

COMPENDIUM ARCANUM

VOLUME 10 9TH LEVEL SPELLS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



CREDITS

Written by Timothy Wallace

Editing & Layout by John Reyst

Artwork & Illustrations

Some artwork and images from Publisher's Choice Quality Stock Art ©

Rich Hershey / Fat Goblin Games

Icons by Lorc, <http://lorcblog.blogspot.com>

COMPATIBILITY

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See

<http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

This product is dual licensed OGL and Creative Commons.



Get discounts at the Open Gaming Store and 100% FREE d20pfsrd.com Publishing products by backing my Patreon campaign! Check it out!

<https://www.patreon.com/d20pfsrd>

Join the
[Fans of d20pfsrd.com Facebook group](#)
to chat about d20pfsrd.com, Pathfinder,
or gaming in general!

 Fans of d20pfsrd.com

Compendium Arcanum Volume 10: 9th Level Spells

By Tim Wallace

ABOUT THE AUTHOR

Tim is an aspiring 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, and bits of design work on the [Candlekeep Forums](#). He also has a series of character sheets he has designed over the years.

You can read more from Tim on [Google+](#), on [Twitter](#), or on [his blog](#).



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**.

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.

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.

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.

⚠ SPECIAL NOTES

1. The spells listed are all 9th level for the classes indicated. It was decided that since this book is JUST 9th level spells including the number "9" with each spell description was redundant and unnecessary.
2. If a spell does not have a heightened or diminished option that line is omitted.

Some spells combine multiple spells into one spell. These are indicated with a "merge" (⚡) icon and necessary details.

A

ANTIPATHY

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

Casting Time 1 hour

Components V, S, M/DF (a lump of alum soaked in vinegar)

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

Target one location (up to a 10-ft. cube/level) or one object

Duration 2 hours/level (D)

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

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

↓ **Diminished Effects** The spell's casting time is reduced to 10 minutes and its duration is reduced to 20 minutes per caster level.

↑ **Heightened Effects** A creature that makes a successful saving throw has its Constitution and Dexterity scores reduced

by 4 points each due to the distracting discomfort.

ASTRAL PROJECTION

School necromancy; **Classes** cleric/oracle, sorcerer/wizard, witch; **Domains** travel

Casting Time 30 minutes

Components V, S, M (jacinth worth 1,000 gp)

Range touch

Targets you plus one additional willing creature touched per two caster levels

Duration see text

Saving Throw none; **Spell Resistance** yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral

form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel magic* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

↓ **Diminished Effects** The spell's range becomes personal and its target becomes you.

B

C

CLASHING ROCKS

School conjuration (creation) [earth]; **Classes** druid, sorcerer/wizard

Casting Time 1 standard action

Components V, S

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

Effect see text

Duration instantaneous

Saving Throw Reflex partial, see text; **Spell**

Resistance no

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The clashing rocks appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged touch attack to hit the target with the rocks. The clashing rocks ignore concealment and cover, and if there is a solid barrier between the target and either of the clashing rocks, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature struck by the clashing rocks takes 20d6 points of bludgeoning damage and is knocked prone. If the target fails a Reflex saving throw, it is also buried under the resulting rubble as if by a cave-in.

If the clashing rocks miss the target, the target still takes 10d6 points of bludgeoning damage from falling rocks and is knocked prone. A successful Reflex save reduces this damage to half and the target remains standing. Creatures other than the target that occupy the spaces where the clashing rocks appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Reflex saves or take 10d6 points of bludgeoning damage and be knocked prone (save for half and remain standing). A creature can only take damage once from the clashing rocks, no matter how many times the clashing rocks pass over a target creature.

↓ **Diminished Effects** The spell's range is reduced to medium, medium (100 ft. + 10 ft./level). A creature struck by the clashing rocks takes 20d4 points of bludgeoning damage and is knocked prone. If the target fails a Reflex saving throw, it is also buried under the resulting rubble as if by a cave-in. If the clashing rocks miss the

target, the target still takes 10d4 points of bludgeoning damage from falling rocks and is knocked prone. Creatures other than the target that occupy the spaces where the clashing rocks appear or within their path must also make Reflex saves or take 10d4 points of bludgeoning damage and be knocked prone (save for half and remain standing).

CRUSHING HAND

School evocation [force]; **Domains** strength (heightened)

Casting Time 1 standard action

Components V, S, F/DF (a leather glove)

Components V, S, F (a soft glove)

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

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Clenched fist creates a Large magic hand that appears between you and one opponent. This floating, disembodied can push or strike one opponent that you select. The floating hand can move as far as 60 feet and can attack in the same round. Since this hand is directed by you, its ability to notice or attack invisible or concealed creatures is no better than yours.

A clenched fist is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and is AC 20 (–1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a *wall of force* or enter an *antimagic field*, but it suffers the full effect of a *prismatic wall* or *prismatic sphere*. The hand makes saving throws as its caster.

Disintegrate or a successful *dispel magic* destroys it.

The hand gets one grapple attack per round. This attack does not provoke an attack of opportunity. Its CMB and CMD for grapple checks use your caster level in place of its base attack bonus, with a +11 bonus for its Strength score (33) and a +1 bonus for being Large (its Dexterity is 10, granting no bonus to the CMD). A crushing hand deals 2d6+11 points of damage on each successful grapple check against an opponent. Directing the spell to a new target is a move action.

The clenched fist can also interpose itself (providing +4 cover AC for you against that opponent) or bull rush an opponent, using the same bonuses outlined above, as *interposing hand* does.

↓ **Diminished Effects** The hand's CMB and CMD for grapple and bull rush checks use your caster level in place of its base attack bonus, with a +10 bonus for its Strength score (31) and a +1 bonus for being Large. The hand does not deal damage to a grappled opponent.

↑ **Heightened Effects** The hand's CMB and CMD for grapple and bull rush checks use your caster level in place of its base attack bonus, with a +12 bonus for its Strength score (35) and a +1 bonus for being Large. The hand deals 2d6+12 points of damage on each successful grapple check against an opponent.

⚡ **Merged!** This spell combines the effects of the following spells: *crushing hand* and *grasping hand*.

CURE CRITICAL WOUNDS, MASS

School conjuration (healing); **Classes** druid, witch

Casting Time 1 standard action

Components V, S

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

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

Duration instantaneous

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

You channel positive energy to cure 4d8 points of damage + 1 point per caster level (maximum +40) on each selected creature. Like other *cure* spells, *mass cure critical wounds* deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

↓ **Diminished Effects** The spell cures 3d8 points of damage + 1 point per caster level (maximum +35).

↑ **Heightened Effects** The spell cures 5d8 points of damage + 1 point per caster level (maximum +45).

⚠ **Merged!** This spell combines the effects of the following spells: *mass cure critical wounds* and *mass cure serious wounds*.

CURSED EARTH

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

Casting Time 10 minutes

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

Range touch

Area 1-mile radius emanating from the touched point

Duration permanent

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

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

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

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

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

↓ **Diminished Effects** The spell's area becomes a 100-foot radius emanating from the touched point and its duration becomes 1 year and 1 day.

D

DOMINATE MONSTER

School enchantment (compulsion) [mind-affecting]; **Classes** sorcerer/wizard, witch;

Domains charm

Casting Time 1 round

Components V, S

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

Target one creature

Duration 1 day/level

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

You can control the actions of any creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no

common language exists, you can communicate only basic commands, such as “*Come here,*” “*Go there,*” “*Fight,*” and “*Stand still.*” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic

link while the subject is so warded, but such an effect does not automatically dispel it.

↓ **Diminished Effects** The spell's range is reduced to touch, and its duration is reduced to 1 hour/level.

E

ELEMENTAL SWARM

School conjuration (summoning) [see text];
Classes druid, witch; **Domains** air, earth, fire, water
Casting Time 10 minutes
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid or witch can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

- ↓ **Diminished Effects** Each elemental has normal, not maximum, hit points per HD.

ENERGY DRAIN

School necromancy; **Classes** cleric/oracle, sorcerer/wizard; **Domains** loss, undead; **Bloodlines** accursed
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray of negative energy
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 2d4 temporary negative levels. Negative levels stack.

Assuming the subject survives, twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

An undead creature struck by the ray gains 2d4 × 5 temporary hit points for 1 hour.

- ↓ **Diminished Effects** Assuming the subject survives, it regains lost levels after a number of minutes equal to 12 times your caster level (maximum 240 minutes); the negative levels from this version don't last long enough to have a chance of becoming permanent. Undead struck by the spell gain 2d4 temporary hit points per three caster levels (maximum 10d4 hit points).

F

G

H

HEAL, MASS

School conjuration (healing); **Classes** cleric/oracle; **Domains** healing
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one or more creatures, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Mass heal enables you to channel positive energy into multiple creatures to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the targets: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 250 points to each creature.

Mass heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, *mass heal* instead acts like *harm*.

- ↓ **Diminished Effects** The spell only targets one creature per three caster levels. Furthermore, the spell only cures a

maximum of 200 points of damage to each creature, and only removes the following adverse conditions affecting the targets: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened.

HEROIC INVOCATION

School enchantment (compulsion) [mind affecting]; **Classes** sorcerer/wizard, witch
Casting Time 10 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one or more creatures, no two of which can be more than 30 ft. apart
Duration 10 minutes /level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Using worlds of ancient power, you bestow heroic powers on all creatures subject to this spell. They gain a +4 morale bonus on attack and damage rolls, gain 2d8+4 temporary hit points, and become immune to both fear and charm effects for the spell's duration.

At the end of the spell's duration, the subjects become fatigued.

↓ **Diminished Effects** The targets only gain a +2 morale bonus on attack and damage rolls and 2d6+4 temporary hit points, and a +6 morale bonus on saves against fear and charm effects

ICY PRISON, MASS

School evocation [cold]; **Classes** sorcerer/wizard
Casting Time 1 standard action
Components V, S
Range medium (10 ft. + 10 ft./level)

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

Duration 1 minute/level; see text

Saving Throw Reflex partial **Spell Resistance** yes

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

↓ **Diminished Effects** The spell's target becomes one creature per three caster levels, no two of which can be more than 30 feet apart, and its duration becomes 1 round per caster level.

IMPLOSION

School evocation; **Classes** cleric/oracle; **Domains** destruction

Casting Time 1 standard action

Components V, S

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

Target one corporeal creature/round

Duration concentration (up to 1 round per 2 levels)

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

This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration, the spell immediately ends, though any implosions that have already happened remain in effect. You can target a particular

creature only once with each casting of the spell. *Implosion* has no effect on creatures in gaseous form or on incorporeal creatures.

↓ **Diminished Effects** The spell duration becomes concentration (up to 1 round per three caster levels), and it only inflicts a maximum of 150 points of damage to each target creature.

IMPRISONMENT

School abjuration; **Classes** sorcerer/wizard
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates; see text; **Spell Resistance** yes

When you cast *imprisonment* and touch a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the ground. The subject remains there unless a *freedom* spell is cast at the locale where the imprisonment took place. Magical search by a *crystal ball*, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

↓ **Diminished Effects** The spell's duration becomes one year and one day, after which the target appears in the location from which it was first imprisoned.

INFLECT CRITICAL WOUNDS, MASS

School necromancy; **Classes** witch
Casting Time 1 standard action
Components V, S

Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will half; **Spell Resistance** yes

Negative energy spreads out in all directions from the point of origin, dealing 4d8 points of damage + 1 point per caster level (maximum +40) to nearby living enemies.

Like other *inflict* spells, *mass inflict light wounds* cures undead in its area rather than damaging them. A cleric/oracle capable of spontaneously casting *inflict* spells can also spontaneously cast *mass inflict* spells.

↓ **Diminished Effects** The spell only deals 3d8 points of damage + 1 point per caster level (maximum +35).

↑ **Heightened Effects** The spell deals 5d8 points of damage + 1 point per caster level (maximum +45).

⚡ **Merged!** This spell combines the effects of the following spells: *mass inflict serious wounds* and *mass inflict critical wounds*.

INTERPLANETARY TELEPORT

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

This spell functions as *teleport*, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that

bright star” is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

↓ **Diminished Effects** The spell’s target becomes you and one touched object or touched willing creature.

J

K

L

M

MAGE'S DISJUNCTION

School abjuration; **Classes** sorcerer/wizard;
Domains magic
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Area all magical effects and magic items within a 40-ft.-radius burst, or one magic item (see text)
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** no

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Will save or be turned into a normal item for the duration of this spell. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the antimagic field survives the *disjunction*, no items within it are disjoined.

You can also use this spell to target a single item. The item gets a Will save at a –5 penalty to avoid being permanently destroyed. Even artifacts are subject to *mage's disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. These abilities cannot be recovered by mortal magic, not even miracle or wish. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

↓ **Diminished Effects** The spell cannot destroy an antimagic field or an artifact.

METEOR SWARM

School evocation [fire]; **Classes** sorcerer/wizard;
Bloodlines boreal
Casting Time 1 standard action
Components V, S

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

Area four 40-ft.-radius spreads, see text

Duration instantaneous

Saving Throw none or Reflex half, see text; **Spell Resistance** yes

Meteor swarm is a very powerful and spectacular spell that is similar to *fireball* in many aspects.

When you cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks.

If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by a sphere takes 2d6 points of bludgeoning damage (no save) and takes a –4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one sphere at the same target.

Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each. Despite stemming from separate spheres, all of the fire damage is added together after the saves have been made, and fire resistance is applied only once.

↓ **Diminished Effects** The spell's range becomes medium (100 ft. + 10 ft./level). Once a sphere reaches its destination, it only explodes in a 20-foot-radius spread.

MIRACLE

School evocation; **Classes** cleric/oracle; **Domains** community, divine, luck

Casting Time 1 standard action

Components V, S; see text

Range see text

Target, Effect, or Area see text

Duration see text

Saving Throw see text; **Spell Resistance** yes

You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *miracle* can do any of the following things.

- Duplicate any cleric spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind* or *insanity*.
- Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 25,000 gp in powdered diamond because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following:

Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.

Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.

Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a *miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

↓ **Diminished Effects** The spell can only do one of the following things.

- Duplicate any cleric spell of 7th level or lower.
- Duplicate any other spell of 6th level or lower.
- Undo the harmful effects of certain spells, such as feblemind or insanity.
- Have any effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

N

O

OVERWHELMING PRESENCE

School enchantment (compulsion) [emotion, mind-affecting]; **Classes** cleric/oracle, sorcerer/wizard

Casting Time 1 standard action

Components V, S, M (a swan feather)

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

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

Duration 1 round/level

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

Resistance yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action

that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Diminished Effects The spell's duration becomes 1 round. A creature that makes the initial save to resist this spell suffers no further effect.

P

POLAR MIDNIGHT

School transmutation [cold, darkness]; **Classes** cleric/oracle, druid, witch

Casting Time 1 standard action

Components V, S

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

Effect 30-ft.-radius spread

Duration 1 round/level

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

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

↓ **Diminished Effects** The spell's effect becomes a 15-foot-radius spread.

POLAR RAY

School evocation [cold]; **Domains** ice
Casting Time 1 standard action
Components V, S, F (a white ceramic cone or prism)
Range medium (100 ft. + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6) and 1d4 points of Dexterity drain.

↓ **Diminished Effects** The spell's range becomes close (25 ft. + 5 ft./2 levels), and the ray only deals 1d4 points of cold damage per caster level (maximum 25d4) and 1 point of Dexterity drain.

↑ **Heightened Effects** The target must make a Fortitude save or become encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. A creature slain by the polar ray is transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish.

or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

POWERFUL WORD

School enchantment (compulsion) [death (heightened version only), mind-affecting];
Domains war 9 (heightened version only);
Bloodlines arcane 8
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one creature with 150 hp or less
Duration See text
Saving Throw none; **Spell Resistance** yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

↓ **Diminished Effects** The spell's target becomes one creature with 200 hp or less. You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

↑ **Heightened Effects** The spell's target becomes one creature with 100 hp or less. You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

⚠ **Merged!** This spell combines the effects of the following spells: *power word blind*, *power word stun*, and *power word kill*.

Q

R

REFUGE

School conjuration (teleportation); **Classes** sorcerer/wizard, witch

Casting Time 1 standard action

Components V, S, M (a prepared object worth 1,500 gp)

Range touch

Target object touched

Duration permanent until discharged

Saving Throw none; **Spell Resistance** no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the *refuge* spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

↓ **Diminished Effects** The spell's duration becomes 1 week per caster level or until discharged. The prepared object must be

broken in conjunction with the command word within 10 miles per caster level of your abode for the spell to function.

↑ **Heightened Effects** To make use of the item, the subject need only speak the command word. The prepared item does not need to be broken. The prepared object may be used in this way once per five caster levels. On the final use, the prepared object is consumed by the spell.

REGENERATE

School conjuration (healing); **Classes** druid
Casting Time 3 full rounds
Components V, S, DF
Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

↓ **Diminished Effects** The *regeneration* is complete in 1d4+1 round if the severed members are present and touching the creature, 3d10 rounds if not. In addition, the spell only cures 3d8 points of damage + 1 point per caster level (maximum +30)

↑ **Heightened Effects** The spell cures 5d8 points of damage + 1 point per caster level (maximum +40).

RESURRECTION

School conjuration (healing); **Classes** witch;
Domains resurrection (heightened only)
Casting Time 1 minute
Components V, S, M (diamond worth 17,500 gp), DF
Range touch
Target dead creature touched
Duration instantaneous
Saving Throw none, see text; **Spell Resistance** yes (harmless)

You are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be resurrected).

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot resurrect someone who has died of old age. The spell can also resurrect elementals or outsiders,

but it can't resurrect constructs or undead creatures.

↓ **Diminished Effects** The spell's material component becomes a diamond worth 10,000 gp. The spell cannot resurrect elementals or outsiders.

↑ **Heightened Effects** The spell's material component becomes a diamond worth 25,000 gp. Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the prepared spells possessed by the creature when it died.

⚡ **Merged!** This spell combines the effects of the following spells: *resurrection* and *true resurrection*.

RIDE THE LIGHTNING

School evocation [electricity]; **Classes** sorcerer/wizard

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

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

nearest open space; targets in the line to that point take damage as normal. You are immune to electricity while this spell lasts.

↓ **Diminished Effects** The spell's casting time becomes 1 standard action.

S

SHADOW CONJURATION, GREATER

School illusion (shadow) [shadow]; **Domains** darkness

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with); varies; see text; **Spell Resistance** yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. *Greater shadow conjuration* can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 7th level or lower.

Shadow conjurations are only seven-tenths (70%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only seven-tenths (70%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 70% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (8th)

rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 70% likely to work.

A shadow creature has seven-tenths the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is seven-tenths (70%) normal, and all special abilities that do not deal lethal damage are only 70% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just seven-tenths as large.

A creature that succeeds on its save sees the *shadow conjurations* as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

↓ **Diminished Effects** The spell can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

↑ **Heightened Effects** The spell can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

⚡ **Merged!** This spell combines the effects of the following spells: *greater shadow conjuration* and *shades*.

SHAMBLER

School conjuration (creation); **Classes** druid;

Domains plant

Casting Time 1 standard action

Components V, S

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

Effect three or more shambling mounds, no two of which can be more than 30 ft. apart; see text

Duration 7 days or 7 months (D); see text

Saving Throw none; **Spell Resistance** no

The *shambler* spell creates 1d4+2 shambling mounds with the advanced template. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for 7 days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is 7 months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared. You can only have one *shambler* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. The shamblers have resistance to fire as normal shambling mounds do only if the terrain where they are summoned is rainy, marshy, or damp.

↓ **Diminished Effects** The spell's range becomes close (25 ft. + 5 ft./2 levels), and the shambling mounds do not have the advanced template.

SHAPECHANGE

School transmutation (polymorph); **Classes** druid, sorcerer/wizard; **Domains** animal; **Bloodlines** aberrant

Casting Time 1 standard action

Components V, S, F (jade circlet worth 1,500 gp)

Range personal

Target you

Duration 10 min./level (D)

This spell allows you to take the form of a wide variety of creatures. This spell can function as *alter self*, *form of the dragon*, *giant form*, *greater beast shape*, *greater elemental body*, *greater monstrous physique*, *greater undead anatomy*, and *plant shape* depending on what form you take. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action.

↓ **Diminished Effects** The spell's duration becomes 1 minute per caster level.

SOUL BIND

School necromancy; **Classes** cleric/oracle, sorcerer/wizard, witch

Casting Time 1 standard action

Components V, S, F (see text)

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

Target corpse

Duration permanent

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

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

↓ **Diminished Effects** The spell's range becomes touch, and the caster must overcome any spell resistance the target had in life (if any).

STORM OF VENGEANCE

School conjuration (summoning); **Classes** cleric/oracle, druid, witch; **Domains** cloud, nobility, weather

Casting Time 1 round

Components V, S

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

Effect 360-ft.-radius storm cloud

Duration concentration (maximum 10 rounds) (D)

Saving Throw see text; **Spell Resistance** yes

You create a huge black storm cloud in the air.

Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 × 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

↓ **Diminished Effects** The spell's range becomes medium (100 ft. + 10 ft./level), its area becomes a 180-foot-radius cloud, and its maximum duration becomes 6 rounds.

SUFFOCATION, MASS

School necromancy; **Classes** sorcerer/wizard, witch; **Domains** murder
Casting Time 1 standard action
Components V, S, M (a vial containing a bit of the caster's breath)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature/2 levels (no two of which may be more than 30 feet apart)
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** yes

This spell extracts the air from the targets' lungs, causing swift suffocation. The targets can attempt to resist this spell's effects with a Fortitude save—if they succeed, they are merely staggered for 1 round as they gasp for breath. If a target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1

hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell effect continues, and each time a target fails his Fortitude save, they move one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath—if a victim fails the initial saving throw, the air in his lungs is extracted.

↓ **Diminished Effects** The spell's duration becomes 3 rounds.

SUMMON MONSTER, GREATER

School conjuration (summoning); **Domains** chaos (heightened only), evil (heightened only), good (heightened only), law (heightened only); **Bloodlines** abyssal (heightened only)
Casting Time 1 round
Components V, S, F/DF (a tiny bag and a small candle)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the table below. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on the table below marked with an “*” are summoned with the celestial template, if you are good, the entropic template, if you are chaotic, the fiendish template, if you are evil, or the resolute template, if you are lawful. If your alignment contains two elements, you may choose which template to apply to the creature (for example, if you are lawful good, you may choose whether the creature is celestial or resolute). If you are true neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

8th Level	Subtype
Barbed devil	Evil, Lawful
Elemental (elder)	Elemental
Hezrou (demon)	Chaotic, Evil

↓ **Diminished Effects** You instead summon one of the monsters on the following table:

7th Level	Subtype
Bebelith	Chaotic, Evil
Bone devil	Evil, Lawful
Brachiosaurus (dinosaur)*	—

Dire crocodile*	—
Dire shark*	—
Elemental (greater)	Elemental
Giant squid*	—
Mastodon (elephant)*	—
Roc*	—
Tyrannosaurus (dinosaur)*	—
Vrock (demon)	Chaotic, Evil

↑ **Heightened Effects** You instead summon one of the monsters on the following table:

9th Level	Subtype
Astral Deva (angel)	Good
Ghaele azata	Chaotic, Good
Glabrezu (demon)	Chaotic, Evil
Ice devil	Evil, Lawful
Nalfeshnee (demon)	Chaotic, Evil
Trumpet archon	Good, Lawful

⚡ **Merged!** This spell combines the effects of the following spells: *summon monster VII*, *summon monster VIII*, and *summon monster IX*.

SYMBOL OF STRIFE

School enchantment (compulsion) [mind-affecting]; **Classes** cleric/oracle, sorcerer/wizard, witch

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond opal worth a total of 15,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

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

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures within 60 feet of a symbol of strife are compelled to attack the nearest conscious creature for 1 round per caster level (similar to the “attack nearest creature” result of the confusion spell), even after leaving the symbol's area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a *permanency* spell by a caster of 17th level or higher for the cost of 22,500 gp.

↓ **Diminished Effects** Once triggered, the symbol only remains active for 1 minute per caster level.

SIDEBAR: SYMBOL SPELLS

A creature that enters the area while the symbol spell is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol spell is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol spell must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol spell ineffective, unless a creature removes the covering, in which case the symbol spell works normally.

As a default, a symbol spell is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol spell's triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol spell to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol spell offensively; for instance, a touch-triggered symbol spell remains untriggered if an item bearing the symbol spell is used to touch a creature. Likewise, a symbol spell cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol spell can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol spell, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol spell, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol spell cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbol spell, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol spell can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol spell. Destruction of the surface where a symbol spell is inscribed destroys the symbol but also triggers it.

SYMBOL OF VULNERABILITY

School abjuration; **Classes** cleric/oracle, sorcerer/wizard, witch

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond opal worth a total of 15,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw none; **Spell Resistance** no

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures within 60 feet of a symbol of vulnerability receive a -4 penalty to spell resistance and a -4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level. The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a *permanency* spell by a caster of 17th level or higher for the cost of 22,500 gp.

↓ **Diminished Effects** Once triggered, the symbol only remains active for 1 minute per caster level.

SYMPATHY

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

Casting Time 1 hour

Components V, S, M (a drop of honey and crushed pearls worth 1,500 gp)

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

Target one location (up to a 10-ft. cube/level) or one object

Duration 2 hours/level (D)

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

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not

specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 × 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels *antipathy*.

↓ **Diminished Effects** The spell's casting time is reduced to 10 minutes and its duration is reduced to 20 minutes per caster level.

↑ **Heightened Effects** A creature that makes a successful saving throw has its Constitution and Dexterity scores reduced by 4 points each due to the distracting discomfort.

T

TELEPORTATION CIRCLE

School conjuration (teleportation); **Classes** sorcerer/wizard, witch; **Domains** rune

Casting Time 10 minutes

Components V, M (amber dust to cover circle worth 1,000 gp)

Range 0 ft.

Effect 5-ft.-radius circle that teleports those who activate it

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** yes

You create a circle on the floor or other horizontal surface that teleports, as *greater teleport*, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt

to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a *permanency* spell. A permanent *teleportation circle* that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as *teleportation circle* are hard to detect and disable. A character with the trapfinding class feature can use Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of *teleportation circle*.

↓ **Diminished Effects** The spell's duration becomes 1 minute per caster level. In addition, the circle is visible and easy to notice.

TIME STOP

School transmutation; **Classes** sorcerer/wizard; **Domains** trickery

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the

remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while time stop lasts. You cannot enter an area protected by an *antimagic field* while under the effect of *time stop*.

↓ **Diminished Effects** You are only free to act for 2 rounds of apparent time.

TRAP THE SOUL

School conjuration (summoning); **Domains** souls

Casting Time 1 standard action or see text

Components V, S, M (gem worth 1,000 gp per HD of the trapped creature)

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

Target one creature

Duration permanent; see text

Saving Throw see text; **Spell Resistance** yes; see text

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a

regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

↓ **Diminished Effects** The spell can only be triggered by spell completion.

↑ **Heightened Effects** Once per day you may summon the trapped entity for 1 hour before consigning it back to the gem. The trapped entity is not compelled in any way to do your wishes.

TSUNAMI

School conjuration (creation) [water]; **Classes**

druid, sorcerer/wizard; **Domains** oceans

Casting Time 1 standard action

Components V, S

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

Effect 10-ft.-deep wave 10 ft. wide/level and 2 ft. tall/level

Duration 5 rounds

Saving Throw see text; **Spell Resistance** no

You create a massive wave of water that then moves in a straight line across water or land—you select the direction the wave travels (which must be perpendicular to its width), but once set in

motion, the wave cannot change course. Over the surface of open water, the wave travels at a speed of 60 feet per round—on land or underwater, the wave travels at a speed of 30 feet per round.

Creatures struck by a tsunami take 8d6 points of bludgeoning damage (a Fortitude save halves this damage). In addition, the tsunami makes a special CMB check against any creature it strikes—the wave's CMB is equal to your caster level + your relevant spellcasting ability score modifier (whichever is highest) + 8 (for the wave's size). If this CMB check defeats a creature's CMD, the creature is knocked prone and carried along by the wave. A creature carried along by a tsunami can attempt to escape the wave on its turn as a standard action by making a CMB or Swim check opposed by the wave's CMB check—if a creature fails to escape, it takes another 6d6 points of bludgeoning damage (Fortitude save for half) and continues being carried along by the wave.

Objects struck by a tsunami are swept up if they are Huge or smaller and are carried along by the wave, deposited in a pile at the end of the wave's journey. Gargantuan or larger objects, as well as structures or objects firmly attached to the ground, take 8d6 points of bludgeoning damage when a tsunami passes through its space—if this is enough to destroy the object or structure, the remains are carried along by the wave. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Freedom of movement prevents a creature from being carried along by a tsunami but does not prevent damage caused by it hitting a creature.

A solid barrier that is taller than the tsunami that is not destroyed by the wave stops that portion of the wave from continuing onward, leaving a gap in the wave as the rest of it continues forward.

↓ **Diminished Effects** The wave only is 5 feet wide per caster level and 1 foot tall per

caster level. The wave's CMB is equal to your caster level + your relevant spellcasting ability score modifier (whichever is highest) + 4 (for the wave's size).

U

V

W

WAIL OF THE BANSHEE

School necromancy [death, sonic]; **Classes** sorcerer/wizard, witch; **Domains** death, repose

Casting Time 1 standard action

Components V

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

Target one living creature/level within a 40-ft.-radius spread

Duration instantaneous

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

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

- ↓ **Diminished Effects** The spell's range becomes 20 feet and its effect becomes a 20-foot-radius spread originating from you.

WALL OF SUPPRESSION

School abjuration; **Classes** sorcerer/wizard

Casting Time 1 standard action

Components V, S, M (powdered adamantine worth 1,000 gp)

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

Effect anti-magic wall occupying up to two 5 ft. cubes/level (S)

Duration 10 minutes/level; see text

Saving Throw none; **Spell Resistance** no

You create a wall of glittering motes that suppresses or even negates any magical effect passing through it. The wall appears to have no actual substance and does not physically obstruct or impede anything attempting to move through it. However, the wall exerts a powerful anti-magical effect. Any magic item or magical spell or effect of your caster level or lower that passes through the wall is suppressed for 1 round per level. Spells or effects with durations expire normally, even while thus suppressed. A spell or effect with a duration greater than that of the suppression effect resumes functioning normally when the suppression ends. The wall affects all magical effects, including spells, spell-like abilities, magical items, and any effects stemming from them that pass through the wall. The wall does not suppress a creature's ability to cast spells, use spell-like abilities, or any other sort of limited-use abilities even if the wall suppresses a particular application of those abilities. However, if a creature with magical abilities that are constant or otherwise always active passes through the wall, those abilities are suppressed for the normal duration.

The wall blocks line of effect, so no spell or effect can pass through the wall, but it does not block line of sight. Magic items or spell effects with a higher caster level than yours are unaffected by the wall of suppression. The wall does not affect artifacts, anything stemming from the direct

action of a deity, or similarly powerful sorts of magic.

↓ **Diminished Effects** The spell's duration becomes 1 minute per caster level.

WEIRD

School illusion (phantasm) [emotion, fear, mind-affecting]; **Classes** sorcerer/wizard; **Domains** madness

Casting Time 1 standard action

Components V, S

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

Targets any number of creatures, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

You create a phantasmal image of the most fearsome creature imaginable to the subjects simply by forming the fears of the subjects' subconscious minds into something that their conscious minds can visualize: this most horrible beast. Only the spell's subjects can see the weird. You see only a vague shape.

An affected target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of Strength damage.

If a subject succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

↓ **Diminished Effects** If a subject fails its Fortitude save, it only takes 10d6 damage and is stunned for 1 round. If its Fortitude save is successful, the subject still takes

3d4 points of damage and 1 point of Strength damage.

↑ **Heightened Effects** Even if the subject's Fortitude save is successful, the subject takes 3d8 points of damage, is stunned for 1d4 rounds, and takes 1d6 points of Strength damage.

WINDS OF VENGEANCE

School evocation [air]; **Classes** cleric/oracle, druid, sorcerer/wizard; **Domains** wind

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space. Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude saving throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone. On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

↓ **Diminished Effects** The spell's duration becomes 1 round per caster level.

WOODEN PHALANX

School conjuration (creation); **Classes** cleric/oracle, sorcerer/wizard
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect three or more wood golems, no two of which can be more than 30 ft. apart (see text)
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create 1d4+2 wood golems with the advanced template. The golems willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. You can only have one *wooden phalanx* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

↓ **Diminished Effects** The spell only creates 3 wooden golems. The golems do not have the advanced template.

WORLD WAVE

School transmutation [earth, water]; **Classes** druid, sorcerer/wizard; **Domains** exploration;
Bloodlines aquatic
Casting Time 1 standard action
Components V, S, DF
Range see text
Effect see text
Duration 1 round/level or 1 hour/level; see text (D)
Saving Throw none; **Spell Resistance** yes

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but

tearing through and damaging anything else it encounters. When you cast the spell you must choose the wave's type, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot-high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per level. If you choose a swell, you create a more controlled and gentle 5-foot-high wave that lasts for 1 hour per level. Regardless of its form or composition, the crest of the wave extends 10 feet in front of and behind you, and 5 feet per level to both your left and right. You can stand or sit on the crest of this wave without any fear of falling off it and can even lie down and sleep (or take any other actions you could take if standing on solid ground) as it travels. You can grant up to one additional creature per level the ability to safely accompany you on this wave.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to, or a part of, the natural world simply rises up and down with the wave as it passes, taking no damage or injury. However, anything else coming into contact with the wave takes either 6d6 points of bludgeoning damage (if the tsunami) or 1d6 points of bludgeoning damage (if the swell). The wave damages any manufactured object or structure. On the Material Plane, it also damages any creature of the aberration, construct, outsider, or undead type, or with the extraplanar subtype. Creatures with the construct or undead type take double damage from the wave. Other creatures, or creatures with even one druid class level (regardless of their type), are considered a part of the natural world and are unaffected by the wave. Note that on other planes of existence,

what is considered to be a part of the natural world may vary at the GM's discretion.

Z

The wave can travel up or down the sides of natural features so long as it does not exceed a 45-degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain that it cannot incorporate into itself, the wave simply flows over or around the obstacle (creatures riding the wave are harmlessly displaced to the side to avoid the obstacle) unless the terrain occupies one-half or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless its duration would normally cause it to expire prior to that. The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man-made (such as a city).

You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that it cannot incorporate.

↓ **Diminished Effects** The spell's duration becomes 5 rounds for the tsunami or 5 hours for the swell.

X

Y

LEGAL STUFF

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the

ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. Copyright Notice:

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.;

Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

System Reference Document. © 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Monte Cook's Arcana Evolved. © 2005, Author: Monte J. Cook.

Arcana Evolved Spell Treasury. © 2006, Author: Monte J. Cook.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC.

Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC.

Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Multivariable Spells Errant d20 Designer. © 2012-2014, Timothy Wallace;

Author: Timothy Wallace.

Compendium Arcanum Volume 10: 9th Level Spells. © 2015, d20PFSRD.com

Publishing/Open Gaming, LLC; Author: Timothy Wallace.

Designation of Product Identity

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration.

Declaration of Open Game Content

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Creative Commons

This work is licensed under a Creative Commons Attribution-Share Alike 3.0 License

Thanks for your support!

Remember, when you purchase d20pfsrd.com Publishing products you are helping support Open Gaming by way of supporting the publishers who create open gaming products as well as by directly helping fund the SRD websites that you use every day in your games.

Thanks again for your support!

John Reyst & d20pfsrd.com

*Like superhero games?
Then check out*

D20 HERO SRD

**EARTH'S
MIGHTIEST D20
HERO WEBSITE!!!**

**SUPPORT
OPEN
GAMING**



**SHOP
D20PFSRD
.COM**

