	Makes minor repairs on an object.	PRG:CRE
Message	Whisper conversation at distance.	PRG:CRE
Open/Close	Open or closes small or light things.	PRG:CRB
Putrefy Food and Drink	Makes food and water inedible.	PRG:APG
Read Magic	Read scrolls and spellbooks.	PRG:CRE
Resistance	Subject gains +1 on saving throws.	PRG:CRE
Spark	Ignites flammable objects.	PRG:APG
Stabilize	Cause a dying creature to stabilize.	PRG:CRE
Touch of Fatigue	Touch attack fatigues target.	PRG:CRE
<b>1ST LEVEL SPELLS</b>		
Adhesive Spittle	Spit a tanglefoot bag at a creature.	PRG:ACG
Air Bubble	Creates a small pocket of air around your head or an object.	PRG:UC
Alarm	Wards an area for 2 hours/level.	PRG:CRB
Alchemical Tinkering	Transform one mundane alchemical item or firearm into another.	PRG:ARG
Alter Musical Instrument	Make one instrument sound like a different kind of instrument.	PRG:ACG
Animal Purpose Training	Animal gains a new general purpose.	PRG:ACG
Ant Haul	Triplies carrying capacity of a creature.	PRG:APG
Beguiling Gift	Subject immediately accepts an offered item and uses it.	PRG:APG
Blend	[Elf only] Gain a bonus to Stealth and make checks without cover or concealment.	PRG:ARG
Blood Money	Use your blood to create material components for spells.	PCS:RoRLAE
Blurred Movement	As blur, but only while you are moving.	PRG:ACG
Bouncy Body	The target's flesh becomes flexible and rubbery.	PRG:MC
Bungle	Target takes a -20 penalty on its next attack roll or check.	PRG:UM
Burning Hands	1d4/level fire damage (max 5d4).	PRG:CRB
Carrion Compass	You are lead to an undead creature's most recent controller or the cause of the creature's undeath.	PPC:USH
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	PRG:CRB
Charm Person	Makes one person your friend.	PRG:CRB
Cheetah's Sprint	A wild surge of energy courses through your body and propels you into a sprint.	PPC:HotW
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.	PRG:CRB
Command	One subject obeys selected command for 1 round.	PRG:CRB
Compel Hostility	Compels opponents to attack you instead of your allies.	PRG:UC
Comprehend Languages	You understand all spoken and written languages.	PRG:CRB
Corrosive Touch	Touch attack deals 1d4 acid/level.	PRG:UM
Cure Light Wounds	Cures 1d8 damage + 1/level (max +5).	PRG:CRB
Damp Powder	Ruins ammunition loaded in the targeted firearm.	PRG:UC
Dancing Lantern	Animates a lantern that follows you.	PRG:APG
Darting Duplicate	You create an illusory duplicate of yourself that opponents might waste an attack of opportunity on.	PPC:MITT
Daze Monster	Living creature of 6 HD or less loses its next action.	PRG:CRB
Decompose Corpse	Turn a corpse into a clean skeleton.	PRG:UM
Delay Disease	Gain immunity to disease for 24h.	PRG:ARG
Delusional Pride	Target is penalized on attacks and checks but gains bonus against charms and compulsions.	PRG:UM
Detect Metal	You detect any metal objects or creatures within a 60-foot cone.	PPC:PotR
Detect Secret Doors	Reveals hidden doors within 60 ft.	PRG:CRB
Diagnose Disease	Detect and identify diseases.	PRG:UM
Discern Next of Kin	Read the target's mind to learn about its family.	PRG:ACG
Disguise Weapon	Changes one weapon's appearance.	PRG:ACG



<b>Ear Piercing Scream</b>	Deal sonic damage and daze target.	PRG:UM
<b>Endothermic Touch</b>	This spell slows the metabolism and other bodily functions of a creature for a short amount of time.	PRG:MC
<b>Endure Elements</b>	Exist comfortably in hot or cold regions.	PRG:CRB
<b>Enlarge Person</b>	Humanoid creature doubles in size.	PRG:CRB
<b>Expeditious Retreat</b>	Your base speed increases by 30 ft.	PRG:CRB
<b>Feather Fall</b>	Objects or creatures fall slowly.	PRG:CRB
<b>Flotsam Vessel</b>	Creates a sturdy <b>raft</b> and oars from driftwood, reeds, and other river detritus.	PPC:PotR
<b>Forced Quiet</b>	Target cannot make loud noises.	PRG:UM
<b>Frostbite</b>	Target takes cold damage and is fatigued.	PRG:UM
<b>Fumbletongue</b>	Target cannot speak intelligently.	PRG:UM
<b>Gentle Breeze</b>	Light wind protects one target from clouds, gases, heat, and vapors.	PRG:ACG
<b>Glue Seal</b>	Makes one 5-ft.-square or one object sticky.	PRG:ACG
<b>Grease</b>	Makes 10-ft. square or one object slippery.	PRG:CRB
<b>Hex Vulnerability</b>	Reuse a hex on a specific target.	PRG:ACG
<b>Hex Ward</b>	Target gains +4 on saves against witch hexes.	PRG:UM
<b>Hypnotism</b>	Fascinates 2d4 HD of creatures.	PRG:CRB
<b>Icicle Dagger</b>	Masterwork ice dagger deals +1 cold damage.	PRG:UM
<b>Identify</b>	Gives +10 bonus to identify magic items.	PRG:CRB
<b>Ill Omen</b>	Target rolls twice for checks and attacks and uses worst roll.	PRG:APG
<b>Infernal Healing</b>	Touch a creature with devil's blood, giving it fast healing 1.	PCS:ISWG
<b>Inflict Light Wounds</b>	Touch deals 1d8 damage +1/level (max +5).	PRG:CRB
<b>Interrogation</b>	Target answers questions or suffers pain.	PRG:UM
<b>Jump</b>	Subject gets bonus on Acrobatics checks.	PRG:CRB
<b>Jury-Rig</b>	Removes the broken condition from the targeted object.	PRG:UC
<b>Karmic Blessing</b>	Target treats skill of choice as a class skill.	PRG:ARG
<b>Ki Arrow</b>	Arrow deals damage as your unarmed strike.	PRG:UM
<b>Life Conduit</b>	You are bound even tighter to your eidolon than normal, and may share hit points with it through your life link ability.	PRG:UC
<b>Lighten Object</b>	Reduce weight of 1 object by 50%.	PC:FoB
<b>Lock Gaze</b>	Compels the target to look only at you for the duration of the spell.	PRG:UC
<b>Long Arm</b>	Your arms lengthen, giving you extra reach.	PRG:ACG
<b>Mage Armor</b>	Gives subject +4 armor bonus.	PRG:CRB
<b>Magic Fang</b>	One natural weapon of subject creature gets +1 on attack and damage rolls.	PRG:CRB
<b>Magic Mouth</b>	Object speaks once when triggered.	PRG:CRB
<b>Marid's Mastery</b>	Target gains bonus to attack and damage rolls if it and opponent are touching water, or a penalty if they are touching the ground.	PRG:ARG
<b>Mask Dweomer</b>	Hides presence of a spell from detect magic.	PRG:APG
<b>Memorize Page</b>	Target perfectly memorizes one page of information.	PRG:ACG
<b>Mirror Polish</b>	Polish a metal item until it's usable as a mirror.	PRG:ACG
<b>Mount</b>	Summons riding horse for 2 hours/level.	PRG:CRB
<b>Mudball</b>	Blind an opponent with a ball of sticky mud.	PRG:ARG
<b>Nature's Paths</b>	The target instinctively knows the shortest, easiest, and fastest way through the wilderness.	PPC:HotW
<b>Nauseating Dart</b>	Poisonous stinger deals 1d2 damage and sickens target.	PRG:ACG
<b>Negative Reaction</b>	Targeted creature may not positively influence anyone.	PRG:UC
<b>Nereid's Grace</b>	Gain a deflection bonus to Armor Class and CMD when not wearing armor or the armor is invisible.	PRG:ARG
<b>Obscuring Mist</b>	Fog surrounds you.	PRG:CRB
<b>Peacebond</b>	Locks a weapon in place on the target's body.	PRG:UC
<b>Protection From Chaos/Evil/Good/Law</b>	+2 to AC and saves, plus additional protection against selected alignment.	PRG:CRB
<b>Poisoned Egg</b>	You transform the contents of a normal egg into a single dose of small centipede poison (injury; save DC 11; frequency 1/round for 4 rounds; effect 1 Dex; cure 1 save).	PCS:ISG
<b>Ray of Enfeeblement</b>	Ray causes 1d6 Str penalty + 1 per 2 levels.	PRG:CRB
<b>Ray of Sickening</b>	Ray makes subject sickened.	PRG:UM
<b>Recharge Innate Magic</b>	Regain one use of all 0-level and 1st-level spell-like abilities you can use as the result of a racial trait.	PRG:ARG
<b>Reduce Person</b>	Humanoid creature halves in size.	PRG:CRB
<b>Reinforce Armaments</b>	Temporarily mitigates the fragile quality in targeted weapon or armor.	PRG:UC
<b>Rejuvenate Eidolon, Lesser</b>	Demonic servant cured 1d10 damage +1/level (max +5).	PRG:APG
<b>Remove Sickness</b>	Suppress disease, nausea, and the sickened condition.	PRG:UM
<b>Restore Corpse</b>	Skeletal corpse grows flesh.	PRG:UM
<b>Sanctify Corpse</b>	Prevent a corpse from becoming an undead.	PRG:UM



<b>Shadow Weapon</b>	Create a quasi-real masterwork weapon.	PRG:UM
<b>Shield</b>	Invisible disc gives +4 to AC, blocks magic missiles.	PRG:CRB
<b>Sleep</b>	Puts 4 HD of creatures into magical slumber.	PRG:CRB
<b>Snowball</b>	Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	PPC:PotN
<b>Sow Thought</b>	Plant a brief thought in the mind of another.	PRG:ARG
<b>Strong Wings</b>	Improves the fly speed and maneuverability of a winged creature.	PRG:ARG
<b>Summon Minor Monster</b>	Summon 1d3 Tiny animals.	PRG:UM
<b>Summon Monster I</b>	Summons extraplanar creature to fight for you.	PRG:CRB
<b>Sundering Shards</b>	Sundered item explodes, dealing 1d6 damage to adjacent creatures.	PRG:ACG
<b>Theft Ward</b>	Gain a bonus to Perception checks to notice someone trying to steal an object from you.	PRG:ARG
<b>Touch of Combustion</b>	Cause the touched target to ignite in a violent burst of flame.	PRG:ARG
<b>Transfer Tattoo</b>	Move a magic tattoo from one creature to another.	PCS:ISM
<b>Twisted Futures</b>	A creature affected by this spell is unable to benefit from effects that grant the ability to roll multiple times and take the higher result.	PCS:GHH
<b>Unbreakable Heart</b>	Target gains a +4 bonus on saves against mind-affecting effects that rely on negative emotions.	PCS:ISWG
<b>Undine's Curse</b>	Target loses the ability to breathe automatically and begins to suffocate when unconscious or asleep.	PRG:ARG
<b>Unerring Weapon</b>	Grants a +2 bonus, +1 per four caster levels, on attack rolls to confirm a critical hit.	PRG:UC
<b>Unfetter</b>	Remove distance restriction on eidolon.	PRG:APG
<b>Unprepared Combatant</b>	Target takes -4 on initiative and Reflex saves.	PRG:UM
<b>Unseen Servant</b>	Invisible force obeys your commands.	PRG:CRB
<b>Urban Grace</b>	Increase your base speed, jump more easily from one building to another, and move easily through crowds and over difficult surfaces.	PRG:ARG
<b>Ventriloquism</b>	Throws voice for 1 min./level.	PRG:CRB
<b>Vocal Alteration</b>	Disguise target's voice.	PRG:UM
<b>Wave Shield</b>	Water blunts one incoming attack or fire effect.	PRG:ACG
<b>Weaken Powder</b>	Targeted firearm's ammunition halves the firearm's range and imposes a -2 penalty on damage rolls.	PRG:UC
<b>Web Bolt</b>	Trap the target in a miniature version of the web spell.	PRG:ARG
<b>Whispering Lore</b>	[Elf only] Gain a bonus to Knowledge checks about your environment from the land itself.	PRG:ARG
<b>Youthful Appearance</b>	Target appears younger.	PRG:UM
<b>2<sup>ND</sup> LEVEL SPELLS</b>		
<b>Ablative Barrier</b>	Surrounds the target with layers of force.	PRG:UC
<b>Aboleth's Lung</b>	Targets can breathe water, but lose the ability to breathe air.	PRG:ARG
<b>Adhesive Blood</b>	Attackers' weapons stick to your blood.	PRG:ACG
<b>Adoration</b>	You gain a bonus on Diplomacy checks and performance combat checks.	PRG:UC
<b>Aggressive Thundercloud</b>	Flying storm cloud deals 3d6 electricity damage.	PRG:ACG
<b>Air Step</b>	Tread unsteadily on air, with limitations.	PRG:ACG
<b>Alter Self</b>	Assume form of a Small or Medium humanoid.	PRG:CRB
<b>Alter Summoned Monster</b>	You swap a creature summoned by a conjuration (summoning) spell for a creature you could summon with a summon monster or summon nature's ally spell	PPC:MSH
<b>Ancestral Regression</b>	Drow target temporarily transforms into a surface elf and is protected as by undetectable alignment.	PRG:ARG
<b>Anonymous Interaction</b>	Creatures forget details about you and conversations with you.	PRG:ACG
<b>Ant Haul, Communal</b>	As ant haul, but you may divide the duration among creatures touched.	PRG:UC
<b>Arcane Disruption</b>	This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities granted by arcane spellcasting classes.	PPC:ACO
<b>Augury</b>	Learns whether an action will be good or bad.	PRG:CRB
<b>Barkskin</b>	Grants +2 (or higher) enhancement to natural armor.	PRG:CRB
<b>Bear's Endurance</b>	Subject gains +4 to Con for 1 min./level.	PRG:CRB
<b>Beastpeak</b>	Speak normally while in animal form.	PRG:ACG
<b>Begule Object</b>	Trick a magic item into allowing its use.	DBC
<b>Bestow Insight</b>	Target gains insight bonus on skill checks and is considered trained in that skill.	PRG:ARG
<b>Bestow Weapon Proficiency</b>	Grants a creature proficiency in a single weapon for short period of time.	PRG:UC
<b>Binding Earth</b>	Target creature treats areas of earth and stone as difficult terrain.	PRG:ARG
<b>Blade Tutor's Spirit</b>	Attack penalties you choose to suffer are reduced.	PPC:MTT
<b>Blindness/Deafness</b>	Makes subject blinded or deafened.	PRG:CRB
<b>Blood Armor</b>	Your blood hardens when you are wounded, increasing your AC.	PRG:ACG
<b>Blood Blaze</b>	Aura that makes injured creatures spray burning blood.	PRG:ARG
<b>Blood Transcription</b>	Learn a spell from the target's blood.	PRG:UM
<b>Blur</b>	Attacks miss subject 20% of the time.	PRG:CRB
<b>Boiling Blood</b>	Targets take fire damage; orcs get +2 Strength.	PRG:UM



<b>Bull's Strength</b>	Subject gains +4 to Str for 1 min./level.	PRG:CRB
<b>Bullet Ward</b>	Adamantine bullets intercept firearm attacks.	PRG:ACG
<b>Buoyancy</b>	Targets easily float on water.	PRG:ACG
<b>Burdened Thoughts</b>	Target creature gains heavy encumbrance and it cannot fly.	PCS:GHH
<b>Burning Gaze</b>	Inflict 1d6 fire damage to creature by looking at it.	PRG:APG
<b>Callback</b>	If your familiar takes hp damage while within range of this spell, it immediately teleports to your space after the damage is applied.	PPC:FF
<b>Calling the Flame</b>	Animate a fire to attack for you.	DBC
<b>Carry Companion</b>	Transform a willing animal or magical beast and its gear into a small statuette, from which form it can be restored on command.	PRG:APG
<b>Cat's Grace</b>	Subject gains +4 to Dex for 1 min./level.	PRG:CRB
<b>Climbing Beanstalk</b>	Create a beanstalk that is very easy to climb.	PRG:ACG
<b>Commune with Birds</b>	You can ask birds a question.	PRG:ARG
<b>Companion Life Link</b>	Sense whenever your companion is wounded and call out to it in a time of need.	PRG:ACG
<b>Control Vermin</b>	You and a number of allies less than or equal to your caster level designated upon casting can use Handle Animal and Ride checks to influence or control the targeted vermin as if they were animals and had animal-level intelligence.	PRG:MC
<b>Create Pit</b>	Creates an extradimensional pit.	PRG:APG
<b>Crimson Confession</b>	Touching the marked object or area turns one's skin red.	PRG:ACG
<b>Cure Moderate Wounds</b>	Cures 2d8 damage + 1/level (max +10).	PRG:CRB
<b>Cushioning Bands</b>	Force bands protect against crushing.	PRG:UM
<b>Daze Monster</b>	Living creature of 6 HD or less loses its next action.	PRG:CRB
<b>Death Candle</b>	Kills dying creature; you summon a fire elemental.	PRG:ARG
<b>Death Knell</b>	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.	PRG:CRB
<b>Delay Pain</b>	Ignore pain for 1 hour/level.	PRG:UM
<b>Delay Poison</b>	Stops poison from harming target for 1 hour/level.	PRG:CRB
<b>Destabilize Powder</b>	Ammunition in the targeted firearm is prone to misfire.	PRG:UC
<b>Detect Thoughts</b>	Allows "listening" to surface thoughts.	PRG:CRB
<b>Disfiguring Touch</b>	Target becomes disfigured.	PRG:UM
<b>Disrupt Link</b>	The target has her link with her bonded creature temporarily severed.	PPC:FF
<b>Eagle's Splendor</b>	Subject gains +4 to Cha for 1 min./level.	PRG:CRB
<b>Eldritch Conduit</b>	Use an enemy as a point of origin for a cone, cylinder, line, or sphere spell.	PCS:ISM
<b>Embrace Destiny</b>	Roll d20; before end of spell, use roll to replace another d20 roll before the die is rolled.	ISM
<b>Enemy's Heart</b>	Make a coup de grace; gain 1d8 temporary hp +1 per HD of the creature, +2 to Str, and +1 caster level.	PRG:ARG
<b>Enthrall</b>	Captivates all within 100 ft. + 10 ft./level.	PRG:CRB
<b>Euphoric Cloud</b>	Fog obscures vision and fascinates living creatures.	PRG:ACG
<b>Evolution Surge, Lesser</b>	Grants eidolon an evolution with 2 evolution points.	PRG:APG
<b>Extreme Flexibility</b>	Gain a bonus to AC, on Escape Artist checks, and when grappling.	PRG:ACG
<b>False Life</b>	Gain 1d10 temporary hp + 1/level (max +10).	PRG:CRB
<b>Feast of Ashes</b>	A target starves with an insatiable hunger.	PRG:APG
<b>Fester</b>	Gives subject SR 12 + your level vs. healing effects.	PRG:APG
<b>Final Sacrifice</b>	You disrupt the conjuring energies within a summoned creature, causing it to violently explode. If the target fails its Fortitude save, it is immediately slain and all creatures within 20 feet of the target take 1d4 points of damage per spell level of the summoning spell that conjured the target.	PPC:MSH
<b>Find Traps</b>	Notice traps as a rogue does.	PRG:CRB
<b>Fog Cloud</b>	Fog obscures vision.	PRG:CRB
<b>Force Anchor</b>	Ranged touch attack deals a target 1d4 points of force damage per 2 caster levels (max 5d4) and becomes lodged in the target limiting its movement.	PPC:USH
<b>Fox's Cunning</b>	Subject gains +4 to Int for 1 min./level.	PRG:CRB
<b>Frost Fall</b>	The area is covered in a chilling frost.	PRG:UC
<b>Fury of the Sun</b>	Target takes 1d4 nonlethal and suffers from heatstroke (fatigue).	PRG:ARG
<b>Gentle Repose</b>	Preserves one corpse.	PRG:CRB
<b>Ghost Wolf</b>	As phantom steed, except Large quasi-real wolf instead of horse and it radiates fear and can be used in combat.	PRG:ARG
<b>Ghostly Disguise</b>	You look like a ghost of yourself.	PRG:UM
<b>Gird Ally</b>	You create a magical field around summoned creatures you control that deflects attacks made against them. The targets gain a deflection bonus to their AC equal to 1 + 1 for every 6 caster levels you possess (maximum +4 deflection bonus at 18th level)	PPC:MSH
<b>Glide</b>	You take no falling damage and move 60 ft./round while falling.	PRG:APG
<b>Glitterdust</b>	Blinds creatures, outlines invisible creatures.	PRG:CRB
<b>Haste</b>	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	PRG:CRB



<b>Haunting Mists</b>	Creatures are shaken and take Wis damage.	PRG:UM
<b>Hidden Speech</b>	Gain +10 on Bluff to send secret messages.	PRG:APG
<b>Hold Person</b>	Paralyzes one humanoid for 1 round/level.	PRG:CRB
<b>Ice Slick</b>	You create a blast of intense cold, coating all solid surfaces in the area with a thin coating of ice.	PRG:MC
<b>Inflict Moderate Wounds</b>	Touch attack, 2d8 damage + 1/level (max +10).	PRG:CRB
<b>Investigative Mind</b>	Roll twice and take the higher roll when using certain mental skills.	PRG:ACG
<b>Invisibility</b>	Subject is invisible for 1 min./level or until it attacks.	PRG:CRB
<b>Ironskin</b>	Your skin hardens and takes on the color and texture of rough iron.	PRG:MC
<b>Levitate</b>	Subject moves up and down at your direction.	PRG:CRB
<b>Life Pact</b>	Affected creatures automatically donate hp to stabilize fallen ally.	PRG:ACG
<b>Limp Lash</b>	Create a magical noose around target's head, possibly paralyzing them.	Gob
<b>Lipstitch</b>	Stitch one creature's lips shut.	Gob
<b>Mad Hallucination</b>	Target takes penalties to mental actions.	PRG:UM
<b>Mask Dweomer, Communal</b>	As mask dweomer, but you may divide the duration among creatures touched.	PRG:UC
<b>Masterwork Transformation</b>	Make a normal item into a masterwork one.	PRG:UM
<b>Merge with Familiar</b>	Your familiar merges harmlessly into your body.	PPC:FF
<b>Minor Dream</b>	Allow yourself or a gnome you touch to send a short message to a dreaming recipient.	PRG:ARG
<b>Mirror Hideaway</b>	As many as eight creatures hide in an extradimensional space.	PRG:ACG
<b>Misdirection</b>	Misleads divinations for 1 creature or object.	PRG:CRB
<b>Miserable Pity</b>	Opponents cannot attack a pathetic creature.	PRG:UM
<b>Molten Orb</b>	Molten metal splash weapon deals 2d6 fire damage plus ongoing damage.	PRG:ACG
<b>Mount, Communal</b>	As mount, but you may divide the duration among creatures touched.	PRG:UC
<b>Mud Buddy</b>	You create a Small minion out of mud, and it obeys your commands.	PRG:MC
<b>Owl's Wisdom</b>	Subject gains +4 to Wis for 1 min./level.	PRG:CRB
<b>Perceive Cues</b>	+5 Perception and Sense Motive 10 min./level.	PRG:APG
<b>Pernicious Poison</b>	Target takes a -4 penalty against poison.	PRG:UM
<b>Phantom Steed</b>	Magic horse appears for 1 hour/level.	PRG:CRB
<b>Pox Pustules</b>	Subject is sickened and has -4 Dex.	PRG:APG
<b>Protection from Arrows</b>	Subject gains DR 10/magic against ranged attacks.	PRG:CRB
<b>Protective Penumbra</b>	Shadow protects the target from light.	PRG:UM
<b>Protection from Chaos, Communal</b>	As protection from chaos, but you may divide the duration among creatures touched.	PRG:UC
<b>Protection from Evil, Communal</b>	As protection from evil, but you may divide the duration among creatures touched.	PRG:UC
<b>Protection from Good, Communal</b>	As protection from good, but you may divide the duration among creatures touched.	PRG:UC
<b>Protection from Law, Communal</b>	As protection from law, but you may divide the duration among creatures touched.	PRG:UC
<b>Qualm</b>	Target gains penalties on ability checks, skill checks, and concentration checks until it spends an entire round doing nothing.	PRG:UC
<b>Raven's Flight</b>	You turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn.	PPC:HotW
<b>Recoil Fire</b>	Ammunition in the targeted firearm generates excessive recoil.	PRG:UC
<b>Reinforce Armaments, Communal</b>	As reinforce armaments, but you may divide the spell's duration among objects touched.	PRG:UC
<b>Returning Weapon</b>	Grants a weapon the returning special weapon quality.	PRG:UC
<b>Resist Energy</b>	Ignores first 10 (or more) points of damage per attack from specified energy type.	PRG:CRB
<b>Restore Eidolon, Lesser</b>	Lesser restoration for an eidolon.	PRG:UM
<b>River Whip</b>	Create a whip of water that you wield as a weapon.	PRG:ACG
<b>Scale Spikes</b>	When the target is affected by this spell, its scales grow jagged spikes. These spikes act like +1 armor spikes. The subject is automatically considered proficient with these scale spikes.	PRG:MC
<b>Scare</b>	Frightens creatures of less than 6 HD.	PRG:CRB
<b>See Invisibility</b>	Reveals invisible creatures or objects.	PRG:CRB
<b>Sentry Skull</b>	Animate the head of a recently dead creature to serve as a sentry.	PRG:ARG
<b>Severed Fate</b>	A target becomes shaken and cannot use hero points for 10 minutes per level.	PRG:APG
<b>Shadow Anchor</b>	Tether the target to its current square with its own shadow, making it difficult for the target to move far.	PRG:ARG
<b>Share Memory</b>	Share one memory with the target.	PRG:UM
<b>Sickening Strikes</b>	Sicken creatures you hit with melee attacks.	PRG:ARG
<b>Silent Table</b>	Give yourself privacy by muffling sound leaving the area.	PRG:ACG
<b>Silk to Steel</b>	Use a scarf as a shield or whip.	PRG:UM
<b>Skinsend</b>	Animate and possess your own skin as if it were a separate creature.	PRG:UM



<b>Slow</b>	One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	PRG:CRB
<b>Soothing Word</b>	Reduces effects of multiple conditions on target.	Cards
<b>Spectral Hand</b>	Creates disembodied glowing hand to deliver touch attacks.	PRG:CRB
<b>Spider Climb</b>	Grants ability to walk on walls and ceilings.	PRG:CRB
<b>Spore Burst</b>	You cause a willing plant creature's body to sprout small, puffy mushrooms that remain for 1 round per caster level or until the creature uses them.	PPC:C&C
<b>Squeeze</b>	The target becomes flexible enough to squeeze through small spaces without penalty.	PRG:ARG
<b>Stabilize Powder</b>	Ammunition in the targeted firearm is less likely to misfire.	PRG:UC
<b>Staggering Fall</b>	Cause additional damage to a falling creature.	PCS:RG
<b>Status</b>	Monitors condition, position of allies.	PRG:CRB
<b>Steal Breath</b>	Pull the breath from a creature's lungs, dealing damage and leaving it unable to speak, use breath weapons, or cast spells with verbal components.	PRG:ARG
<b>Steal Size</b>	Reduce one humanoid's size by one size category (if it is larger than you) and you grow one size category.	PCS:GHH
<b>Steal Voice</b>	Target gains the croaking spellblight.	PRG:UM
<b>Stone Discus</b>	Flying discus deals bludgeoning or slashing damage.	PRG:ACG
<b>Stricken Heart</b>	Touch attack deals 2d6 damage and staggers target.	PRG:ACG
<b>Summon Eidolon</b>	Instantly summons your eidolon for duration of spell.	PRG:APG
<b>Summon Monster II</b>	Summons extraplanar creature to fight for you.	PRG:CRB
<b>Summon Swarm</b>	Summons swarm of bats, rats, or spiders.	PRG:CRB
<b>Symbol of Mirroring</b>	Triggered rune creates mirror images.	PRG:UM
<b>Tattoo Potion</b>	Cause a potion to turn into a spell tattoo when it is drunk.	PCS:ISM
<b>Thunder Fire</b>	Ammunition in the targeted firearm deafens opponents.	PRG:UC
<b>Time Shudder</b>	Nearby creatures are affected by <i>haste</i> or <i>slow</i> each round.	PRG:ACG
<b>Touch of Bloodletting</b>	This spell causes existing wounds on a target to bleed profusely.	PCS:ISG
<b>Touch of Idiocy</b>	Subject takes 1d6 penalty to Int, Wis, and Cha.	PRG:CRB
<b>Tremor Blast</b>	You create a minor earthquake that can trip creatures.	PCS:ISG
<b>Twilight Haze</b>	Illusory fog obscures vision.	PRG:ACG
<b>Twisted Space</b>	Targeted creature's attacks target a random square instead of the intended target.	PRG:UC
<b>Umbral Weapon</b>	1/rnd wielder of target touched melee weapon can reroll a failed attack roll. If reroll hits, the attacked creature suffers 1d8 cold damage, plus 1 per 2 caster levels (maximum 1d8+10).	PPC:MTT
<b>Unnatural Lust</b>	Target is compelled to kiss or caress another.	PRG:UM
<b>Unshakable Chill</b>	Target is afflicted with severe cold.	PRG:UM
<b>Vomit Swarm</b>	Produces a spider swarm that fights for you.	PRG:APG
<b>Warding Weapon</b>	The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.	PRG:UC
<b>Web</b>	Fills 20-ft.-radius spread with sticky spider webs that can grapple foes and impair movement.	PRG:CRB
<b>Web Shelter</b>	Create a comfortable shelter made of webbing.	PRG:UM
<b>Whip of Spiders</b>	Create a whip made of poisonous spiders.	PRG:ACG
<b>Wind Wall</b>	Deflects arrows, smaller creatures, and gases.	PRG:CRB
<b>Zone of Truth</b>	Subjects within range cannot lie.	PRG:CRB
<b>3RD LEVEL SPELLS</b>		
<b>Accept Affliction</b>	The caster can transfer the effects of afflictions such as curses, diseases, and poisons from the target creature to himself.	PPC:CoP
<b>Accursed Glare</b>	Cause one creature to re-roll attack rolls and saving throws, taking the worse result.	PPC:BotM
<b>Adjustable Disguise</b>	As disguise self, but you can change the disguise as a swift action.	PRG:ACG
<b>Agonize</b>	Pain encourages an outsider to obey you.	PRG:UM
<b>Agonizing Rebuke</b>	Deal nonlethal damage to the target every time it attempts to attack or harm you.	PRG:ARG
<b>Aggravate Affliction</b>	All recurring afflictions possessed by the targeted creature immediately trigger, requiring an immediate saving throw to avoid suffering their effects.	AP82
<b>Air Breathing</b>	The transmuted creatures can breathe air freely.	PRG:MC
<b>Air Geyser</b>	Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.	PRG:ACG
<b>Anchored Step</b>	Vines beneath your feet stabilize you but slow you down.	PRG:ACG
<b>Anthropomorphic Animal</b>	Animal becomes bipedal.	PRG:UM
<b>Aqueous Orb</b>	Creates rolling sphere of water.	PRG:APG
<b>Arcane Sight</b>	Magical auras become visible to you.	PRG:CRB
<b>Armor Lock</b>	Target in heavy metal armor becomes entangled or staggered if Reflex save is failed. A target in light or medium metal armor becomes entangled on failed Reflex save.	CRB
<b>Ash Storm</b>	Hamper vision and movement.	PRG:UM
<b>Aura of Cannibalism</b>	You emanate an aura that saps the strength of others of your kind and channels their energy into you.	PRG:MC
<b>Aura Sight</b>	Alignment auras become visible to you.	PRG:ACG
<b>Barrow Haze</b>	Fog obscures the vision of others and extends the range of your hexes.	PRG:ACG





<b>Bestow Curse</b>	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	PRG:CRB
<b>Black Tentacles</b>	Tentacles grapple all creatures within a 20-ft. spread.	PRG:CRB
<b>Blood Scent</b>	Gain scent ability against injured creatures.	PRG:ARG
<b>Cackling Skull</b>	Skull acts as magic mouth, listeners are shaken.	PRG:UM
<b>Call the Void</b>	An aura of nothingness damages and suffocates creatures adjacent to you.	DEP
<b>Charitable Impulse</b>	Affected creature practices nonviolent combat behaviors according to a list of priorities.	PCS:Righteous
<b>Charm Monster</b>	Makes monster believe it is your ally.	PRG:CRB
<b>Clairaudience/Clairvoyance</b>	Hear or see at a distance for 1 min./level.	PRG:CRB
<b>Clear Grove</b>	Trees, shrubs, and other thick vegetation move out of the spell's area.	PPC:HotW
<b>Control Summoned Creature</b>	Direct a summoned monster as if you had summoned it.	PRG:UM
<b>Countless Eyes</b>	Extra eyes give all-around vision.	PRG:UM
<b>Creeping Ice</b>	Sheet of ice slowly spreads outward on a horizontal surface.	PRG:ACG
<b>Cup of Dust</b>	Causes a creature to become dehydrated.	PRG:APG
<b>Deathwine</b>	Turn potion to temporary pool of necromatic energy.	PCS:RoRLAE
<b>Deep Slumber</b>	Puts 10 HD of creatures to sleep.	PRG:CRB
<b>Delay Poison, Communal</b>	As delay poison, but you may divide the duration among creatures touched.	PRG:UC
<b>Devolution</b>	An eidolon temporarily loses 1 evolution +1/five levels.	PRG:APG
<b>Dimension Door</b>	Teleports you a short distance.	PRG:CRB
<b>Dimensional Anchor</b>	Bars extradimensional movement.	PRG:CRB
<b>Disable Construct</b>	Touch attack makes a construct helpless for 1 round/level.	PRG:ACG
<b>Dispel Magic</b>	Cancels one magical spell or effect.	PRG:CRB
<b>Displacement</b>	Attacks miss subject 50% of the time.	PRG:CRB
<b>Eldritch Fever</b>	Target gains the eldritch ague spellblight.	PRG:UM
<b>Enlarge Person, Mass</b>	1 humanoid creature/level doubles in size.	PRG:CRB
<b>Eruptive Pustules</b>	Acid boils burst when you are attacked.	PRG:UM
<b>Evolution Surge</b>	Grants eidolon an evolution with 4 evolution points.	PRG:APG
<b>Excruciating Deformation</b>	Target takes Dex and Con damage.	PRG:UM
<b>Fearsome Duplicate</b>	Make a monstrosly distorted duplicate of you and control it.	PRG:ARG
<b>Fins to Feet</b>	Transform the target's fins, flippers, or tail into legs and feet.	PRG:ARG
<b>Fire Shield</b>	Creatures attacking you take fire damage; you're protected from heat or cold.	PRG:CRB
<b>Flames of Gehenna</b>	The ground opens and hellfire burns those in the area of effect.	DBC
<b>Flash Fire</b>	Ammunition in the targeted firearm creates a tremendous flash capable of blinding the weapon's bearer and those around him.	PRG:UC
<b>Fly</b>	Subject flies at speed of 60 ft.	PRG:CRB
<b>Gloomblind Bolts</b>	Ranged touch attack that deals 4d6 negative energy, 1 bolt +1/four levels (max 3).	PRG:ARG
<b>Glyph of Warding</b>	Inscription harms those who pass it.	PRG:CRB
<b>Guiding Star</b>	Know approximate distance from where you cast this spell.	PRG:APG
<b>Harrowing</b>	You use a Harrow deck to tell a fortune for yourself or someone else.	PCS:ISWG
<b>Healing Thief</b>	You siphon half of all magical healing that the targeted creature receives.	PRG:UC
<b>Heart of the Metal</b>	Enable weapons to overcome DR like adamantine, cold iron, or silver.	PRG:ACG
<b>Heroism</b>	Gives +2 bonus on attack rolls, saves, skill checks.	PRG:CRB
<b>Hex Glyph</b>	Inscription casts your hex on those who pass it.	PRG:ACG
<b>Hollow Blades</b>	Target creature's melee and natural attacks deal damage as if it were one size category smaller.	PCS:GHH
<b>Hostile Levitation</b>	Levitates the targeted creature up off the ground.	PRG:UC
<b>Howling Agony</b>	Screaming pain limits the target's actions.	PRG:UM
<b>Hydrophobia</b>	Targets in the area must succeed at a Will save or become deathly afraid of drowning.	PPC:MM
<b>Ice Spears</b>	Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.	PCS:ISM
<b>Imbue With Addiction</b>	The target immediately becomes addicted to the drug used during the casting of the spell (see drugs and addiction). If the target was ever addicted to the drug at any point in the past, it takes a -4 penalty on its saving throw.	PPC:MM
<b>Improve Trap</b>	Increase the difficulty of finding, disarming, or avoiding a trap.	PRG:ARG
<b>Internal Conflagration</b>	A target's blood is turned to the boiling caustic fluids of the abyss.	DBC
<b>Invisibility, Greater</b>	As invisibility, but subject can attack and stay invisible.	PRG:CRB
<b>Isolate</b>	You cause the target to become invisible and silent, but only to his allies.	PRG:MC
<b>Ki Leech</b>	Add to your ki pool when you critically hit.	PRG:UM
<b>Life Conduit, Improved</b>	Transfers 2d6 hit points to your eidolon as a swift action.	PRG:UC
<b>Lightning Bolt</b>	Electricity deals 1d6/level damage.	PRG:CRB
<b>Loathsome Veil</b>	Nauseates and/or sickens weak creatures.	PRG:UM
<b>Locate Creature</b>	Indicates direction to familiar creature.	PRG:CRB
<b>Locate Object</b>	Senses direction toward object (specific or type).	PRG:CRB



<b>Locate Weakness</b>	You roll damage twice when you roll damage for a critical hit and take the best damage.	PRG:UC
<b>Lover's Vengeance</b>	You inspire yourself or a lover to a vengeful rage against a chosen enemy.	PCS:ISWG
<b>Mad Monkeys</b>	Summon a swarm of mischievous monkeys.	PRG:UM
<b>Magic Circle against Chaos/Evil/Good/Law</b>	As protection spells, but 10-ft. radius and 10 min./level.	PRG:CRB
<b>Magic Fang, Greater</b>	One natural weapon gets + 1/four levels (max +5).	PRG:CRB
<b>Malediction</b>	Touch to kill an unconscious creature and gain a number of temporary hero points depending on how powerful it was.	PRG:APG
<b>Marionette Possession</b>	As magic jar, but limited to line of sight.	PRG:UM
<b>Master's Escape</b>	You create an extradimensional link between yourself and one summoned creature you control that allows you to switch places. After casting master's escape, you can teleport to your summoned creature's space as a swift action, causing your summoned creature to teleport to your former space.	PPC:MSH
<b>Mindlocked Messenger</b>	Target gains a message that can be given only to its intended recipient.	PRG:ACG
<b>Minor Creation</b>	Creates one cloth or wood object.	PRG:CRB
<b>Nature's Ravages</b>	You greatly speed up the decomposition process of a nearby corpse.	PPC:DHB
<b>Nature's Exile</b>	Gives subject -10 on Survival checks.	PRG:APG
<b>Nauseating Trail</b>	Creature leaves a trail of stinking cloud squares.	PRG:ACG
<b>Nixie's Lure</b>	Fascinate or lure creatures toward you with a song.	PRG:ARG
<b>Nondetection</b>	Hides subject from divination, scrying.	PRG:CRB
<b>Obsidian Flow</b>	Converts the surface of the ground into molten glass.	PRG:UC
<b>Pain Strike</b>	Inflicts 1d6 nonlethal damage 1 round/level.	PRG:APG
<b>Paragon Surge</b>	Gain a bonus to Dexterity and Intelligence and the benefits of one additional feat.	PRG:ARG
<b>Pellet Blast</b>	Creates an explosion of conjured metal pellets.	PRG:UC
<b>Phantom Chariot</b>	Conjures a quasi-real heavy chariot pulled by four horses.	PRG:UC
<b>Phantom Steed, Communal</b>	As phantom steed, but you may divide the duration among creatures touched.	PRG:UC
<b>Pierce Disguise</b>	See through low-level magical disguises.	PRG:ACG
<b>Plant Voice</b>	You grant one plant creature the ability to speak, hear, and understand any of the languages you know.	PPC:C&C
<b>Polymorph Familiar</b>	Give your familiar the shape of another animal.	PRG:ACG
<b>Protection from Arrows, Communal</b>	As protection from arrows, but you may divide the duration among creatures touched.	PRG:UC
<b>Protection from Energy</b>	Absorbs 12 points/level of damage from one kind of energy.	PRG:CRB
<b>Pugwampi's Grace</b>	One creature rolls 2d20 whenever it needs to roll a d20, and must take the lower result.	PCS:ISM
<b>Pup Shape</b>	Transforms a single animal or magical beast into a younger and cuter version of itself for a short period of time.	PRG:UC
<b>Rage</b>	Gives +2 to Str and Con, +1 on Will saves, -2 to AC.	PRG:CRB
<b>Raging Rubble</b>	Animate rubble or small stones into a swarm under your control.	PRG:ARG
<b>Rain of Frogs</b>	Summon a swarm of poisonous frogs.	PRG:UM
<b>Ray of Exhaustion</b>	Ray makes subject exhausted.	PRG:CRB
<b>Reaper's Coterie</b>	Target touched weapon gains a +1 profane bonus on damage rolls each time it reduces a living creature to 0 or fewer hit points (max 1/2 caster lvl) for 1 rnd./lvl.	PPC:MTT
<b>Reckless Infatuation</b>	Target is compelled to stay near another.	PRG:UM
<b>Reduce Person, Mass</b>	As reduce person, but affects 1 humanoid creature/level.	PRG:CRB
<b>Rejuvenate Eidolon</b>	As lesser rejuvenate eidolon, but cures 3d10 damage +1/level (max +10).	PRG:APG
<b>Restore Eidolon</b>	Restoration for an eidolon.	PRG:UM
<b>Remove Blindness/Deafness</b>	Cures normal or magical blindness or deafness.	PRG:CRB
<b>Remove Curse</b>	Frees object or person from curse.	PRG:CRB
<b>Remove Disease</b>	Cures all diseases affecting subject.	PRG:CRB
<b>Resist Energy, Communal</b>	As resist energy, but you may divide the duration among creatures touched.	PRG:UC
<b>Returning weapon, Communal</b>	As returning weapon, but you may divide the duration among weapons touched.	PRG:UC
<b>Riversight</b>	You can view events transpiring along a natural watercourse you touch.	PPC:PotR
<b>Sands of Time</b>	Target temporarily ages.	PRG:UM
<b>Scale Spikes, Greater</b>	As scale spikes, except that the spikes growing out of the scales have an enhancement bonus on attack and damage rolls equal to +1 for every 4 caster levels (maximum +5). This bonus does not allow the spikes to bypass damage reduction aside from magic.	PRG:MC
<b>Screech</b>	Foes provoke attacks of opportunity.	PRG:APG
<b>Seek Thoughts</b>	Detects thinking creatures' thoughts.	PRG:APG
<b>Sepia Snake Sigil</b>	Creates text symbol that immobilizes reader.	PRG:CRB
<b>Share Senses</b>	Perceive the world around your familiar.	PRG:APG
<b>Shield Companion</b>	As shield other, but affecting your companion creature.	PRG:ACG
<b>Silver Darts</b>	Cone of silver darts deals 1d6 piercing damage/level, more against unarmored targets.	PRG:ACG



<b>Siphon Might</b>	You drain the might of the target and transfer that power to another creature.	PPC:GHH
<b>Sleet Storm</b>	Hampers vision and movement.	PRG:CRB
<b>Speak with Dead</b>	Corpse answers one question/two levels.	PRG:CRB
<b>Spider Climb, Communal</b>	As spider climb, but you may divide the duration among creatures touched.	PRG:UC
<b>Spiked Pit</b>	As create pit, but filled with spikes.	PRG:APG
<b>Spit Venom</b>	Spit blinding black adder venom.	PRG:UM
<b>Stinking Cloud</b>	Nauseating vapors, 1 round/level.	PRG:CRB
<b>Stoneskin</b>	Grants DR 10/adamantine.	PRG:CRB
<b>Storm Step</b>	You are able to transport yourself a short distance by taking the form of a furious, sizzling bolt of elemental electricity.	PPC:BotE
<b>Strangling Hair</b>	Your hair animates and grapples.	PRG:UM
<b>Stygian Chains</b>	Massive chains grapple and crush targets.	DBC
<b>Suggestion</b>	Compels a subject to follow stated course of action.	PRG:CRB
<b>Summon Monster III</b>	Summons extraplanar creature to fight for you.	PRG:CRB
<b>Summon Totem Creature</b>	As summon nature's ally III except for different creatures as options.	PPC:Humans
<b>Sundered Serpent Coil</b>	As black tentacles, except it creates a Large decapitated snake, which erupts from the ground and grapples a creature you specify within its 5-foot reach. As a standard action, you can command the snake to release its grappled target and direct it to attack a different creature.	PRG:MC
<b>Swarm of Fangs</b>	You summon a swarm of thousands of animate, flying teeth in a 10-foot-by-10-foot cube.	PRG:MC
<b>Thorny Entanglement</b>	As entangle, plus plants make ranged attacks.	PRG:ACG
<b>Tongues</b>	Speak and understand any language.	PRG:CRB
<b>Tormenting Visions</b>	The target suffers visions and becomes flat-footed for the duration.	DBC
<b>Transfer Regeneration</b>	You bestow your regenerative abilities on the target. Your regeneration stops functioning for the duration of the spell, and the target gains your regeneration.	PRG:MC
<b>Trial of Fire and Acid</b>	The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round.	PRG:MC
<b>Twilight Knife</b>	Floating knife attacks with you.	PRG:APG
<b>Unadulterated Loathing</b>	Target is compelled to avoid another creature.	PRG:UM
<b>Unliving Rage</b>	As rage, except affecting only undead.	PRG:ACG
<b>Unravel Destiny</b>	A target suffers penalties to checks depending on how many hero points it has, and takes damage if it uses them.	PRG:APG
<b>Vampiric Touch</b>	Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	PRG:CRB
<b>Vermin Shape I</b>	Take the form and some of the powers of a Small or Medium vermin.	PRG:UM
<b>Vision of Hell</b>	Illusory hellscape makes creatures shaken.	PRG:UM
<b>Wall of Fire</b>	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.	PRG:CRB
<b>Wall of Ice</b>	Ice plane creates wall or hemisphere creates dome.	PRG:CRB
<b>Ward of the Season</b>	Protect the target with one of four effects which heal, increase speed, bolster against disease and poison, or give more stable footing. Elf only.	PRG:ARG
<b>Water Breathing</b>	Subjects can breathe underwater.	PRG:CRB
<b>Winds of Acheron</b>	A dread wind pushes a target along a path of your choice.	DBC
<b>4<sup>TH</sup> LEVEL SPELLS</b>		
<b>Absorb Toxicity</b>	You become immune to diseases and toxins, absorb one, and then spread it to others.	PRG:UC
<b>Abyssal Vermin</b>	Grant one vermin or vermin swarm the fiendish creature simple template.	PAP78
<b>Acid Pit</b>	Creates a pit with a layer of acid on the bottom.	PRG:APG
<b>Adjustable Polymorph</b>	As alter self, but you can change the shape as a swift action.	PRG:ACG
<b>Age Resistance, Lesser</b>	Ignore penalties from middle age.	PRG:UM
<b>Aggressive Thundercloud, Greater</b>	Flying storm cloud deals 6d6 electricity damage.	PRG:ACG
<b>Anti-Incorporeal Shell</b>	Incorporeal creatures stay 10 ft. away from you.	PRG:ACG
<b>Antithetical Constraint</b>	The target automatically misses with attacks against creatures that are not of the opposite alignment of it.	PPC:CoB
<b>Arcane Eye</b>	Invisible floating eye moves 30 ft./round.	PRG:CRB
<b>Baleful Polymorph</b>	Turns subject into harmless animal.	PRG:CRB
<b>Battle Trance</b>	Gain ferocity monster special ability, temporary hit points, and a morale bonus against mind-affecting effects.	PRG:ARG
<b>Bear's Endurance, Mass</b>	As bear's endurance, affects one subject/level.	PRG:CRB
<b>Black Spot</b>	Curse a creature so that it is easier for others to attack it and it takes Constitution damage every day until removed.	PPC:Pirates
<b>Black Tentacles</b>	Tentacles grapple all creatures within a 20-ft. spread.	PRG:CRB
<b>Blast Barrier</b>	Creates unstable wall for cover that eventually explodes for 2d6 slashing damage plus 1d6 sonic/3 levels.	PCS:ISM





<b>Bloody Arrows</b>	When you deal piercing or slashing damage with a ranged weapon the victim also takes bleed damage.	PPC:RTT
<b>Bull's Strength, Mass</b>	As bull's strength, affects 1 subject per level.	PRG:CRB
<b>Calm Air</b>	You calm the air and disperse fog, dust, and other particles.	PPC:RTT
<b>Cape of Wasps</b>	Wasp swarm defends or carries you.	PRG:UM
<b>Cat's Grace, Mass</b>	As cat's grace, affects 1 subject/level.	PRG:CRB
<b>Caustic Blood</b>	Acidic blood spurts from your body when you take piercing or slashing damage.	PCS:ISG
<b>Charm Monster</b>	Makes monster believe it is your ally.	PRG:CRB
<b>Confusion</b>	Subjects behave oddly for 1 round/level.	PRG:CRB
<b>Contact Other Plane</b>	Lets you ask question of extraplanar entity.	PRG:CRB
<b>Crushing Despair</b>	Subjects take -2 on attack rolls, damage rolls, saves, and checks.	PRG:CRB
<b>Cure Serious Wounds</b>	Cures 3d8 damage + 1/level (max +15).	PRG:CRB
<b>Curse of Burning Sleep</b>	Creature catches fire the next time it sleeps for an hour.	PRG:ACG
<b>Curse of Magic Negation</b>	Target gains the negated spellblight.	PRG:UM
<b>Damnation Stride</b>	Teleports you a short distance and produce a burst of fire.	PRG:ARG
<b>Daze, Mass</b>	As daze, but affecting multiple creatures.	PRG:UM
<b>Death Ward</b>	Grants bonuses against death spells and negative energy.	PRG:CRB
<b>Debilitating Portent</b>	Inflicts an ill fate on a creature, halving its damage when it attacks or casts a spell.	PRG:UC
<b>Detect Scrying</b>	Alerts you to magical eavesdropping.	PRG:CRB
<b>Dimension Door</b>	Teleports you a short distance.	PRG:CRB
<b>Discern Lies</b>	Reveals deliberate falsehoods.	PRG:CRB
<b>Dismissal</b>	Forces a creature to return to its native plane.	PRG:CRB
<b>Divination</b>	Provides useful advice for specific proposed actions.	PRG:CRB
<b>Eagle's Splendor, Mass</b>	As eagle's splendor, 1 subject/level.	PRG:CRB
<b>Enchantment Foil</b>	Trick opponents who try to cast enchantments on you.	PRG:ACG
<b>Enervation</b>	Subject gains 1d4 negative levels.	PRG:CRB
<b>Evolution Surge, Greater</b>	Grants eidolon two evolutions with a total of 6 evolution points.	PRG:APG
<b>False Life, Greater</b>	Gain 2d10 temporary hp + 1/level.	PRG:UM
<b>Familiar Melding</b>	Possess your familiar.	PRG:UM
<b>Fear</b>	Subjects within cone flee for 1 round/level.	PRG:CRB
<b>Final Sacrifice</b>	You disrupt the conjuring energies within a summoned creature, causing it to violently explode. If the target fails its Fortitude save, it is immediately slain and all creatures within 20 feet of the target take 1d4 points of damage per spell level of the summoning spell that conjured the target	PPC:MSH
<b>Fleshworm Infestation</b>	Worms deal hp and Dex damage.	PRG:UM
<b>Forgetful Slumber</b>	As deep slumber and make target forgets the last 5 minutes.	PRG:ARG
<b>Fox's Cunning, Mass</b>	As fox's cunning, affects 1 subject/ level.	PRG:CRB
<b>Fungal Dreams</b>	Summon mushrooms that give you nourishment and a boost to knowledge.	DBC
<b>Geas, Lesser</b>	Commands subject of 7 HD or less.	PRG:CRB
<b>Globe of Tranquil Water</b>	A rippling bubble of calm water extends outward from you to a radius of 20 feet and remains centered on you when you move.	PPC:HotW
<b>Hellmouth Lash</b>	Transform your tongue into a whip of energy that deals acid, electricity, or fire damage.	PRG:ARG
<b>Hold Monster</b>	As hold person, but any creature.	PRG:CRB
<b>Hostile Juxtaposition</b>	You create a dimensional link with a targeted creature, and switch spots with it.	PRG:UC
<b>Ice Storm</b>	Hail deals 5d6 damage in cylinder 40 ft. across.	PRG:CRB
<b>Infernal Healing, Greater</b>	Touch a creature with devils blood, giving it fast healing 4.	PCS:ISWG
<b>Inflict Serious Wounds</b>	Touch attack, 3d8 damage + 1/level (max +15).	PRG:CRB
<b>Insect Plague</b>	Wasp swarms attack creatures.	PRG:CRB
<b>Instant Restoration</b>	You channel planar energy into a summoned creature. This spell can be cast as an immediate action when a summoned creature you control drops to 0 or fewer hit points.	PPC:MSH
<b>Locate Creature</b>	Indicates direction to familiar creature.	PRG:CRB
<b>Mage's Faithful Hound</b>	Phantom dog can guard a location and attack intruders.	PRG:CRB
<b>Magic Jar</b>	Enables possession of another creature.	PRG:CRB
<b>Major Creation</b>	As minor creation, plus stone and metal.	PRG:CRB
<b>Master's Escape</b>	You create an extradimensional link between yourself and one summoned creature you control that allows you to switch places. After casting master's escape, you can teleport to your summoned creature's space as a swift action, causing your summoned creature to teleport to your former space.	PPC:MSH
<b>Minor Creation</b>	Creates one cloth or wood object.	PRG:CRB
<b>Mirror Transport</b>	Mirror becomes a multiple-use dimension door.	PRG:ACG
<b>Monstrous Extremities</b>	You change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose a tentacle, a hoof, or a wing.	PCS:ISG
<b>Moonstruck</b>	Subject is enraged and confused.	PRG:APG



<b>Named Bullet</b>	Imbues ammunition with accuracy against a specific creature type.	PRG:UC
<b>Neutralize Poison</b>	Immunizes subject against poison, detoxifies venom in or on subject.	PRG:CRB
<b>Nixie's Lure</b>	Unearthly and infectious song that seductively summons up to 24 HD of creatures and fascinate them.	PRG:ARG
<b>Overland Flight</b>	You fly at a speed of 40 ft. and can hustle over long distances.	PRG:CRB
<b>Owl's Wisdom, Mass</b>	As owl's wisdom, affects 1 subject/level.	PRG:CRB
<b>Persistent Vigor</b>	Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.	PRG:ACG
<b>Phantasmal Killer</b>	Fearsome illusion kills subject or deals 3d6 damage.	PRG:CRB
<b>Planar Binding, Lesser</b>	Traps extraplanar creature of 6 HD or less until it performs a task.	PRG:CRB
<b>Poison</b>	Touch deals 1d3 Con damage 1/round for 6 rounds.	PRG:CRB
<b>Protection from Energy, Communal</b>	As protection from energy, but you may divide the duration among creatures touched.	PRG:UC
<b>Purified Calling</b>	Eidolon summoned is fully healed.	PRG:APG
<b>Resilient Reservoir</b>	Transfer a small amount of the damage you take to a reservoir of energy you can draw on for insight bonuses.	PRG:ARG
<b>Ride the Waves</b>	Target can breathe water and swim.	PRG:UM
<b>Sadomasochism</b>	When you are dealt damage, your attacker must roll damage for the attack twice and take the higher roll, but the attacker must also succeed at a Will saving throw or become demoralized for 1 round.	PCS:ISG
<b>Scrying</b>	Spies on subject from a distance.	PRG:CRB
<b>Secure Shelter</b>	Creates sturdy cottage.	PRG:CRB
<b>Sending</b>	Delivers short message anywhere, instantly.	PRG:CRB
<b>Shadow Step</b>	Teleport from one shadow to another.	PRG:UM
<b>Skeleton Crew</b>	Turn corpses into skeletons that act as a ship's crew and obey your commands.	PPC:Pirates
<b>Sleepwalk</b>	Causes creature to move while asleep.	PRG:APG
<b>Solid Fog</b>	Blocks vision and slows movement.	PRG:CRB
<b>Speak with Haunt</b>	Haunt answers one question/2 levels.	PRG:ACG
<b>Spellcrash, Lesser</b>	Target loses a 3rd-level prepared spell or spell slot.	PRG:ACG
<b>Spite</b>	Inflict touch spell upon creature that attacks you.	PRG:APG
<b>Stoneskin, Communal</b>	As stoneskin, but you may divide the duration among creatures touched.	PRG:UC
<b>Summon Accuser</b>	Summons a single accuser devil from Hell to do your bidding.	PCS:RG
<b>Summon Lesser Psychopomp</b>	As summon monster, except summons 1d3 esobok psychopomps or 1d4+1 nosoi psychopomps.	PAP80
<b>Summon Monster IV</b>	Summons extraplanar creature to fight for you.	PRG:CRB
<b>Summon Stampede</b>	You conjure a herd of aurochs or similar herd animal that immediately stampedes in the direction you indicate.	PCS:Righteous
<b>Summoner Conduit</b>	The target takes damage whenever its summoned creature does.	PRG:UC
<b>Symbol of Healing</b>	Triggered rune heals living creatures.	PRG:UM
<b>Symbol of Laughter</b>	Triggered rune makes nearby creatures lose actions for 1 round/level.	PRG:ACG
<b>Symbol of Revelation</b>	Triggered symbol reveals illusions.	PRG:UM
<b>Symbol of Slowing</b>	Triggered rune slows creatures.	PRG:UM
<b>Teleport</b>	Instantly transports you as far as 100 miles per level.	PRG:CRB
<b>Threefold Aspect</b>	Appear older or younger.	PRG:APG
<b>Tongues, Communal</b>	As tongues, but you may divide the duration among creatures touched.	PRG:UC
<b>Touch of Slime</b>	Touch infests a target with green slime.	PRG:UM
<b>Transmogrify</b>	Change your eidolon's evolutions.	PRG:APG
<b>Triggered Suggestion</b>	As suggestion, but triggered only and target doesn't remember the suggestion.	PRG:ACG
<b>Unbearable Brightness</b>	Your glowing body dazzles or blinds others.	PRG:ACG
<b>Vermin Shape II</b>	As vermin shape, but Tiny or Large.	PRG:UM
<b>Vitriolic Mist</b>	As fire shield, except acid damage.	PRG:UM
<b>Virulence</b>	All living creatures within the area of effect, including yourself, must immediately attempt a saving throw with a -2 penalty against any and all diseases they have contracted, even if the onset time has not yet elapsed. On a failed saving throw, the affliction has its usual effect. A successful save does not count toward curing the affliction.	PAP81
<b>Volcanic Storm</b>	Hot rocks deal 5d6 damage.	PRG:UM
<b>Wall of Blindness/Deafness</b>	Creatures that pass through a translucent wall are blinded or deafened.	PRG:ACG
<b>Wall of Stone</b>	Creates a stone wall that can be shaped.	PRG:CRB
<b>Wandering Star Motes</b>	Outlines subject and produces light as a sunrod.	PRG:APG
<b>Web Cloud</b>	Create a moving cloud of webbing that hinders travel and traps creatures.	PRG:ARG
<b>5<sup>TH</sup> LEVEL SPELLS</b>		
<b>Baleful Polymorph</b>	Turns subject into harmless animal.	PRG:CRB
<b>Banish Seeming</b>	Dispels touched illusion or a creature's change in form.	PRG:APG
<b>Banishment</b>	Banishes 2 HD/level of extraplanar creatures.	PRG:CRB



<b>Blood Boil</b>	Raise temperature of target creature's blood (or other similar body fluid) over 3 rounds causing first fatigue, then Constitution damage, then hp damage.	PPC:MM
<b>Blight</b>	Withers one plant or deals 1d6/level damage to plant creature.	PRG:CRB
<b>Break Enchantment</b>	Frees subjects from enchantments, transmutations, and curses.	PRG:CRB
<b>Callback, Greater</b>	As callback but with increased range.	PPC:FF
<b>Cloudkill</b>	Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.	PRG:CRB
<b>Conjure Black Pudding</b>	Summon a black pudding.	PRG:UM
<b>Contact Other Plane</b>	Allows you to ask a question of an extraplanar entity.	PRG:CRB
<b>Contagion, Greater</b>	Infect a subject with a magical disease.	PRG:UM
<b>Create Demiplane, Lesser</b>	Create your own demiplane.	PRG:UM
<b>Creeping Doom</b>	Swarms of centipedes attack at your command.	PRG:CRB
<b>Cure Critical Wounds</b>	Cures 4d8 damage + 1/level (max +20).	PRG:CRB
<b>Curse of Disgust</b>	Target is sickened while viewing trigger.	PRG:UM
<b>Curse, Major</b>	As bestow curse, but harder to remove.	PRG:UM
<b>Damnation Stride</b>	Teleports you a short distance and produce a burst of fire.	PRG:ARG
<b>Daywalker</b>	You reshape the substance of a willing undead creature to resemble a living, breathing creature of the same size.	PPC:C&C
<b>Dispel Magic, Greater</b>	As dispel magic, but with multiple targets.	PRG:CRB
<b>Dominate Person</b>	Controls humanoid telepathically.	PRG:CRB
<b>Duplicate Familiar</b>	You create a duplicate of a familiar.	PPC:FF
<b>Eaglesoul</b>	Grants combat bonuses against evil creatures, particularly against evil outsiders.	PCS:ISM
<b>Empathy Conduit</b>	You make a conduit between the targeted master and her familiar, allowing you to target the master or the familiar with your spells in order to affect the other.	PPC:FF
<b>Energy Siege Shot</b>	A large siege engine deals energy damage that you designate with other effects depending on the type of energy you choose.	PRG:UC
<b>Ethereal Jaunt</b>	You become ethereal for 1 round/level.	PRG:CRB
<b>Feast on Fear</b>	Targets are panicked, and you gain temporary hit points.	PRG:ACG
<b>Feeblemind</b>	Subject's Int and Cha drop to 1.	PRG:CRB
<b>Geniekind</b>	Gain your choice of genie-themed powers.	PCS:ISM
<b>Ghoul Army</b>	1d4+1 ghouls and 1 ghastr fight for you and explode when killed to deal damage.	PCS:ISM
<b>Half-Blood Extraction</b>	Transform a willing half-orc into a full-blooded orc.	PRG:ARG
<b>Heroism, Greater</b>	ives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	PRG:CRB
<b>Hex Glyph, Greater</b>	Inscription casts your hex or major hex on those who pass it.	PRG:ACG
<b>Hold Monster</b>	As hold person, but any creature.	PRG:CRB
<b>Hostile Juxtaposition</b>	You create a dimensional link with a targeted creature, and switch spots with it.	PRG:UC
<b>Hungry Earth</b>	The ground attempts to pull creatures beneath its surface as if hungry for the flesh of mortals.	PRG:MC
<b>Hungry Pit</b>	As create pit, but dealing 4d6 damage to those in it as it closes.	PRG:APG
<b>Ice Crystal Teleport</b>	Target is frozen, then teleported.	PRG:UM
<b>Inflict Critical Wounds</b>	Touch attack, 4d8 damage + 1/level (max +20).	PRG:CRB
<b>Invisibility, Mass</b>	As invisibility, but affects unlimited creatures in 180 ft; any attack breaks effect.	PRG:CRB
<b>Life Conduit, Greater</b>	You transfer 3d6 hit points to your eidolon as a swift action.	PRG:UC
<b>Lighten Object, Mass</b>	As lighten object, except that it affects a number of objects equal to half your caster level.	PC:FoB
<b>Magic Jar</b>	Enables possession of another creature.	PRG:CRB
<b>Major Creation</b>	As minor creation, plus stone and metal.	PRG:CRB
<b>Mark of Justice</b>	Designates action that triggers curse on subject.	PRG:CRB
<b>Master's Mutation</b>	You can mold the ephemeral substance of the Outer Planes, mutating one summoned creature that you control to better suit your needs	PPC:MSH
<b>Mind Fog</b>	Subjects in fog get –10 to Wis and Will checks.	PRG:CRB
<b>Old Salt's Curse</b>	Curse a creature with permanent seasickness.	PRG:ARG
<b>Overland Flight</b>	You fly at a speed of 40 ft. and can hustle over long distances.	PRG:CRB
<b>Pain Strike, Mass</b>	As pain strike, but affects multiple creatures.	PRG:APG
<b>Planar Adaption</b>	Resist harmful effects of other plane.	PRG:APG
<b>Planar Binding</b>	As lesser planar binding, but up to 12 HD.	PRG:CRB
<b>Plane Shift</b>	As many as eight subjects travel to another plane.	PRG:CRB
<b>Plague Carrier</b>	Target's attacks carry filth fever.	PRG:UM
<b>Possess Object</b>	Possess and animate one object.	PRG:UM
<b>Prying Eyes</b>	1d4 + 1/level floating eyes scout for you.	PRG:CRB
<b>Rejuvenate Eidolon, Greater</b>	As lesser rejuvenate eidolon, but cures 5d10 damage +1/level (max +20).	PRG:APG
<b>Reincarnate</b>	Brings dead subject back in a random body.	PRG:CRB
<b>Repulsion</b>	Creatures can't approach you.	PRG:CRB
<b>Rest Eternal</b>	Dead creature cannot be revived.	PRG:APG
<b>Rubberskin</b>	Bludgeoning and falling damage you take is converted into nonlethal damage.	PPC:MTT



<b>Secret Chest</b>	Hides expensive chest on Ethereal Plane; you retrieve it at will.	PRG:CRB
<b>Sequester</b>	Subject is invisible to sight and scrying; renders creature comatose.	PRG:CRB
<b>Simulacrum</b>	Creates partially real double of a creature.	PRG:CRB
<b>Siphon Magic</b>	Transfers a magical effect from touched creature to yourself.	PCS:ISM
<b>Smug Narcissism</b>	Target is distracted by its sense of self.	PRG:UM
<b>Soulswitch</b>	You place your soul into the body of your familiar, and your familiar's soul is placed in your body.	PPC:FF
<b>Spell Turning</b>	Reflect 1d4+6 spell levels back at caster.	PRG:CRB
<b>Spellsteal</b>	You create a discordant blast of energy that disrupts the target's available magic and transfers knowledge of that magic to you.	PRG:MC
<b>Suffocation</b>	Target quickly suffocates to death.	PRG:APG
<b>Summon Infernal Host</b>	Summon host devils.	PCS:RG
<b>Summon Lesser Psychopomp</b>	As summon monster, except summons 1d3 esobok psychopomps or 1d4+1 nosoi psychopomps.	PAP80
<b>Summon Monster V</b>	Summons extraplanar creature to fight for you.	PRG:CRB
<b>Summon Vanth</b>	As summon monster, except summons a single vanth psychopomp.	PAP80
<b>Summoner Conduit</b>	The target takes damage whenever its summoned creature does.	PRG:UC
<b>Sundered Serpent Coil</b>	As black tentacles, except it creates a Large decapitated snake, which erupts from the ground and grapples a creature you specify within its 5-foot reach. As a standard action, you can command the snake to release its grappled target and direct it to attack a different creature.	PRG:MC
<b>Symbol of Pain</b>	Triggered rune wracks creatures with pain.	PRG:CRB
<b>Symbol of Scrying</b>	Triggered rune activates scrying sensor.	PRG:UM
<b>Symbol of Sleep</b>	Triggered rune puts nearby creatures into catatonic slumber.	PRG:CRB
<b>Symbol of Striking</b>	As symbol of death, but fills a 5-foot square.	PRG:UC
<b>Tar Pool</b>	Converts the top layer of the ground into hot tar.	PRG:UC
<b>Telepathic Bond</b>	Link lets allies communicate.	PRG:CRB
<b>Teleport, Greater</b>	As teleport, but no range limit and no off-target arrival.	PRG:CRB
<b>Transplant Visage</b>	You add or remove a creature's face to or from your own.	PCS:ISG
<b>True Seeing</b>	Lets you see all things as they really are.	PRG:CRB
<b>Truespeak</b>	Communicate with any creature which is not mindless.	PRG:ARG
<b>Unseen Crew</b>	Create 1 unseen crewmember per caster level to attend to ships riggings and other affairs.	PPC:Pirates
<b>Village Veil</b>	Discourage creatures from investigating an area by making it look useless.	PRG:ARG
<b>Wall of Iron</b>	30 hp/four levels; can topple onto foes.	PRG:CRB
<b>Waves of Fatigue</b>	Several targets become fatigued.	PRG:CRB
<b>Whip of Centipedes</b>	Create a whip made of poisonous centipedes.	PRG:ACG
<b>Wind Blades</b>	Create invisible blades that harm the target more the faster it moves.	PRG:ARG
<b>Wreath of Blades</b>	Four mithral daggers speed around you, attacking nearby creatures and protecting your spellcasting from attacks of opportunity.	PRG:UC
<b>6<sup>TH</sup> LEVEL SPELLS</b>		
<b>Age Resistance</b>	Ignore penalties from old age.	PRG:UM
<b>Analyze Dweomer</b>	Reveals magical aspects of subject.	PRG:CRB
<b>Animate Objects</b>	Objects attack your foes.	PRG:CRB
<b>Antipathy</b>	Object or location affected by spell repels certain creatures.	PRG:CRB
<b>Banshee Blast</b>	Cone deals 1d4 damage per level and panics creatures.	PRG:ACG
<b>Binding</b>	Utilizes an array of techniques to imprison a creature.	PRG:CRB
<b>Binding Earth, Mass</b>	Target creatures treat areas of earth and stone as difficult terrain.	PRG:ARG
<b>Charm Monster, Mass</b>	As charm monster, but all within 30 ft.	PRG:CRB
<b>Cloak of Dreams</b>	Causes living creatures within 5 ft. to fall asleep.	PRG:APG
<b>Cone of Cold</b>	1d6/level cold damage.	PRG:CRB
<b>Create Demiplane</b>	As lesser create demiplane, but larger and with planar traits.	PRG:UM
<b>Cure Light Wounds, Mass</b>	Cures 1d8 damage + 1/level, affects 1 subject/level.	PRG:CRB
<b>Dimensional Bounce</b>	Teleport multiple times between two designated locations.	PRG:ACG
<b>Dimensional Lock</b>	Teleportation and interplanar travel blocked for 1 day/level.	PRG:CRB
<b>Discern Location</b>	Reveals exact location of creature or object.	PRG:CRB
<b>Dispel Magic, Greater</b>	As dispel magic, but with multiple targets.	PRG:CRB
<b>Dominate Monster</b>	As dominate person, but any creature.	PRG:CRB
<b>Dust Form</b>	You become an incorporeal creature of dust for a short period of time.	PRG:UC
<b>Dust Ward</b>	You ward a magic item against other creatures who try to learn to use or copy it.	PRG:MC
<b>Eagle Aerie</b>	Summon 1 giant eagle/3 levels.	PRG:UM
<b>Eldritch Conduit, Greater</b>	Use multiple enemies as points of origin for cone, cylinder, line, or sphere spells.	PCS:ISM
<b>Energy Siege Shot, Greater</b>	As energy siege shot, but you can affect any size siege engine.	PRG:UC
<b>Epidemic</b>	Infect a subject with a highly contagious disease.	PRG:UM
<b>Eyebite</b>	Target becomes panicked, sickened, and comatose.	PRG:CRB



<b>Fester, Mass</b>	As fester, but affecting multiple targets.	PRG:APG
<b>Find the Path</b>	Shows most direct way to a location.	PRG:CRB
<b>Flesh to Stone</b>	Turns subject creature into statue.	PRG:CRB
<b>Geas/Quest</b>	As lesser geas, but affects any creature.	PRG:CRB
<b>Guards and Wards</b>	Array of magic effects protect area.	PRG:CRB
<b>Hostile Juxtaposition, Greater</b>	You may target one creature for every four of your caster levels.	PRG:UC
<b>Heroism, Greater</b>	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	PRG:CRB
<b>Ice Crystal Teleport</b>	Target is frozen, then teleported.	PRG:UM
<b>Incendiary Cloud</b>	Cloud deals 6d6 fire damage/round.	PRG:CRB
<b>Inflict Light Wounds, Mass</b>	Deals 1d8 damage + 1/level, affects 1 subject/level.	PRG:CRB
<b>Legend Lore</b>	Lets you learn tales about a person, place, or thing.	PRG:CRB
<b>Magnetic Field</b>	You create a spherical magnetic field that surrounds you to a range of 30 feet and follows you for the duration of the spell.	PPC:PotR
<b>Maze</b>	Traps subject in extradimensional maze.	PRG:CRB
<b>Named Bullet, Greater</b>	As named bullet, but deals 2 points of damage for every caster level.	PRG:UC
<b>Plague Storm</b>	Cloud infects creatures like contagion.	PRG:UM
<b>Planar Adaption, Mass</b>	As planar adaptation, but affects multiple creatures.	PRG:APG
<b>Planar Binding, Greater</b>	As lesser planar binding, but up to 18 HD.	PRG:CRB
<b>Planar Refuge</b>	This spell enforces the rules of the Material Plane on other planes of existence. Upon casting this spell on another plane, a spherical pocket of wilderness terrain forms around the designated point.	PPC:HotW
<b>Protection from Spells</b>	Confers +8 resistance bonus.	PRG:CRB
<b>Raise Dead</b>	Restores life to subject who died as long as one day/level ago.	PRG:CRB
<b>Runic Overload</b>	Cause magical runes to explode.	PCS:GHH
<b>Sabotage Construct</b>	As confusion, except that it affects only constructs.	PPC:PotR
<b>Share Skin</b>	Possess an animal	PPC:BotM
<b>Slay Living</b>	Touch attack deals 12d6 + 1 per level.	PRG:CRB
<b>Spellcrash</b>	Target loses a 5th-level prepared spell or spell slot.	PRG:ACG
<b>Stone to Flesh</b>	Restores petrified creature.	PRG:CRB
<b>Suggestion, Mass</b>	As suggestion, affects 1 subject/level.	PRG:CRB
<b>Summon Laborers</b>	This spell summons one humanoid petitioner per caster level	PPC:MSH
<b>Summon Monster VI</b>	Summons extraplanar creature to fight for you.	PRG:CRB
<b>Summon Vanth</b>	As summon monster, except summons a single vanth psychopomp.	PAP80
<b>Swarm Skin</b>	Turns your body into a swarm of vermin.	PRG:APG
<b>Symbol of Fear</b>	Triggered rune panics nearby creatures.	PRG:CRB
<b>Symbol of Persuasion</b>	Triggered rune charms creatures.	PRG:CRB
<b>Symbol of Sealing</b>	Create triggered wall of force.	PRG:UM
<b>Sympathy</b>	Object or location attracts certain creatures.	PRG:CRB
<b>Teleportation Circle</b>	Teleports creatures inside circle.	PRG:CRB
<b>Transfer Familiar</b>	You temporarily grant control of your familiar to another willing creature.	PPC:FF
<b>Transformation</b>	You gain combat bonuses.	PRG:CRB
<b>True Seeing</b>	Lets you see all things as they really are.	PRG:CRB
<b>Unconscious Agenda</b>	Plant subconscious directive in target creature.	PCS:RoRLAE
<b>Undeath Ward</b>	You create a pale silver barrier that repels undead.	PCS:Dungeons
<b>Unwilling Shield</b>	Subject shares wounds you receive.	PRG:APG
<b>Vengeful Outrage</b>	Target is compelled to destroy one enemy.	PRG:UM
<b>Walk Through Space</b>	You can spend a move action to teleport 30 feet or to stand while prone without provoking attacks of opportunity.	PRG:UC
<b>Whip of Ants</b>	Create a whip made of army ants.	PRG:ACG

\*DBC – Demonologist Base Class



## APPENDIX ONE: POSSESSION



### POSSESSION

Some outsiders (most notably demons) have the ability to possess mortals, sometimes taking over their bodies entirely or at other times simply granting them additional strength in times of need.

In order to possess another creature or object, the outsider must have the Possession feat or similar ability. This allows the creature to exit their own body and attempt to possess the mortal body of another creature. While in their spiritual forms the creatures are ethereal, and cannot be harmed as such without special magics. Their physical bodies are still material however, and subject to damage as normal.

The outsider must be within 30' of a creature to possess it. Certain spells that ward against evil or possession can nullify this ability. When

the outsider is able, they must make a full-round action to possess the target. If the target is not willing, they may make a Will save (DC 10 +  $\frac{1}{2}$  the outsider's HD plus Charisma modifier). If a target successfully saves against the outsider's possession, they are immune to further attempts from that outsider for 24 hours. Outsiders can also attempt to possess objects, which gain no save unless they are on a person (use owner's Will save).

Once possessed, the possessed creature radiates the alignment of the possessing creature and the outsider gains a limited control over its host. It can see and hear everything the host senses and is subject to the outsider's wishes. The possessing outsider can communicate telepathically in any language, or simply whispers desires into the host's mind, effectively causing the host to save versus the *command* spell for every action demanded by the possessing creature. The possessing creature can demand one *command* per round. Often the mental endurance needed to stave off such demands leaves the possessed creature a broken shell, filled with insanity. Note that few good outsiders would ever consider possessing a mortal without great cause and permission.

### BENEFITS OF POSSESSION

Sometimes a possessed creature is willing and either a recipient of aid or has bargained for more power from beyond. Such creatures temporarily gain the half-celestial or half-fiend templates. A possessing creature must choose to allow these benefits however, and may grant all or none of them as they deem fit. Demons have many different forms and are the most common type of possessors. Instead of simply granting the half-fiend template, you may choose to use the demon-possessed template below.

### POSSESSED OBJECTS

Outsiders with the possession ability may also possess objects similarly to mortals. They may possess objects no larger than their normal physical form. Rules for possession above



remain the same for objects, but with the following benefits:

Possessing an object allows the possessor to control its parts or animate the object as per the *animate object* spell at will. In addition, the outsider can cause the object to be treated as an intelligent magic item and may grant the object a +1 enhancement bonus per 4 HD of the possessing outsider. Destruction of the object will force the outsider out and back into their spiritual form. If the possessor leaves the object, its possession-based abilities cease to exist.

## DEMON-POSSESSED CREATURES

Demons are by far the most notorious of possessors, and have their own special rules for possession. No evil is as terrible as one having the outward form of goodness. Demons can cavort in the skins of mortal creatures and cause havoc while disguised by the flesh of virtue. While in mortal guise, a demon can convert the weak-willed to evil and provide power and counsel to other mortal pawns, while gleefully using the possessed body as a shield against attack.

A demon's presence can have a variety of physical effects on the creature it possesses. Glowing eyes, bristly hair, warts, boils, scars, long nails, and twisted limbs can all be signs of demon possession. Many demon-possessed creatures, however, show no outward sign at all.

### Creating a Demon-Possessed Creature

“Demon-possessed” is an acquired template that can be added to any corporeal creature that falls prey to demon possession (referred to hereafter as the base creature). A demon-possessed creature uses all the base creature's statistics and special abilities except as noted here.

**Challenge Rating:** The challenge rating changes depending on the type of demon possessing the base creature (see below).

**Alignment:** Chaotic evil. A demon-possessed creature's alignment remains chaotic evil until the possession ends.

**Type:** A demon-possessed creature gains the chaotic and evil subtypes.

**Defensive Abilities:** A demon-possessed creature gains a +4 profane bonus on saves vs. poison, electricity resistance 20, and DR 10/cold iron or good

**Weaknesses:** A demon-possessed creature gains the following weakness.

### Spell Vulnerability (Ex)

Certain spells have special additional effects against demon-possessed creatures. A demon-possessed creature subjected to a dispel chaos or dispel evil spell must succeed on a Will save or lose all the modifications bestowed by the demon-possessed creature template for a number of rounds equal to the opponent's caster level. The demon is immediately ejected from the possessed creature's body and appears (ethereally) in the nearest open square.

A demon-possessed creature subjected to a banishment spell must succeed on a Will save or lose the template until again possessed by a demon. Failure returns the demon to its home plane, as noted in the spell description.

An antimagic field, or any antimagic effect, suppresses all the effects of the demon-possessed creature template. It also prevents the demon from communicating with the possessed creature, using its senses, or exiting its body for as long as the demon-possessed creature remains in the antimagic area.

**Special Attacks:** If the possessing demon has the summon ability, the demon-possessed creature gains the demon's universal summon monster ability as well, albeit with the percent of success one-half of the possessing demon's and only usable once a day.

Additionally, a demon-possessed creature gains one of the possessing demon's supernatural



attacks or special quality that does not otherwise directly depend on another of the demon's special abilities (once chosen this cannot be changed). The chosen ability is usable once per day and all numeric factors (range, damage, etc.) except for saves are halved. If an ability depends on a specific type of natural attack, the demon-possessed creature gains that attack but it only deals the effect of the ability once a day. If the ability is a permanent defense or aura for the possessing demon (such as a babau's protective slime), the possessed creature can activate and dismiss it at will, but it still can only be used once a day. Effects that automatically occur given certain conditions, like a balor-possessed's death throes, are unchanged except for numeric factors being halved. A demon-possessed creature is immune to its own chosen special ability.

**A demon possessed creature also gains the following:**

#### **Profane Attacks (Su)**

Each of a demon-possessed creature's melee attacks with a natural or manufactured weapon deal an extra 1d6 points of damage per CR bonus (see Table 2-15) to a creature of good alignment. For example, a coloxus-possessed creature (CR 12) does +3d6 damage to good creatures. All of a demon-possessed creature's natural and manufactured weapons are treated as magic, chaotic, and evil-aligned for overcoming damage reduction.

**Spell-like Abilities:** The creature gains the following spell-like abilities, depending on the kind of demon possessing it. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature's Intelligence, Wisdom, or Charisma, whichever is highest.

**Abilities:** A demon-possessed creature's ability scores change from the base creature according to the kind of demon possessing it as given on Table 2-15.

**Languages:** If a demon-possessed creature can speak, it gains Abyssal as a bonus language.

**Special Qualities:** A demon-possessed creature gains the following:

#### **Possessed (Su)**

Each demon-possessed creature is inhabited by a specific demon. The demon can neither control the possessed creature, nor read its mind. It perceives only what the possessed creature does.

The demon is in constant telepathic communication with the possessed creature, imparting its thoughts and desires. To gain the possessed creature's cooperation, the demon usually offers telepathic suggestions that it thinks a chaotic evil creature might find appealing.

While possessing another creature, the demon does not have access to any of its supernatural, spell-like, or extraordinary abilities, and cannot cast spells or take any mental actions beyond thinking and using Intelligence-based skills (Except those mentioned by the template). It cannot be targeted by any spell or effect (Except as described under spell vulnerability), but it can be detected normally by divination spells. Damage that harms the possessed creature does not harm the possessing demon. If the possessed creature dies, the demon returns to its plane of origin unharmed. The demon can enter and exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space. If the demon is killed while outside the possessed creature, the demon returns to its plane of origin, and the possession ends.

#### **Using the Demon-Possessed Creature Template**

The demon-possessed template offers a method for implementing demonic possession in your game. Other methods include using the magic jar spell, the possession feats published in products by Paizo Publishing, LLC., or simply giving a demon the following ability.

#### **Possess Creature (Su)**

Once per day per 2 Hit Dice, a demon can attempt to possess an intelligent, corporeal



creature within 10 feet as a full-round action. The target creature must succeed on a Will save. Success stuns the demon for 1 round; failure means the demon joins with the target. The demon's body may vanish in a cloud of

colored smoke that the target then inhales, or the demon's body may seem to merge with the victim's. In either case, the victim immediately gains the demon-possessed template. The save DC is Charisma-based.

**Table 2-15: Demon Possessed Abilities**

Demon		Spells	Str	Dex	Con	Int	Wis	Cha
Babou	+2	3/day— <i>darkness</i> , <i>dispel magic</i>	+2	-	+2	-	-	+2
Balor	+5	3/day—greater <i>dispel magic</i> , quickened <i>telekinesis</i> , 1/day— <i>fire storm</i>	+4 to any three different ability scores.					
Coloxus	+3	3/day— <i>contagion</i> , <i>suggestion</i>	-	+2	+2	-	-	+4
Glabrezu	+3	3/day— <i>chaos hammer</i> , <i>confusion</i>	+2	-	+2	+4	-	-
Hezrou	+2	3/day— <i>gaseous form</i> , <i>unholy blight</i>	+2	-	+2	-	+2	-
Incubus	+3	3/day— <i>charm person</i> ; 1/day— <i>crushing despair</i>	+2	-	-	+2	-	+4
Kalavakus	+3	3/day— <i>command</i> , <i>haste</i>	+4	+2	-	-	+2	-
Marilith	+4	3/day— <i>blade barrier</i> , <i>unholy aura</i>	+4 to any three different ability scores.					
Nabasu	+2	3/day— <i>silence</i> , <i>vampiric touch</i>	+2	-	+2	-	-	+2
Nalfeshnee	+3	3/day— <i>true seeing</i> , <i>feeblemind</i>	+2	-	-	+2	+4	-
Omx	+3	3/day— <i>poison</i> , <i>stinking cloud</i>	+2	+2	+4	-	-	-
Quasit	+1	3/day— <i>detect good</i> ; 1/day— <i>invisibility</i> (self only)	+2	+2	-	-	-	-
Schir	+1	3/day— <i>expeditious retreat</i> , <i>see invisibility</i>	+2	-	+2	-	-	-
Shadow	+2	1/day— <i>deeper darkness</i> , <i>shadow evocation</i>	-	+2	-	+2	-	+2
Shemhazian	+4	3/day— <i>inflict serious wounds</i> ; 1/day— <i>true seeing</i>	+4 to any three different ability scores.					
Succubus	+3	3/day— <i>charm monster</i> , <i>suggestion</i>	-	-	-	+2	+2	+4
Vrock	+2	3/day— <i>heroism</i> , <i>mirror image</i>	+2	+2	+2	-	-	-
Vrolikai	+4	3/day— <i>deeper darkness</i> , <i>telekinesis</i> ; 1/day—quickened <i>enervation</i>	+4 to any three different ability scores.					

Whatever method the GM chooses, it should not change the demon's CR, but it can make any encounter with them more interesting. A creature possessed by a demon during combat is likely to flee from its former companions

rather than stay to fight regardless of the demon's wishes. Knowing the capabilities and power of their companions, few adventurers would willingly fight their former friends alone.



## NEW DEMONOLOGIST SPELLS

### Calling the Flame

**School** transmutation (fire); **Level** demonologist 2, sorcerer/wizard 2, witch 2

#### CASTING

**Casting Time** 1 round

**Components** V, S, M (charcoal, blood, and flames)

#### EFFECT

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

**Target** One 5' cube of fire

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

#### DESCRIPTION

The targeted fire becomes animate, heeding your beck and call. The fire gains a 50' movement rate and a +4 attack that deals 1d4 fire damage (plus burns for 1d4 damage/round). The flame is sustained by the magic and cannot be dealt physical damage, though it can be instantly dispelled if dealt cold damage or doused with water.

### Winds of Acheron

**School** conjuring/enchantment; **Level** demonologist 3, psychic 3, sorcerer/wizard 3, summoner 3, witch 3

#### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (dried and powdered blood of a vrock)

#### EFFECT

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

**Target** one creature

**Duration** 1 round/level

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

#### DESCRIPTION

A dread wind pushes the target along a path you choose. You select a point within your range and then select a target creature. The

creature must make a Will save each round of the spell's duration or start its turn using its move action to travel to that point. If the point is placed some place that the creature cannot physically reach, the creature will move to the closest available position and remain there until a new means to continue presents itself. When the creature comes to any movement that would lead to damage being dealt to them, such as a *wall of fire* or spiked floor, they may make an additional save with a +4 bonus. Passing this additional save breaks the spell completely.

### Fungal Dreams

**School** conjuration (creation); **Level** demonologist 4, druid 4, shaman 4, summoner 4, witch 4

**Casting Time** 10 minutes

**Components** V, S

#### EFFECT

**Range** personal

**Duration** permanent see text

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

#### DESCRIPTION

While sleeping for at least 8 hours, 1d6 per 2 caster levels of edible mushrooms grow around you in the design of demonic symbols, fairy circles, or ring runes. You must be sleeping within an environment that could yield mushrooms to use this ability such as a forest, field, or cavern or reduce your effective caster level for this effect by 4 for the purposes of this spell. Each mushroom provides nourishment for one day for one creature of Large size or smaller. All uneaten mushrooms turn into inedible goo about 1 hour later.

The mushroom designs also give the imbibers insight on your mental challenges throughout the upcoming day allowing you to add a +1d6 insight bonus to any Diplomacy, Knowledge, or Sense Motive check once within the next 24 hours. The bonus can be added after the roll is made but must be announced before the GM gives you the result of the roll.





### **Stygian Chains**

**School** conjuration (creation); **Level** demonologist 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (platinum wire worth 10 gp)

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#### **EFFECT**

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

**Target** one creature/level no more than 30 feet from the original target

**Duration** 10 minutes per level

**Saving Throw** Reflex (partial); **Spell Resistance** no

---

#### **DESCRIPTION**

This spell causes the earth to spew forth with massive chains that whirl around the targets, ensnaring and grappling them with bone-crushing force. Targets must make successful Reflex saves or become grappled by the chains. Each round the targets may attempt to break free from the chains, but they must succeed at either a Strength or Escape Artist check equal to the spell's save DC. Each round the targets remain bound they suffer 2d6 crushing damage.

### **Flames of Gehenna**

**School** evocation (fire); **Level** demonologist 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (sulfur and tinder)

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#### **EFFECT**

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

**Target** all targets in the area of effect (see below)

**Duration** 1 minute per level

**Saving Throw** None; **Spell Resistance** Yes

---

#### **DESCRIPTION**

Choose a number of adjacent 5' squares in range equal to your level. The earth cracks and flames pour forth from the depths of the Abyss. These flames deal 2d6 points of hellfire damage (ignores up to half of fire any resistance) per round to any creature that

passes through or ends their turn in one of the affected squares.

### **Internal Conflagration**

**School** transmutation; **Level** demonologist 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (demon blood)

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#### **EFFECT**

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

**Target** single target

**Duration** 1 round per level

**Saving Throw** Fortitude (half); **Spell Resistance** Yes

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#### **DESCRIPTION**

The target's blood is turned to that of the burning, boiling fluids of the Abyss. The target suffers 3d6 fire damage each round until they successfully save or the effect ends.

### **Tormenting Visions**

**School** enchantment (mind-affecting); **Level** demonologist 3, sorcerer/wizard 3, summoner 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (platinum wire worth 10 gp)

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#### **EFFECT**

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

**Target** one creature

**Duration** 1 round per level

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

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#### **DESCRIPTION**

The target is subjected to horrifying visions of themselves being tormented by the denizens of the Abyss. If the target fails their Will save, they are flat-footed for the spell's duration as the seemingly real visions overcome their sight.

### **Beguile Object**

**School** illusion; **Level** demonologist 2, sorcerer/wizard 2, summoner 2, witch 2

**Casting Time** 1 standard action

**Components** V, S



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## EFFECT

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**Range** creature touched

**Target** self only

**Duration** 1 minute per level

**Saving Throw** none (harmless); **Spell Resistance** no

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## DESCRIPTION

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The caster obfuscates and twists their arcane signature to be able to use magic items designed for other alignments and classes. At first level the caster can appear to be a single different alignment or class. At 6<sup>th</sup> level he may do both.

# DEMONOLOGIST MAGIC ITEMS

## BOOK OF THE BUTZEMONN

**Aura:** moderate transmutation and necromancy; **CL** varies; **Slot** —; **Price** 4,000 gp (brown book), 10,000 gp (red book), 16,500 gp (black book), 32,000 gp (demonskinned book); **Weight** 1 lb.

These books are often found in knick-knack shops or uncovered in ancient arcane libraries, hidden away in a corner or under a pile of discarded items. They always seem to be found by accident and written in a language readable to the creature who found it - or with appealing pictures for those who cannot read. The story is always alluring and fanciful, telling a seemingly happy tale that, nevertheless, ends in a horribly deranged and sickening manner.

What is not obvious to the reader is the book is actually a lure created by a demonic entity called a butzemonn. The butzemonn seek to feed on the fear and anguish of mortals and create the books as a means of accomplishing this.

Once the owner begins reading the book, they are compelled to finish it in all its morbid and sickening glory. Reading through the book completely conjures a haunt made from the essence of the butzemonn who created it. If

desired, the reader can make a Will save equal to the Notice check of the haunt to stop reading and put the book down. If successful, the book somehow finds its way to another victim. Once summoned, however, the haunt is centered on the book, following it wherever it goes.

For a new owner, the effects from the haunt start out small and often go unnoticed. However, over time it grows in power as it feeds on the fear it causes. For purposes of gameplay, consider this a CR 0 haunt. It produces some scary sounds and images, sometimes things may move nearby, and so forth, but it lacks the power to hurt anything. Every day the owner of the book must make a Will save with a DC equal to 10 + Haunt CR. Failure means the butzemonn consumes 1d2 points of Charisma from the owner. This is temporary ability damage, but it cannot be healed until the owner gets rid of the book.

After consuming enough Charisma equal to the CR of the haunt, it grows powerful enough to manifest. When this occurs, the butzemonn uses the haunt to attempt to kill the new owner and devour their soul. Haunts associated with the books of the butzemonn will always deal some sort of physical damage. For haunts that do not deal damage, the DM may select a damage type appropriate to the haunt. Once the owner has been slain, the haunt ceases and the book somehow finds its way into another random book shop or country market where the cycle of fear and violence begins again.

If the owner attempts to get rid of the book, it always manages to find its way back to them within a few hours. The books have 25 HP, a hardness equal to 10 + the haunt's CR, resistance to fire, acid, cold, and electricity of 10. Any physical destruction of the book (fire, acid, shredding, etc.) frees the owner from the book for a number of days equal to 10 - the haunt's CR. Any CR 10 or higher literally regenerates in front of the owner's eyes. A disintegrate, miracle, or wish spell is the only way to permanently destroy the book.



**Special:** In the hands of a demonologist, an evil summoner, an unseelie feybinder, or a spiritualist, the book of the butzemonn becomes a powerful tool. By using one use of their daily summoning ability, this type of owner may control the butzemonn. This does not count against their limit of summoned creatures. Once the butzemonn is controlled, the summoner may apply the Broken Soul template to any creature it summons a certain number of times per day. This template may not be applied to a creature with any other template.

If the summoner does not control the butzemonn, they are subject to the Charisma attack normally. If the summoner controls the butzemonn, they may discard the book with no repercussions, if they so desire.

Book Types	Haunt Intensity	Broken Soul Summons
Brown Book of the Butzemonn	CR 2 or CR 3	1/day
Red Book of the Butzemonn	CR 5 or CR 6	2/day
Black Book of the Butzemonn	CR 8 or CR 9	3/day
Demonskin Book of the Butzemonn	CR 10 or higher	4/day

#### Construction Requirements

**Cost:** 2,000 gp (brown book), 5,000 gp (red book), 8,250 gp (black book), 16,000 gp

(demonskinned book) **Feats:** Craft Wonderous Item **Spells:** Fear, Haunted Fey Aspect, Howling Agony, Summon Monster I - IV (depending upon book)

## ABYSSAL STEEL

On several layers of the Abyss, wars have been raging for longer than the lifespan of some planets. It is on these planes, infused with the destructive energies of war and death, that Abyssal Steel is mined. The ore always appears rusted and its blades seem to warp and twist of their own volition, but their sharpness and strength is nearly without equal.

A weapon forged of Abyssal Steel is treated as a cold iron weapon, and the weapon gains a +4 equipment bonus when rolling to confirm a critical hit.

Abyssal Steel armor is almost unheard of, as the armor twists and bends shortly after forging, losing one AC.

Abyssal Steel has the same weight as common iron or steel. A weapon made of Abyssal Steel costs an additional 10,000 gp, and any magical enhancements cost an additional 2,000 gp, just as with cold iron. (The price includes 300 gp for the masterwork component.)

Abyssal Steel has hardness 10 and 30 hit points per inch of thickness.



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