

COMPENDIUM ARCANUM

VOLUME 1 CANTRIPS & ORISONS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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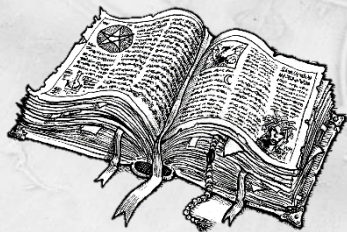
Compendium Arcanum Volume 1: Cantrips & Orisons

by Tim Wallace

ABOUT THE AUTHOR

Tim Wallace is an aspiring d20 roleplaying game designer. His design credits include a large portion of the Pathfinder conversion of [Heroes of the Jade Oath](#) by Rite Publishing, the Martial Arts Guidebook (in development), and bits of indie design work that he has posted on the [Candlekeep Forums](#). He also has a series of character sheets that he has designed over the years. You can read more from Tim on [Google+](#), on [Twitter](#), or on [his blog](#).

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ABOUT THIS BOOK

A multi-variable spell is a spell which, once learned, you can cast as a spell one level higher or lower than the original spell. This mechanic was first introduced in **Monte Cook's Arcana Evolved**. Multi-variable spells gives spellcasters great flexibility and so Tim decided to begin by adding the Heightened and Diminished qualities to Pathfinder spells.

So, in addition to the normal Pathfinder spell details, you will see one or two new bits of text, specifically, either a "*Diminished Effects*" line, a "*Heightened Effects*" line, or both.

This is the first book of a set intended to include all spells from the Pathfinder Roleplaying Game Core Rulebook, Advanced Player's Guide, Ultimate Combat, and Ultimate Magic, now with heightened and diminished effects.

DIMINISHED EFFECTS

This section describes changes to the spell if it is cast using a slot one Level lower than normal. You must be able to cast a spell at its regular Level before you can use the diminished effects. If you use a diminished effect, treat the spell as one Level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on. Spells that are 0-level (or 1st-level alchemist-, paladin-, or ranger-only spells) have no diminished effects.

HEIGHTENED EFFECTS

This section describes changes to the spell if it is cast using a slot one Level higher than normal. If you use a heightened effect, treat the spell as one Level higher than listed, for purposes of spell slot used, saving throw DCs, magic item pricing, and so on, regardless of what Level slot you use. Spells that are 9th Level (or 6th-level alchemist-only spells or 4th-level paladin- or ranger-only spells) have no heightened effects.

A

ACID SPLASH

School conjuration (creation) [acid]; **Level** inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Heightened Effects You may choose to hold the orb for up to 1 round before selecting a target as a free action. If you do not choose a target after 1 round, you take 1d3 points of acid damage and the orb vanishes. If it hits its target, the orb deals 1d4 points of acid damage. As well, the target must make a Reflex save or suffer 1 point of Strength damage.

ARCANE MARK

School universal; **Level** magus 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Effect one personal rune or mark, all of which must fit within 1 sq. ft.

Duration permanent

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If

an invisible mark is made, *detect magic* causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, *a gem of seeing*, or *a robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

Heightened Effects The spell allows you 1 round per caster level to write your mark, with no space or word limitation. With enough patience and castings of this spell, you could literally inscribe a book. You can key the mark to a specific creature, making it visible only to that creature; such a usage adds the [language-dependent] descriptor to the spell.



B

BRAND

School transmutation [curse]; **Level** inquisitor 0

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched

Duration 1 day/level

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

DESCRIPTION

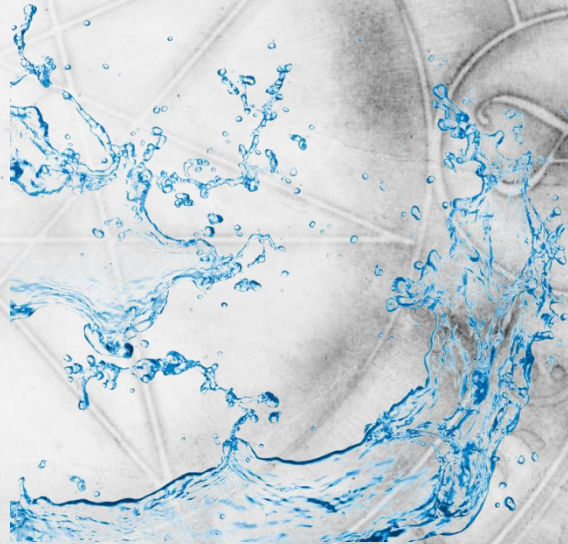
Brand etches an indelible rune or mark of no more than 6 characters onto a creature, inflicting 1 point of damage. The mark may be placed on any exposed portion of the creature, typically the head or forearm. A *brand* can be hidden by clothing or removed by scraping it away (causing 1d6 points of damage), though the *brand* returns if the damage is healed.

Heightened Effects The spell allows you 1 round per caster level to etch the rune or mark, with no space or word limitation.

many small receptacles. This water disappears after 1 day if not consumed.

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

Heightened Effects The water created can appear with force, dousing flames and putting out small fires. An elemental creature with the fire subtype caught in the area of the spell suffers 1d6 points of damage per two caster levels (maximum 5d6, Reflex save for half damage). An elemental creature of the water subtype caught in the area of the spell enjoys 1d6 points of healing per two caster levels (maximum 5d6).



C

CREATE WATER

School conjuration (creation) [water]; **Level** cleric/oracle 0, druid 0, inquisitor 0, paladin 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling

D

DANCING LIGHTS

School evocation [light]; **Level** bard 0, magus 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect Up to four lights, all within a 10-ft.-radius area

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a *permanency* spell.

Heightened Effects The number of lights created doubles. Further, the spell's duration increases to one minute per level.

DAZE

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M (a pinch of wool or similar substance)

EFFECT

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

Target one humanoid creature of 4 HD or less

Duration 1 round

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

DESCRIPTION

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Heightened Effects The spell can affect a living creature of any type with 6 or fewer Hit Dice.

DETECT MAGIC

School divination; **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see **Sidebar: Identifying the Properties of Magic Items**).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and

directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power.

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to *detect magic* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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

Heightened Effects The spell's duration is reduced to 3 rounds/level, but you gain a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Notes This spell combines the effects of the following spells: *detect magic* and *identify*.

Identifying the Properties of Magic Items

Check When using *detect magic* to learn the properties of magic items, the DC is 15 + item's caster level.

Action Attempting to ascertain the properties of a magic item takes 3 rounds per item to be identified and you must be able to thoroughly examine the object.

Retry When using *detect magic* or *identify* to learn the properties of magic items, you can only attempt to ascertain the properties of an individual item once per day. Additional attempts reveal the same results.

Table: Duration of Magic Aura

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Table: Aura Strength

Spell or Object	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3 rd or lower	4 th -6 th	7 th -9 th	10 th + (deity-level)
Magic item (caster level)	5 th or lower	6 th -11 th	12 th -20 th	21 st + (artifact)

DETECT POISON

School divination; **Level** antipaladin 1, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, ranger 1, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target or Area one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Heightened Effects It takes 2 feet of stone, 2 inches of common metal, a thin sheet of lead, or 6 feet of wood to block the spell.

DISRUPT UNDEAD

School necromancy; **Level** inquisitor 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Heightened Effects The target takes 1d6 points of damage per two caster levels (maximum 5d6).



F

FLARE

School evocation [light]; **Level** bard 0, druid 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect burst of light
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Heightened Effects The burst of light affects all creatures in a 10-foot-radius burst from the target point.

Notes This spell combines the effects of the following spells: *flare* and *flare burst*.

G

GHOST SOUND

School illusion (figment); **Level** bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

EFFECT

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

Effect illusory sounds

Duration 1 round/level (D)

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

DESCRIPTION

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Heightened Effects You may preprogram the sound so it occurs when a specific event triggers it (it lasts until triggered).

Trigger events can be as general or as detailed as desired, although only visual and audible triggers work. Triggers react to what appears to be the case, so disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A spell cannot distinguish invisible creatures, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per caster level. Regardless of range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance.



GUIDANCE

School divination; **Level** cleric/oracle 0, druid 0, inquisitor 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 minute or until discharged

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

DESCRIPTION

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

bonus before making the roll to which it applies.

Heightened Effects The spell's duration is increased to 10 minutes or until discharged, the competence bonus increases by +1 per three caster levels (maximum +5 at 12th level), and the bonus may be used on an initiative check.

H

HAUNTED FEY ASPECT

School illusion (glamer); **Level** bard 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components S

EFFECT

Range Personal

Target You

Duration 1 round/level (D)

DESCRIPTION

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Heightened Effects The spell's duration increases to 1 minute/level, and, for the duration of the spell, you gain DR 3/cold iron.

K

KNOW DIRECTION

School divination; **Level** bard 0, druid 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration instantaneous

DESCRIPTION

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Heightened Effects The spell's duration increases to 10 minutes/level, and for the duration of the spell you know the sun's current location relative to you and can therefore tell what time of day it is with a DC 5 Knowledge (nature) or Survival check.

L

LULLABY

School enchantment (compulsion) [mind-affecting];

Level bard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Area living creatures within a 10-ft.-radius burst

Duration concentration + 1 round/level (D)

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

DESCRIPTION

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the *lullaby* is in effect. *Lullaby* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Heightened Effects The spell's area increases to a 20-foot-radius burst. Further, the targets also suffer a -5 penalty on Knowledge and Sense Motive checks.

M

MAGE HAND

School transmutation; **Level** bard 0, magus 0, sorcerer/wizard 0, summoner 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one nonmagical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Heightened Effects The spell can affect magical objects.

MESSAGE

School transmutation [language-dependent]; **Level** bard 0, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action
Components V, S, F (a piece of copper wire)

EFFECT

Range medium (100 ft. + 10 ft./level)
Targets one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a

straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Heightened Effects Those nearby can hear these messages with a Perception check (DC 25 + your Intelligence, Wisdom, or Charisma modifier, whichever is highest).

O

OPEN/CLOSE

School transmutation; **Level** bard 0, magus 0, sorcerer/wizard 0, summoner 0

CASTING

Casting Time 1 standard action
Components V, S, F (a brass key)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target object weighing up to 30 lbs. or portal that can be opened or closed
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Heightened Effects You may apply real force to your manipulation, opening and closing objects up to 30 lbs. + 2 lbs. per caster level.

P

PRESTIDIGITATION

School universal; **Level** bard 0, magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 10 ft.
Target, Effect, or Area see text
Duration 1 hour
Saving Throw see text; **Spell Resistance** no

DESCRIPTION

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Heightened Effects The spell allows you to perform feats of legerdemain and sleight of hand (pulling a small rabbit or dove out of your hat, for example, or producing a bouquet of flowers from your sleeve). If the spell is used in this way, add your caster level to all Perform checks. Created items vanish when the spell does, although you may make them vanish sooner.

You can slowly lift up to 5 lbs. per caster level, but no higher than a single foot above the surface below the item.

If this spell is ongoing while you cast other spells, it can alter the way the new spell manifests to an observer. For example, if a spell normally is accompanied by a bright flash of light, you might choose to have the spell accompanied by an explosion of rose petals. This has the effect of doubling the spell **Level** for the purpose of a caster's Spellcraft check to determine what spell you are casting.



PURIFY FOOD AND DRINK

School transmutation; **Level** cleric/oracle 0, druid 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 10 ft.
Target 1 cu. ft./level of contaminated food and water
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

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

gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Heightened Effects The spell prevents subsequent natural decay or spoilage for 1 day/level. In addition, food and drink purified by the spell cannot be spoiled by *putrefy food and drink* unless the caster makes a dispel check (DC = 11 + your caster level).

PUTREFY FOOD AND DRINK

School transmutation [poison]; **Level** witch 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 10 ft.

Target 1 cu. ft./level of food and water or one potion; see text

Duration instantaneous

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

DESCRIPTION

This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by *putrefy food and drink*, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a saving throw.

Heightened Effects You can target 1 potion or elixir per three caster levels (maximum 5) in a 10-foot-radius.

R

RAY OF FROST

School evocation [cold]; **Level** magus 0, sorcerer/wizard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Heightened Effects The ray deals 1d6 points of cold damage per two caster levels (maximum 5d6).

READ MAGIC

School divination; **Level** antipaladin 1, bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action
Components V, S, F (a clear crystal or mineral prism)

EFFECT

Range personal
Target you
Duration 10 min./level

DESCRIPTION

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *read magic*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a greater *glyph of warding* with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

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

Heightened Effects The spell's duration is increased to 1 hour/level

RESISTANCE

School abjuration; **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, paladin 1, sorcerer/wizard 0, summoner 0, witch 0

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a miniature cloak)

EFFECT

Range touch
Target creature touched
Duration 1 minute
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

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

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

Heightened Effects The spell's duration increases to 10 minutes.

S

SCENT BANE

School abjuration; **Level** alchemist 1, druid 0, inquisitor 0, ranger 1

CASTING

Casting Time 1 standard action
Components V, S, M (a few pine needles)

EFFECT

Range touch
Target once creature or object
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The scent ability does not help creatures find the target of this spell; they have no scent.

Heightened Effects The duration becomes 10 minutes per level.

SIFT

School divination; **Level** bard 0, inquisitor 0

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 30 ft.
Area one 10-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You examine an area at range as if you were searching for fine details with the Perception skill. Make a Perception check with a –5

penalty, modified as normal for conditions. No penalty is applied for distance. Apply the result against the DC for any hidden features, such as secret doors, traps, or hidden treasure. You must be able to see the area you are attempting to search, and you only find details that can be perceived with sight or touch. Sift detects only objects and features, not actual creatures.

Heightened Effects The Perception check does not have a penalty.

SPARK

School evocation [fire]; **Level** bard 0, cleric/oracle 0, druid 0, magus 0, sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V or S

EFFECT

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

Target one Fine object

Duration instantaneous

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

Resistance yes (object)

DESCRIPTION

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Heightened Effects You may make an unattended Diminutive object or attended Fine object catch on fire. If you decide to target an attended object, its owner may make a Reflex save to negate the effect. If the owner's save fails, he and the burning object take 1d3 fire damage per round for 1 round per caster level (maximum of 5 rounds). Each round the owner may make a new Reflex save to extinguish the fire.



SUMMON INSTRUMENT

School conjuration (summoning); **Level** bard 0

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range 0 ft.

Effect one summoned handheld musical instrument

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands. The summoned instrument disappears at the end of this spell.

Heightened Effects The spell's duration is increased to 10 minutes/level.

T

TOUCH OF FATIGUE

School necromancy; **Level** sorcerer/wizard 0, witch 0

CASTING

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

EFFECT

Range touch

Target creature touched

Duration 1 round/level

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

DESCRIPTION

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Heightened Effects The spell's duration increased to 1 minute/level and the target suffers 1 point of Dexterity damage for the duration of the spell.



U

UNWITTING ALLY

School enchantment (charm) [mind-affecting]; **Level** bard 0

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one living creature

Duration 1 round

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

DESCRIPTION

You befuddle the target's mind. The target has difficulty telling friend from foe for a short period of time. The subject is considered your ally and not your enemies' ally while determining flanking. The subject takes no other hostile action against your enemies due to this spell's effect.

Heightened Effects The spell's duration increases to 1 round/level.

V

VIRTUE

School transmutation; **Level** cleric/oracle 0, druid 0, inquisitor 0, paladin 1

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched

Duration 1 min.

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

DESCRIPTION

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

Heightened Effects The subject is granted 1d4 temporary hit points + 1 point per two caster levels (maximum 1d4+5).

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