

COMPENDIUM ARCANUM

VOLUME 2 1ST LEVEL SPELLS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



CREDITS

PUBLISHED BY D20PFSRD.COM PUBLISHING

Written by Timothy Wallace

Editing & Layout by John Reyst

Artwork & Illustrations

Michael Scotta (Stock Art: Half-Elf Magic-user)

gross-666 ([agua.png](#))

Some artwork copyright William McAusland, used with permission.

Publisher's Choice Quality Stock Art (c) Rich Hershey / Fat Goblin Games

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 2: 1st Level Spells

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](#).

Errant D 

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 2nd book 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.

SPECIAL NOTES

1. The spells listed are all 1st level for the classes indicated. It was decided that since this book is JUST 1st level spells including the number "1" with each spell description was redundant.
2. If a spell does not have a heightened or diminished option that line is omitted.
3. Some spells combine multiple spells into one spell. These are indicated with a "merge" () icon and necessary details.

ERRATA - 6/20/15

In the following spells replace the previous text with that shown below. Note that the spell descriptions in this book have already been updated and this page serves as a simple summary of the updates.

ABUNDANT AMMUNITION

Heightened Effects: The duration is increased to 10 minutes/level.

BURNING HANDS

Heightened Effects: The spell gains the light descriptor. A target who has taken damage from the spell must also make a Fortitude save or become dazzled for 1 round.

COLOR SPRAY

Diminished Effects: The spell can only target one creature of 4 HD or less. The creature is staggered for 1 round. After a creature has been staggered by the diminished version of the spell, it is immune to the diminished effect for 1 minute.

COMMAND

Heightened Effects: The spell loses the language-dependent descriptor. Your commands may be telepathic—no common language need be shared, and nothing need be spoken aloud.

MAGIC MISSILE

Diminished Effects: The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and you must succeed on a ranged touch attack to strike a target. In addition, you only create a single missile, which only deals 1 point of force damage.

A

ABUNDANT AMMUNITION [ERRATA]

School conjuration (summoning); **Classes** bard, cleric/oracle, ranger, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a single piece of ammunition)

EFFECT

Target one container touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as *align weapon* or *greater magic weapon*, on the same container, all projectiles this spell conjures are affected by that spell.

Diminished The duration is reduced to 1 round/level and the only type of projectiles that can be duplicated are nonmagical, nonmasterwork projectiles.

Heightened The duration is increased to 10 minutes/level.

ADJURING STEP

School abjuration (force); **Classes** alchemist, bard, magus, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (a rabbit's foot)

EFFECT

Range personal

Target you

Duration 1 round/level or until discharged

DESCRIPTION

This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster or formula user. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

Diminished The duration is changed to 1 round/level (up to 5 rounds) or until discharged.

Heightened The duration is increased to 1 min./level or until discharged.

AIR BUBBLE

School conjuration (creation); **Classes** cleric/oracle, druid, ranger, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components S, M/DF (a small bladder filled with air)

EFFECT

Range touch

Target one creature or one object no larger than a Large two-handed weapon

Duration 1 minute/level

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

DESCRIPTION

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded—assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device—and fired. When shooting such a firearm underwater, the shot still takes the standard –2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal

penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Diminished The duration is reduced to 1 round/level and can only be placed on a creature.

Heightened The duration is increased to 10 min./level or the spell affects one creature per three caster levels.

ALARM

School abjuration; **Classes** bard, inquisitor, ranger, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action

Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)

EFFECT

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

Area 20-ft.-radius emanation centered on a point in space

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round.

Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

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

Diminished The spell may be cast only as an audible alarm. Further, the duration falls to 10 minutes per level.

Heightened If you cast this spell with an audible alarm, you may choose the type of sound that it makes, as well as a source for the sound within the area of the spell. You may choose the sound of running feet, barking dogs, guards shouting, or any similar sounds that could be made by two or three Medium creatures. If you cast this spell with a mental alarm, you may alert one additional creature within range per three caster levels (to a maximum of five additional creatures).

ALTER WINDS

School transmutation [air]; **Classes** druid, sorcerer/wizard

CASTING

Casting Time 1 minute

Components V, S

EFFECT

Range touch

Area immobile 10-ft.-radius emanation

Duration 1 hour/level

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

DESCRIPTION

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. *Alter winds* has no effect on magical wind effects.

Caster Level	Wind Force
1st–3rd	Light
4th–9th	Moderate
10th–15th	Strong

16th or higher Severe

Diminished The spells duration decreases to 10 min./level and the area is reduced to a 5-ft.-radius emanation.

Heightened The area changes to a 5-ft./level-radius (maximum 100-ft.-radius) emanation.

ANIMAL MESSENGER

School enchantment (compulsion) [mind-affecting];
Classes ranger

CASTING

Casting Time 1 minute

Components V, S, M (a morsel of food the animal likes)

EFFECT

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

Target one Tiny animal

Duration 1 day/level

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

DESCRIPTION

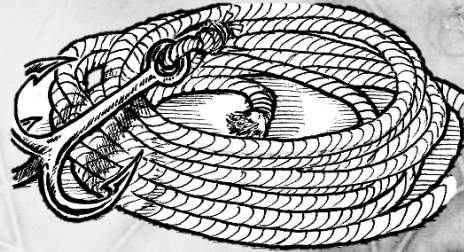
You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

Diminished The duration of the spell becomes only one hour per caster level. This

version of the spell is most often employed by spell users to send notes to their apprentices or to locals to ask a favor.

Heightened The range becomes medium (100 feet + 10 feet per level) and the animal that appears can be Small or Tiny. The duration increases to one week plus one day per level. Finally, the animal's base speed is increased by one-half and it receives the benefit of the *scent bane* spell. This makes it more likely to reach its destination without being disturbed by predators.



ANIMATE ROPE

School transmutation; **Classes** bard, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one rope-like object, length up to 50 ft. + 5 ft./level; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one

command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

Diminished The spell's range is reduced to close (25 feet + 5 feet per two levels), and the touch attack to wrap up a creature takes a –2 penalty.

Heightened In this version of the spell, you also can command the rope to “move” and “stop.” The rope moves at a speed of 5 feet per round and can slither up trees or bumpy surfaces with a +10 bonus on its Climb check.

ANT HAUL

School transmutation; **Classes** alchemist, cleric/oracle, druid, ranger, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action
Components V, S, M/DF (a small pulley)

EFFECT

Range touch
Target creature touched
Duration 2 hours/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The target's carrying capacity triples. This does not affect the creature's actual Strength in any way,

merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Diminished The duration decreases to 2 min./level and the target's carrying capacity only doubles.

Heightened The spell's target changes to creatures touched, but you divide the duration in 2-hour intervals among the creatures touched.

ANTICIPATE PERIL

School divination; **Classes** alchemist, bard, ranger, sorcerer/wizard

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration 1 minute/level or until activated
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

Diminished The duration has a maximum of 5 minutes and the maximum insight bonus on the initiative check is decreased to +2.

Heightened The duration is increased to 10 min./level and the maximum insight bonus on the initiative check is increased to +10.

ASPECT OF THE FALCON

School transmutation (polymorph); **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range personal

Target you

Duration 1 minute/level

DESCRIPTION

You take on an aspect of a falcon. Your eyes become wide and raptor-like, and you grow feathers on the sides of your head. You gain a +3 competence bonus on Perception checks, a +1 competence bonus on ranged attacks, and the critical multiplier for your bows and crossbows becomes 19–20/x3. This effect does not stack with any other effect that expands the threat range of a weapon, such as the Improved Critical feat or a *keen* weapon.

Diminished You only gain a +1 competence bonus on ranged attacks.

Heightened The bonuses granted are increased to +5 and +3, respectively.

B

BANE

School enchantment (compulsion) [emotion, fear, mind-affecting]; **Classes** antipaladin, cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 50 ft.

Area 50-ft.-radius burst, centered on you

Duration 1 min./level

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

DESCRIPTION

Bane fills your enemies with fear and doubt. Each affected creature takes a –1 penalty on attack rolls

and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bless*.

Diminished The spell affects a single target creature and lasts for only 1 round per level.

Heightened The spell gains the negative energy descriptor and lasts for one hour per level. Additionally, the –1 penalty on saving throws extends to all mind-affecting effects.

BEGUILING GIFT

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

CASTING

Casting Time 1 standard action

Components V, S, F (the object to be offered)

EFFECT

Range 5 ft.

Target one creature

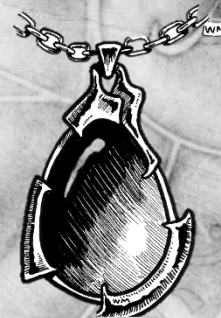
Duration 1 round

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

DESCRIPTION

You offer an object to an adjacent creature, and entice it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be eaten, a potion consumed, a ring put on a finger, and a sword wielded in a free hand. If the target is physically unable to accept the object, the spell fails. The subject is under no obligation to continue consuming or using the item once the spell's duration has expired, although it may find a cursed item difficult to be rid of.

Heightened The spell can target one creature per three caster levels, up to the number of items you are proffering.



BLESS WATER

School transmutation [good]; **Classes** cleric/oracle, inquisitor, paladin

CASTING

Casting Time 1 minute

Components V, S, M (5 pounds of powdered silver worth 25 gp)

EFFECT

Range touch

Target flask of water touched

Duration instantaneous

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

DESCRIPTION

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Diminished The liquid only holds its positive energy for 1 round per caster level. This use of the spell is employed most often as part of a ceremony or ritual.

Heightened The damage dealt to undead evil outsiders increases to 2d6. If the liquid produced by this casting of the spell is used as a component for spells with the good descriptor, your effective caster level for those spells increases by 1.

BLESS WEAPON

School transmutation; **Classes** paladin

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect

overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a *keen* weapon or a *vorpal sword*.

Diminished The spell can be cast only on a melee weapon you personally wield. The duration lasts for 1 round per caster level, to a maximum of 5 rounds.

Heightened The weapon glows as if subject to a light spell (shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step). If cast on a melee weapon (but not ammunition), the wielder gains a +1 morale bonus on saving throws against fear and negative energy effects.

BLESS

School enchantment (compulsion) [mind-affecting]; **Classes** cleric/oracle, inquisitor, paladin

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 50 ft.

Area The caster and all allies within a 50-ft. burst, centered on the caster

Duration 1 min./level

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

DESCRIPTION

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels *bane*.

Diminished The spell affects only a single target creature within 50 feet, and lasts for only 1 round per level.



Heightened The spell gains the positive energy descriptor and lasts for 10 minutes per level. Additionally, the +1 bonus on saving throws extends to all mind-affecting effects.

BOMBER'S EYE

School transmutation; **Classes** alchemist

CASTING

Casting Time 1 standard action

Components S

EFFECT

Range personal

Target you

Duration 1 round/level

DESCRIPTION

This extract allows you to throw weapons farther and more accurately. While this extract is in effect, increase the range of any thrown weapon by 10 feet. In addition, you receive a +1 insight bonus on attack rolls made with thrown weapons.

Heightened You instead receive a +2 insight bonus on attack rolls made with thrown weapons, and a +2 insight bonus on Perception checks involving sight.

BORROW SKILL

School transmutation; **Classes** bard

CASTING

Casting Time 1 standard action

Component S

EFFECT

Range touch

Target creature touched

Duration up to 1 round/level (see description)

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

DESCRIPTION

You borrow one of the target's known skills. After touching the subject, you can make a single check with the chosen skill using the subject's skill ranks, but modified by your own key ability. If you take longer than the spell's duration to make the check or the check requires more time, then it fails and you must use your own skill ranks (if any). If the

borrowed skill is a class skill for you, you gain the +3 bonus on checks using that skill.

Diminished The casting time increases to 1 full round, and you only have one round in which to make the skill check using the subject's skill ranks, or the spell fails and you must use your own skill ranks (if any).

Heightened You choose a number of skills equal to your Intelligence modifier (minimum 1) to borrow, and you can make a number of skill checks using those skills equal to 1/3 caster levels. If you take longer than the spell's duration to make the checks or a check requires more time, then it fails and you must use your own skill ranks (if any).

BOWSTAFF

School transmutation; **Classes** inquisitor, paladin, ranger

CASTING

Casting Time 1 swift action

Components V

EFFECT

Range personal

Target one weapon (bow)

Duration 1 round/level (D)

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

DESCRIPTION

The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon.

Heightened The bow gains a +1 enhancement bonus on attack rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

BREAK

School transmutation; **Classes** sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (a twig)

EFFECT

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

Target one Medium or smaller object

Duration instantaneous

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

Resistance yes (object)

DESCRIPTION

You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save.

Diminished The spell is only able to target unattended Fine objects.

Heightened The spell can target one Medium or smaller object per 3 caster levels.

BRISTLE

School transmutation; **Classes** druid

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target one creature

Duration 1 minute/level

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

Resistance yes

DESCRIPTION

You give a creature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor bonus to AC and gain an enhancement bonus on all damage rolls for natural attacks equal to that amount. The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 3 caster levels, to a maximum

penalty/bonus of $-5/+5$ at 15th level. A creature cannot reduce its natural armor bonus to less than 0 with this spell. All attacks directed against the creature use its adjusted AC until the start of its next turn, at which time it can choose to modify its AC again or keep it at its current level. Creatures make this decision without any need for conscious thought or reflection; even creatures with no Intelligence score can benefit from this spell, although they always opt for the maximum possible reduction and bonus, regardless of any tactical advantage they might lose.

Diminished The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1.

Heightened The reduction to natural armor, and thus the enhancement bonus on damage rolls, cannot exceed 1 point per 2 caster levels, to a maximum penalty/bonus of $-10/+10$ at 20th level.

BUNGLE

School enchantment (compulsion); **Classes** sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one humanoid

Duration concentration + 2 rounds or until triggered

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

DESCRIPTION

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

Diminished The range is reduced to touch, the penalty is reduced to -10 , and the duration is reduced to concentration or until triggered.

Heightened The spell can affect animals, magical beasts, fey, humanoids, and monstrous humanoids with up to 15 HD. Creatures with more than 15 HD are unaffected by this spell.

BURNING HANDS [ERRATA]

School evocation [fire]; **Classes** magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

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

DESCRIPTION

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Diminished The fire deals only 1d4 points of fire damage in a 10-foot cone.

Heightened The spell gains the [light] descriptor. A target who has taken damage from the spell must also make a Fortitude save or gain the dazzled condition for 1 round.

BURST BONDS

School evocation; **Classes** inquisitor

CASTING

Casting Time 1 standard action

Components V

EFFECT

Range touch

Target one object or creature restraining you

Duration instantaneous

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

DESCRIPTION

You blast your restraints with divine wrath, dealing 1d6 points of damage per caster level to the target object (maximum 5d6), ignoring hardness of 10 or less. A Fortitude save halves the damage, although only magical restraints receive a saving throw. You can also target a creature that is grappling or otherwise restraining you (such as by adhesive or the swallow whole ability) with the spell. You don't

need to make a touch attack to use *burst bonds* against a creature, and you can cast this spell without making a concentration check while grappled or pinned. The creature does not take damage as above. If you are grappled and your target fails its save, you may make an immediate attempt to break the grapple (but not reverse it) as a free action, with a +1 luck bonus to your CMB per caster level (maximum +5). If the target creature fails its save and you are restrained by an ability that originally allowed a saving throw, *burst bonds* allows a new saving throw with a +1 luck bonus per two caster levels (maximum +5).

Diminished The spell only deals 1d6 points of damage to the target object, grants only a +1 luck bonus on your CMB to break the grapple, or grants only a +1 luck bonus on a new saving throw.

Heightened The spell deals 1d8 points of damage per caster level to the target object (maximum 5d8), grants a +1 luck bonus to your CMB per caster level to break the grapple (maximum +10), or grants a +1 luck bonus per two caster levels on a new saving throw (maximum +10).

C

CALL ANIMAL

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

CASTING

Casting Time 1 standard action

Component V, S, DF

EFFECT

Range see description

Effect one animal whose CR is equal or less than your caster level

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** none

DESCRIPTION

This spell calls the nearest wild animal of a particular type you designate (provided the animal's CR is equal to or less than your caster

level) to seek you out. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted. Knowledge of the local fauna makes this spell more effective, and the GM may permit a Knowledge (nature) skill check (DC 15) to know what animals can be found in an area. When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. Other than starting attitude, this spell gives you no special influence or ability to communicate with the called animal, although you may use other spells or abilities to do so. Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked.



Domesticated animals or animals trained by someone else, including such creatures as familiars or animal companions, are unaffected by *call animal*.

Diminished The designated animal must have a CR equal to or less than 1/2 your caster level.

Heightened The duration of the spell increases to 1 day/level.

CALM ANIMALS

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

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets animals within 30 ft. of each other
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with Intelligence scores of 1 or 2) can be affected by this spell. All the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of HD of animals you can affect is equal to 2d4 + caster level. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Diminished You may only influence one animal with a number of HD equal to or less than your caster level.

Heightened The maximum number of HD of animals you can affect is equal to 3d6 + caster level.

CHALLENGE EVIL

School enchantment (compulsion) [mind-affecting];
Classes paladin

CASTING

Casting Time 1 standard action
Components V, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one evil creature
Duration 1 minute/level (D)
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You challenge an evil creature to bring the fight to you, or suffer the consequences. You gain a +2 sacred bonus on all melee attacks against the subject of the spell. At the end of its turn, if the target has not made at least one attack on you, it becomes sickened. If you move away from the target, the spell ends.

Heightened You gain a +3 sacred bonus on all melee attacks against the subject of the spell. Each round, at the end of its turn, if the target has not made at least one attack on you, it becomes nauseated for 1 round.

CHARM ANIMAL

School enchantment (charm) [mind-affecting]; **Classes** druid, ranger

Target one animal

DESCRIPTION

This spell functions like *charm person*, except that it affects a creature of the animal type.

CHARM PERSON

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

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Diminished The spell's range becomes touch.

Heightened The spell's duration is increased to 1 day/level.

CHILL TOUCH

School necromancy; **Classes** magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Targets creature or creatures touched (up to one/level)

Duration instantaneous

Saving Throw Fortitude partial or Will negates; see text;

Spell Resistance yes

DESCRIPTION

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level. An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Diminished You may make only a single attack, which deals no Strength damage.

Heightened The negative energy damage increases to 1d8 points.

CHORD OF SHARDS

School evocation; **Classes** bard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

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

DESCRIPTION

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

Diminished The spell deals 1d6 points of piercing damage to one target (your choice) within the spell's range. In addition, you must overcome the target's spell resistance (if any).

Heightened The spell deals 4d6 points of piercing damage to all creatures caught in the area of effect. Creatures who fail their Reflex save take 1 point of bleed damage.

CLOAK OF SHADE

School abjuration; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Component V, S, M (a leaf from a shade tree)

EFFECT

Range touch

Target one creature per level

Duration 1 hour/level (D)

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

DESCRIPTION

This spell provides the subject with some degree of protection from the harmful effects of the sun. The cloaked subject treats environmental heat due to sun exposure as one level less: severe heat is considered very hot conditions, while very hot is considered average temperature (see [Heat Dangers](#)). The *cloak of shade* also reduces any penalties from sunlight by 1. The spell does not, however, eliminate the effects of direct sunlight on creatures vulnerable to sunlight. *Cloak of shade* has no effect on environmental heat from sources other than the sun.

Heightened Creatures wearing heavy clothing or armor do not suffer the -4 penalty on saves against nonlethal damage from heat exposure. In addition, targets with light sensitivity are treated as if they do not have any weakness to light, and targets with light blindness are instead treated as if they only had light sensitivity.

COLOR SPRAY [ERRATA]

School illusion (pattern) [mind-affecting]; **Classes** magus, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (red, yellow, and blue powder or colored sand)

EFFECT

Range 15 ft.

Area cone-shaped burst

Duration instantaneous; see text

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

DESCRIPTION

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by *color spray*.

Diminished The spell can only target one creature of 4 HD or less. The creature is staggered for 1 round. After a creature has been staggered by the diminished version of the spell, it is immune to the diminished effect for 1 minute.

Heightened Unconsciousness lasts for 2d6 rounds, blindness lasts for 1d6 rounds, and stunning lasts for 1d3 rounds.

COMMAND [ERRATA]

School enchantment (compulsion) [language-dependent, mind-affecting]; **Classes** antipaladin, cleric/oracle, inquisitor, witch

CASTING

Casting Time 1 standard action

Components V

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 give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails.

Diminished The spell only functions on humanoids.

Heightened The spell loses the [language-dependent] descriptor. Your commands may be telepathic—no common language need be shared, and nothing need be spoken aloud.

COMPEL HOSTILITY

School enchantment (compulsion) [mind-affecting];
Classes bard, cleric/oracle, inquisitor, paladin, ranger, summoner, witch

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of your blood)

EFFECT

Range personal
Target you
Duration 1 round/level
Saving Throw see text; **Spell Resistance** see text

DESCRIPTION

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

Heightened Even if the target's Will save is successful, it still takes a \rightarrow 2 penalty on all attack rolls against your allies. However, this penalty does not apply if it attacks you (or your eidolon).

COMPREHEND LANGUAGES

School divination; **Classes** bard, cleric/oracle, sorcerer/wizard

CASTING

Casting Time 1 standard action
Components V, S, M/DF (pinch of soot and salt)

EFFECT

Range personal
Target you
Duration 10 min./level

DESCRIPTION

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text. *Comprehend languages* can be made permanent with a *permanency* spell.

Diminished The casting time is a full-round action, and the duration falls to one minute per level. Further, you are only able to catch the gist of the words, which might lead to misunderstandings.

Heightened You also receive the benefit of the read magic spell.

CONTINUAL FLAME

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

CASTING

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

EFFECT

Range touch
Target object touched
Effect magical, heatless flame
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Diminished The spell's duration is reduced to 10 minutes/level.

Heightened The spell's duration is increased to permanent. In addition, instead of a firefly it requires ruby dust worth 50 gp as the material component.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *continual flame* and *light*.

CORROSIVE TOUCH

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

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature or object touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

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

Diminished The spell only deals 1d4 points of acid damage.

Heightened The target must make a Fortitude save or become stunned for 1 round.

CRAFTER'S CURSE

School transmutation [curse]; **Classes** sorcerer/wizard

CASTING

Casting Time 1 standard action
Component V, S, M (a broken tool)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 day/level (D)
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

The target of *crafters curse* takes a –5 penalty on all Craft skill checks while the spell lasts.

Diminished The spell's duration is reduced to 1 hour per level or until discharged and is discharged on the target's next Craft skill check.

Heightened The spell's duration is reduced to 1 hour per level but is not discharged until the end of the spell's duration. In addition, the

penalty increases to –10 at caster level 5th, and to –15 (the maximum) at caster level 9th.

CRAFTER'S FORTUNE

School transmutation; **Classes** alchemist, sorcerer/wizard

CASTING

Casting Time 1 standard action
Component V, S, F (a tool)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 day/level or until discharged (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

Diminished The spell's duration is reduced to 1 hour per level or until discharged.

Heightened The spell's duration is reduced to 1 hour per level but is not discharged until the end of the spell's duration. In addition, the luck bonus increases to +10 at caster level 5th, and to +15 (the maximum) at caster level 9th.

CREATE WATER

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

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 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 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).

CURE LIGHT WOUNDS

School conjuration (healing); **Classes** alchemist, bard, cleric/oracle, druid, inquisitor, paladin, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration instantaneous

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

Resistance yes (harmless); see text

DESCRIPTION

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Diminished The spell stabilizes a living creature that has –1 or fewer hit points.

Heightened The spell cures 2d8 points of damage + 1 point per caster level (maximum +10).

- ⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *cure light wounds*, *cure moderate wounds*, and *stabilize*.

CURSE WATER

School necromancy [evil]; **Classes** antipaladin, cleric/oracle, inquisitor

CASTING

Casting Time 1 minute

Components V, S, M (5 lbs. of powdered silver worth 25 gp)

EFFECT

Range touch

Target flask of water touched

Duration instantaneous

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

yes (object)

DESCRIPTION

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water (see [Unholy Water](#)). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

Diminished The liquid only holds its negative energy for 1 round per caster level. This use of the spell is employed most often as part of a ceremony or ritual.

Heightened The damage dealt to good outsiders increases to 2d6. If the liquid produced by this casting of the spell is used as a component for spells with the evil descriptor, your effective caster level for those spells increases by 1.

D

DAMP POWDER

School transmutation; **Classes** druid, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a damp piece of cotton)

EFFECT

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

Target 1 loaded firearm

Duration instantaneous

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

yes (object)

DESCRIPTION

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Diminished Firearm's user is automatically aware of the spell's casting and may make a save against to negate it.

Heightened The spell instead destabilizes the powder, increasing the misfire range by 1 + 1 per five caster levels (maximum +5) for the ammunition currently loaded into that firearm. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

DANCING LANTERN

School transmutation [fire, light]; **Classes** bard, cleric/oracle, ranger, sorcerer/wizard, witch

CASTING

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

EFFECT

Range touch
Effect animates one lantern
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the

lantern always acts as if in your possession even when not directly on your person. A *dancing lantern* can be made permanent with a *permanency* spell (CL 9th, 2, 500 gp).

Diminished The spell's duration is reduced to 10 minutes/level.

Heightened Creatures that take penalties in bright light take them while within the first increment of area illuminated by the lantern (i.e. a 60-foot cone of light from a bullseye lantern and a 30-foot radius from a hooded lantern). The spell is not the equivalent of *daylight* for the purposes of creatures that are damaged or destroyed by such light.

DEADEYE'S LORE

School divination; **Classes** bard, cleric/oracle, druid, inquisitor, ranger

CASTING

Casting Time 1 round
Components V, S

EFFECT

Range personal
Target you
Duration 1 hour/level

DESCRIPTION

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

Diminished The spell's duration is reduced to 10 minutes/level and you do not gain the sacred bonus on Survival checks.

Heightened The spell's range becomes touch and its target becomes one living creature.

DEATH KNELL

School necromancy [death, evil]; **Classes** antipaladin

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target living creature touched

Duration instantaneous/10 minutes per HD of subject; see text

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

DESCRIPTION

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has –1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Diminished If the subject fails its saving throw, you only gain 1d8 temporary hit points.

Heightened The spell's range increases to close (25 ft. + 5 ft./2 levels).

DEATHWATCH

School necromancy; **Classes** cleric/oracle

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 30 ft.

Area cone-shaped emanation

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more

hit points), healthy, undead, or neither alive nor dead (such as a construct). *Deathwatch* sees through any spell or ability that allows creatures to feign death.

Diminished You only know the condition of one creature (your choice) within the spell's range.

Heightened The spell's area is a 60-foot cone. You additionally know if any of the following states apply to creatures you can see: exhausted, fatigued, poisoned, shaken, or stunned.

DECOMPOSE CORPSE

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

CASTING

Casting Time 1 standard action

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

EFFECT

Range touch

Target one corpse or corporeal undead

Duration instantaneous or 1 minute; see text

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

Resistance yes (object)

DESCRIPTION

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

Diminished The spell can only decompose the flesh from a single corpse of size Large or smaller and has no effect on non-skeletal corporeal undead.



Heightened The spell can decompose the flesh from a single corpse size Gargantuan or smaller. If it is cast on a non-skeletal corporeal undead, the creature takes a -4 penalty on all rolls and to its Armor Class and CMD for 1 minute.

DELAY POISON

School conjuration (healing); **Classes** ranger

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched

Duration 1 hour/level

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

DESCRIPTION

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

Diminished The spell's duration is reduced to 10 minutes/level.

Heightened The spell's target changes to creatures touched, but you divide the duration in 1-hour intervals among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *delay poison* and *communal delay poison*.

DELUSIONAL PRIDE

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute

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

DESCRIPTION

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

Diminished The spell's range is reduced to touch, its duration is reduced to 5 rounds, and the penalty and bonus are reduced to -1/+1.

Heightened The spell can target one creature plus one creature per three caster levels.

DETECT ABERRATION

School divination; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Component V, S

EFFECT

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

Area cone-shaped emanation

Duration concentration, up to 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell functions like *detect animals or plants*, except it detects creatures of the aberration type.

DETECT ANIMALS OR PLANTS

School divination; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change the animal or plant kind each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant.

1st Round: Presence or absence of that kind of animal or plant in the area.

2nd Round: Number of individuals of the specified kind in the area and the condition of the healthiest specimen.

3rd Round: The condition (see below) and location of each individual present. If an animal or a plant is outside your line of sight, then you discern its direction but not its exact location.

Conditions: For purposes of this spell, the categories of condition are as follows:

Normal: Has at least 90% of full normal hit points, free of disease.

Fair: 30% to 90% of full normal hit points remaining.

Poor: Less than 30% of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury.

Weak: 0 or fewer hit points remaining, afflicted with a disease that has reduced an ability score to 5 or less, or crippled.

If a creature falls into more than one category, the spell indicates the weaker of the two.

Each round you can turn to detect a kind of animal or plant 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.

Diminished The range of this spell is reduced to close (25 feet + 5 feet per two levels) and its duration is reduced to 1 minute/level.

Heightened The spell's duration increases to 1 hour/level, and 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.

DETECT CHAOS

School divination; **Classes** cleric/oracle, inquisitor

DESCRIPTION

This spell functions like *detect evil*, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic

items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

DETECT EVIL

School divination; **Classes** cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Component V, S, DF

EFFECT

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

- *1st Round:* Presence or absence of evil.
- *2nd Round:* Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.
- *3rd Round:* The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

See **Table: Detect Evil** for details. *Aura Power*: An evil aura's power depends on the type of evil creature or object that you're detecting and it's HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If *detect evil* 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:

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

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell.

Each round, you can turn to detect evil 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.

Diminished The range of this spell is reduced to 30 feet and its duration is reduced to 1 minute/level.

Heightened All information is revealed in the first round.

DETECT GOOD

School divination; **Classes** cleric/oracle, inquisitor

DESCRIPTION

This spell functions like *detect evil*, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

DETECT LAW

School divination; **Classes** cleric/oracle, inquisitor

DESCRIPTION

This spell functions like *detect evil*, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

DETECT POISON

School divination; **Classes** antipaladin, paladin, ranger

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

Table: Detect Evil

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Aligned creature ¹ (HD)	4 or lower	5–10	11–25	26–50	51 or higher
Aligned Undead (HD)	—	2 or lower	3–8	9–20	21 or higher
Aligned outsider (HD)	—	1 or lower	2–4	5–10	11 or higher
Cleric/oracle or paladin of an aligned deity ² (class levels)	—	1	2–4	5–10	11 or higher
Aligned magic item or spell (caster level)	5th or lower	6th–10th	11th–15th	16th–20th	21st or higher

¹ Except for undead and outsiders, which have their own entries on the table.

² Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

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 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.

DETECT SECRET DOORS

School divination; **Classes** alchemist, bard, sorcerer/wizard, witch

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 can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors 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.

Diminished The range of this spell is reduced to 30 feet and its duration is reduced to 1 round/level.

Heightened All information is revealed in the first round.

DETECT SNARES AND PITS

School divination; **Classes** druid, ranger

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 10 min./level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell *snare*), nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to examine 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.

Diminished The range of this spell is reduced to 30 feet and its duration is reduced to 1 minute/level.

Heightened All information is revealed in the first round.

DETECT UNDEAD

School divination; **Classes** alchemist, cleric/oracle, inquisitor, paladin, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M/DF (earth from a grave)

EFFECT

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* 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, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to detect undead 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.

Diminished The range of this spell is reduced to 30 feet and its duration is reduced to 1 round/level.

Heightened All information is revealed in the first round.

DIAGNOSE DISEASE

School divination; **Classes** cleric/oracle, druid, paladin, ranger, witch

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 carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Diminished The range of this spell is reduced to touch.

Heightened 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.

DISGUISE SELF

School illusion (glamer); **Classes** alchemist, antipaladin, bard, inquisitor, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 10 min./level (D)

DESCRIPTION

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Diminished The spell's duration is reduced to 1 minute/level and you only get a +5 bonus on the Disguise check.

Heightened The spell's range increases to touch and you can disguise yourself or another creature.

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Diminished The spell's duration is reduced to 1 round.

Heightened The bonus is +1 plus an additional +1 per three caster levels (maximum +8). Additionally, the spell lasts for one minute per level. Finally, the bonus damage applies to those spells that require an attack roll.

DOOM

School necromancy [emotion, fear, mind-affecting]; **Classes** antipaladin, cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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

Target one living creature

Duration 1 min./level

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

DESCRIPTION

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Diminished The spell's range is reduced to touch and its duration is reduced to 1 round/level.

Heightened The target is instead frightened for the duration of the spell.

E

DIVINE FAVOR

School evocation; **Classes** cleric/oracle, inquisitor, paladin

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range personal

Target you

Duration 1 minute

DESCRIPTION

EAR-PIERCING SCREAM

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration instantaneous; see text
Saving Throw Fortitude partial (see text); **Spell Resistance** yes

DESCRIPTION

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Diminished The spell only deals 1d3 points of sonic damage.

Heightened You may target one creature per three caster levels, no two of which can be more than 30 ft. apart.

ENDURE ELEMENTS

School abjuration; **Classes** alchemist, cleric/oracle, druid, paladin, ranger, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Diminished You may only target yourself, and the spell's duration is reduced to 1 hour/level (maximum 6 hours).

Heightened The spell's target changes to creatures touched; you divide the duration in 1-hour intervals among the creatures touched.

ENLARGE PERSON

School transmutation; **Classes** alchemist, magus, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 round
Components V, S, M (powdered iron)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it—the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see [Scaling Weapon Damage](#)). Other magical properties are not affected by this spell. Any *enlarged* item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels *reduce person*.

Enlarge person can be made permanent with a *permanency* spell.

Diminished The spell's range is reduced to touch and its duration is reduced to 1 minute/level.

Heightened The spell's casting time is reduced to 1 standard action and its range is increased to medium (100 ft. + 10 ft./level).

ENTANGLE

School transmutation; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

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

Area plants in a 40-ft.-radius spread

Duration 1 min./level (D)

Saving Throw: Reflex partial; see text; **Spell Resistance:** no

DESCRIPTION

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the *entangle* or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Diminished The spell's range is reduced to close (25 ft. + 5 ft./2 levels), its area is reduced to a 10-foot-square, and its duration is reduced to 1 round/level (maximum 5 rounds). The affected area is only treated as difficult terrain without any chance of becoming entangled.

Heightened Creatures who fail their Reflex save must also make Will save or gain the

shaken condition in addition to the entangled condition.

ENTROPIC SHIELD

School abjuration; **Classes** cleric/oracle

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Diminished The spell's duration is reduced to 1 minute and the miss chance for ranged attacks is reduced to 10%.

Heightened The spell's duration is increased to 10 minutes plus 1 minute/level and the miss chance for ranged attacks is increased to 25%.

ERASE

School transmutation; **Classes** bard, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one scroll or two pages

Duration instantaneous

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

DESCRIPTION



Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes*, a *glyph of warding*, a *sepia snake sigil*, or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Diminished You can erase only nonmagical writing and you can only target one page.

Heightened You can erase nonmagical writings automatically. If erasing magical writings, a natural 1 is no longer considered a failure. Finally, you can target one page per caster level or one scroll per two caster levels.

EXPEDITIOUS EXCAVATION

School transmutation [earth]; **Classes** druid, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (tiny shovel)

EFFECT

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

Area dirt in a 5-ft. cube

Duration instantaneous

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

DESCRIPTION

You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling. Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size. The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. *Expeditious excavation* has no effect on solid rock or earth creatures.

Diminished The spell's range is reduced to 5 feet and the area is reduced to dirt in a single 5-foot square. In addition, you may only use the spell to create a cloud of debris which provides concealment to any creatures in the square affected and all adjacent squares for 1 round.

Heightened Spell's area increases to dirt in a 10-foot cube. You can open a 10-foot-deep pit at a creature's or creatures' feet. You can affect one Large creature or four Medium or smaller creatures with the spell in this way. The affected creatures fall prone in the pit unless they succeed in on a

Reflex save. A creature that fails its Reflex save also takes 1d6 points of falling damage.

EXPEDITIOUS RETREAT

School transmutation; **Classes** alchemist, bard, inquisitor, magus, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 min./level (D)

DESCRIPTION

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (See [Speed and Jump Checks](#)).

Diminished The spell's duration is reduced to 1 round/level (maximum 5 rounds).

Heightened You may cast this version of the spell on a willing target that you touch.

F

FABRICATE BULLETS

School transmutation; **Classes** sorcerer/wizard

CASTING

Casting Time 1 round
Components V, S, M (1 pound of lead or other soft metal worth 2 gp)

EFFECT

Range touch
Target 1 pound of soft metal
Duration instantaneous
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You convert 1 pound of lead into bullets. When you cast this spell, you decide whether you create normal sling bullets, firearm bullets, or firearm

pellets. The spell creates two sling bullets, 30 firearm bullets, or 10 uses of pellets.

Diminished The spell only converts 1/2 pound of lead (or other soft metal worth 1 gp) into one sling bullet, 15 firearm bullets, or 5 uses of pellets.

Heightened The transmuted projectiles gain a +1 enhancement bonus on attack and damage rolls. Against undead, the projectiles gain a +2 enhancement bonus on attack and damage rolls and deal double damage (i.e. a pistol firing transmuted bullets would deal 1d8+1 damage, or 2d8+2 damage against undead). While the projectiles are permanently transmuted, the magical charge only lasts for 30 minutes.

FAERIE FIRE

School evocation [light]; **Classes** druid

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range long (400 ft. + 40 ft./level)
Area creatures and objects within a 5-ft.-radius burst
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by *faerie fire* take a –20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical *darkness* effect functions normally), *blur*, *displacement*, *invisibility*, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The *faerie fire* can be blue, green, or violet, according to your choice at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Diminished The spell's range is reduced to medium (100 ft. + 10 ft./level) and only affects a single target.

Heightened Targets of the spell take a –1 penalty on bonuses gained from cover (a creature benefiting from partial cover only gains a +1 bonus to AC) and any concealment miss chance is reduced by 5 percent (attacks against a creature in fog only have a 15% miss chance).

Diminished The spell' range is reduced to touch and it only affects one Medium or smaller freefalling object or creature.

Heightened The spell's range is increased to medium (100 ft. + 10 ft./level) and the targets only need to be within 30 feet of each other.

FEATHER FALL

School transmutation; **Classes** bard, magus, sorcerer/wizard, summoner

CASTING

Casting Time 1 immediate action

Components V

EFFECT

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

Targets one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration until landing or 1 round/level

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

DESCRIPTION

The affected creatures or objects fall slowly.

Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

FLOATING DISK

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

CASTING

Casting Time 1 standard action

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

EFFECT

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

Effect 3-ft.-diameter disk of force

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany you at a rate of no more than your normal speed each round. If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you move beyond its range or try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Diminished The spell's duration is reduced to 10 minutes/level and the disk can only hold 25 pounds of weight per caster level.

Heightened You may ride on the disk which grants you a fly speed equal to your base speed with poor maneuverability (–4 penalty on all Fly checks). You may take the disk any distance above the surface.

FORBID ACTION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Classes** cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Component V

EFFECT

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

Target one creature

Duration 1 round

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

DESCRIPTION

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

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

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

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

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

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

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

Diminished The spell's range is reduced to touch.

Heightened The spell's target changes to one creature per three caster levels (no two of

which may be more than 30 feet apart), and the forbidden action must be the same for all of the targets.

FORCED QUIET

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

CASTING

Casting Time 1 standard action

Components S

EFFECT

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

Target one creature

Duration 1 round/level

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

DESCRIPTION

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

Diminished The spell's range is reduced to close (25 ft. +5 ft./2 levels) and its duration is reduced to 1 round.

Heightened The spell's target changes to one creature per three caster levels (no two of which may be more than 30 ft. apart).

FROSTBITE

School transmutation [cold]; **Classes** druid, magus, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Targets creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the

target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Diminished You may make only a single attack, which does not cause the target to become fatigued.

Heightened The nonlethal cold damage increases to 1d8 points + 1 point per level and it can cause a fatigued creature to become exhausted.

FUMBLETONGUE

School enchantment (compulsion) [mind-affecting];
Classes bard, witch

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. +5 ft./2 levels)
Target one creature
Duration 1d4 rounds
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

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

Diminished The spell's duration is reduced to 1 round and the chance for spell failure and to incorrectly use a command word to activate a magic item is reduced to 10%.

Heightened The spell effects all creatures in a 5-foot radius burst and its duration increases to 1 round per two caster levels.

G

GHOSTBANE DIRGE

School transmutation; **Classes** paladin

CASTING

Casting Time 1 standard action
Components V, S, M/DF (an old reed from a wind instrument)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one incorporeal creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

Diminished The spell's range is reduced to touch and the spellcaster must make a melee touch attack to deliver the spell's effect.

Heightened The target takes full damage from all types of weapons, spells, spell-like effects, and supernatural effects.

GLIDE

School transmutation; **Classes** ranger

CASTING

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

EFFECT

Range personal
Target you
Duration until landing or 1 minute/level (D)

DESCRIPTION

You take no damage from falls (as if from *feather fall*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind

or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Diminished The spell's duration is reduced to 1 round/level.

Heightened The spell's range becomes touch and its target becomes one creature.

GOODBERRY

School transmutation; **Classes** druid

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Targets 2d4 fresh berries touched

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

Casting *goodberry* makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Diminished The spell's duration is reduced to 10 minutes/level and it only affects one berry.

Heightened Each berry consumed allows grants subject a +1 luck bonus per three caster levels (maximum +5 at 15th level) against disease and poison for 1 hour.

GRACE

School abjuration; **Classes** paladin

CASTING

Casting Time 1 swift action

Components V

EFFECT

Range personal

Target you

Duration see text

DESCRIPTION

Until the end of your turn, your movement does not provoke attacks of opportunity.

Diminished Until the end of your turn, you gain a +1 luck bonus against attacks of opportunity.

Heightened The spell's range becomes touch and its target becomes one creature.

GRAVITY BOW

School transmutation; **Classes** ranger, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 minute/level (D)

DESCRIPTION

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a *gravity bow*. Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

Heightened Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if two sizes larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 3d6 points of damage if fired from a *gravity bow*.

GREASE

School conjuration (creation); **Classes** bard, magus, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action

Components V, S, M (butter)

EFFECT

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

Target one object or 10-ft. square

Duration 1 min./level (D)

Save see text; **Spell Resistance** no

DESCRIPTION

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls prone. Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Diminished The spell may only target one object or a 5-foot square and its duration is reduced to 1 round.

Heightened The spell may affect up to one object (no two which can be more than 20 feet apart) or 10-foot square (all of which must share at least 5 feet of common border with another square) per three caster levels (maximum five objects or squares).

H

HERO'S DEFIANCE

School conjuration (healing); **Classes** paladin

CASTING

Casting Time 1 immediate action

Components V

EFFECT

Range personal

Target you

Duration instantaneous

DESCRIPTION

The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.

Heightened You roll d8s instead of d6s to determine the amount your lay on hands ability heals you, plus an additional 2d8 hit points.

HEX WARD

School abjuration; **Classes** inquisitor, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 hour/level

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

DESCRIPTION

You give the target a +4 resistance bonus on saving throws against witch hexes.

Diminished You may only target yourself, the spell's duration is only 1 round per level (maximum 5 rounds), and the resistance bonus on saving throws against witch hexes is only +2.

Heightened The resistance bonus on saving throws against witch hexes increases to +6.

HIDE FROM ANIMALS

School abjuration; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components S, DF

EFFECT

Range touch

Targets one creature touched/level

Duration 10 min./level (D)

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

DESCRIPTION

Animals cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the spell ends for all recipients.

Diminished The spell's range personal and its duration is reduced to 10 minutes.

Heightened The spell affects all creatures in a 30-foot-burst from your location.

HIDE FROM UNDEAD

School abjuration; **Classes** cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Targets one touched creature/level

Duration 10 min./level (D)

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

DESCRIPTION

Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures.

Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Diminished The spell's range is reduced to personal and its duration is reduced to 10 minutes.

Heightened The spell effects all creatures in a 30-foot-burst from your location.

HIDEOUS LAUGHTER

School enchantment (compulsion) [mind-affecting];

Classes bard

CASTING

Casting Time 1 standard action

Components V, S, M (tiny fruit tarts and a feather)

EFFECT

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

Target one creature; see text

Duration 1 round/level

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

DESCRIPTION

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Diminished The spell's range is reduced to touch and its duration is reduced to 1 round.

Heightened The spell can target one humanoid creature per three caster levels, no two of which can be more than 30 feet apart.

HOLD PORTAL

School abjuration; **Classes** sorcerer/wizard

CASTING

Casting Time 1 standard action

Component V

EFFECT

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

Target one portal, up to 20 sq. ft./level

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Add 5 to the normal DC for forcing open a portal affected by this spell.

Diminished The spell can only target a portal up to 20 square feet, and its duration is reduced to 1 minute.

Heightened The spell's duration increases to 10 minutes/level, and add 10 to the normal DC for forcing open a portal affected by this spell.

HONEYED TONGUE

School transmutation; **Classes** paladin

CASTING

Casting Time 1 standard action

Components V, M/DF (a drop of honey)

EFFECT

Range personal

Target you

Duration 10 minutes/level

DESCRIPTION

This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll. If this results in a

roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.

Heightened The spell's range changes to touch, and its target changes to one creature.

HORN OF PURSUIT

School evocation [sonic]; **Classes** bard, inquisitor, paladin, ranger

CASTING

Casting Time 1 standard action

Component S

EFFECT

Range personal

Effect 3 peals of a horn

Duration 1 round

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions. You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

Diminished The notes can only be heard up to 1 mile away in typical outdoor conditions.

Heightened The spell's duration increased to 1 round/level and you can blow up to three notes each round.

HUNTER'S HOWL

School necromancy [emotion, fear, mind-affecting];
Classes ranger

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 20 ft.
Area 20-ft.-radius burst
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** none

DESCRIPTION

With a single primal howl, you strike fear in your opponents. Until the end of the spell's duration, you treat those affected by it as if they were your favored enemy, gaining a +2 bonus on weapon attack and damage rolls against them, and a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. If an affected creature is already one of your favored enemies, it is shaken instead. This is a mind-affecting fear effect.

Heightened The spell's duration is increased to 1 minute/level and. You gain a +3 bonus on weapon attack and damage rolls, and a +3 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against the affected creatures.

HYPNOTISM

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

CASTING

Casting Time 1 round
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Area several living creatures, no two of which may be more than 30 ft. apart
Duration 2d4 rounds (D)
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests

seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you enspelled it.

Diminished The spell's range is reduced to 30 feet and it only affects 1d4 HD of creatures.

Heightened Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected.

ICICLE DAGGER

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

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range 0 ft.
Effect one icicle
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You create an appropriately-sized masterwork dagger out of ice. The dagger deals 1 point of cold

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

Diminished The spell's duration is decreased to 1 round/level (maximum of 5 rounds) and it only functions as a masterwork dagger which deals 1 point of cold damage in addition to normal dagger damage.

Heightened The dagger deals damage as if you were one size category larger (1d4 if you are Small and 1d6 if you are Large) plus the above effects.

ILL OMEN

School enchantment (compulsion) [curse, mind-affecting]; **Classes** witch

CASTING

Casting Time 1 standard action
Components V, S, M (hair from a black cat)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level or until discharged
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level).

A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

Diminished The spell's range is reduced to touch and the target can only be forced to roll twice one time.

Heightened The target cannot negate the effect.

ILLUSION OF CALM

School illusion (figment); **Classes** alchemist, magus, sorcerer/wizard

CASTING

Casting Time 1 standard action
Component V, S

EFFECT

Range personal
Target you
Duration 1 minute/level
Saving Throw Will disbelieve (on hit; see below); **Spell Resistance** no

DESCRIPTION

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the figment. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

Diminished The duration changes to 1 round/level (maximum of 5 rounds) and it only prevents you from invoking attacks of opportunity when you cast spells.

Heightened The spell also prevents you from invoking attacks of opportunity when you make ranged attacks with projectile weapons.

INFLECT LIGHT WOUNDS

School necromancy; **Classes** antipaladin, cleric/oracle, inquisitor, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration instantaneous

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

DESCRIPTION

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Diminished The spell causes a stabilized living creature that has –1 or fewer hit points to begin dying, taking 1 point of damage per round.

Heightened The spell deals 2d8 points of damage + 1 point per caster level (maximum +10).

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *bleed*, *inflict light wounds*, and *inflict moderate wounds*.

INNOCENCE

School transmutation; **Classes** bard

CASTING

Casting Time 1 standard action

Component V, S

EFFECT

Range personal

Target you

Duration 1 minute/level (D)

DESCRIPTION

You surround yourself with an aura of innocence and trustworthiness. You gain a +10 competence bonus on Bluff skill checks to convince others of your innocence. They find it difficult to believe you capable of any wrongdoing. This bonus does not apply to other uses of the Bluff skill, such as

fainting in combat, creating a diversion to hide, or communicating secret messages via innuendo, nor does it apply to any use of the skill to convince anyone of anything other than your complete innocence and blamelessness.

Diminished The spell's duration is decreased to 1 round/level (maximum of 5 rounds) and you only gain a +5 competence bonus on Bluff skill checks to convince others of your innocence.

Heightened The spell's duration is increased to 10 minutes/level and you gain a +15 competence bonus on Bluff skill checks to convince others of your innocence.

INTERROGATION

School necromancy [evil, pain]; **Classes** inquisitor, sorcerer/wizard, witch

CASTING

Casting Time 1 round

Components V, S

EFFECT

Range touch

Target living creature touched

Duration 1 minute/level

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

DESCRIPTION

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a –4 penalty on Bluff checks to convince you when it is lying.

Diminished You may only ask one question, and the target only takes a –2 penalty on Bluff checks to convince you when it is lying.

Heightened You may ask one question per caster level. The target can either answer the question or take 1d6 points of damage plus your Wisdom bonus.

J

JUMP

School transmutation; **Classes** alchemist, druid, magus, ranger, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action

Components V, S, M (a grasshopper's hind leg)

EFFECT

Range touch

Target creature touched

Duration 1 min./level (D)

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

DESCRIPTION

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Diminished The spell's duration is reduced to 1 round/level and the subject only receives a +5 bonus to Acrobatics check made to attempt high jumps or long jumps.

Heightened The subject gets a +15 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. This bonus increases to +25 at caster level 5th, +35 at caster level 10th, and +5 per five caster levels above 10th.

JURY-RIG

School transmutation; **Classes** bard, magus, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 standard action

Components V, S, M (a pinch of tree resin)

EFFECT

Range touch

Target one broken object of up to 2 lbs./level

Duration 1 round/level

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

DESCRIPTION



When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

Diminished The spell can only target one object up to 2 pounds in weight, and the affected weapon is destroyed if the wielder rolls a natural 1 on an attack roll with it.

Heightened The affected weapon is treated as if it were a masterwork weapon (+1 enhancement bonus to attacks).

K

KEEN SENSES

School transmutation; **Classes** alchemist, druid, ranger

CASTING

Casting Time 1 standard action

Components V, M/DF (a hawk's feather)

EFFECT

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

DESCRIPTION

The subject gains a +2 competence bonus on Perception checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell.

Diminished The spell's duration is reduced to 1 round/level and you can only target yourself.

Heightened The target creature also gains the scent ability, but can only use it to detect corpses and badly wounded creatures (creatures with 25% or fewer hit points).

KI ARROW

School conjuration; **Classes** bard, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action
Components S

EFFECT

Range touch
Target 1 arrow touched
Duration instantaneous
Saving Throw Fortitude (object); **Spell Resistance** yes (object)

DESCRIPTION

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

Diminished The arrow can only be thrown at a target up to 30 feet away. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including 1/2 your Strength bonus).

Heightened The arrow can be thrown at a target up to 150 feet away. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including 1-1/2 your Strength bonus).

KNIGHT'S CALLING

School enchantment (compulsion) [mind-affecting]; **Classes** paladin

CASTING

Casting Time 1 standard action
Components V, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target.

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

KNOW THE ENEMY

School divination; **Classes** cleric/oracle, inquisitor, paladin, ranger

CASTING

Casting Time 1 minute
Components S, V, DF

EFFECT

Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

Diminished The spell's casting time becomes 2 minutes and you only gain a +5 insight bonus on the Knowledge check.

Heightened The spell's duration increases to 1 round/level and you may make Knowledge

checks regarding one creature you encountered per three caster levels.

L

LEAD BLADES

School transmutation; **Classes** ranger

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target touch

Duration 1 minute/level (D)

DESCRIPTION

Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from *lead blades*. Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.

Heightened All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 3d6 points of damage.

LEND JUDGMENT

School divination; **Classes** inquisitor

CASTING

Casting Time 1 standard action

Components V, DF

EFFECT

Range touch

Target one ally

Duration 1 round/level

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

DESCRIPTION

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

Diminished The target ally only gains on half (minimum 1) of the benefit of one of your active judgments for a maximum of 5 rounds.

Heightened All allies within 10 feet of you at the time the spell is cast gain the benefit of one of your active judgments. The center of the effect is mobile with you. Any affected creature loses the benefit of the judgment if you cannot use a judgment, you change the judgment, or they move out of the affected area.

LIBERATING COMMAND

School transmutation; **Classes** bard, cleric/oracle, druid, paladin, ranger, sorcerer/wizard

CASTING

Casting Time 1 immediate action

Components V

EFFECT

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

Target one creature

Duration instantaneous

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

DESCRIPTION

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a *hold person* spell or paralyzed by Strength damage).

Diminished The spell's casting time in increased to 1 standard action, its range is reduced to touch, and the target only gains a competence bonus on the Escape Artist check equal to your caster level (maximum +5).

Heightened The target gains competence bonus on the Escape Artist check equal to twice your caster level (maximum +40).

LITANY OF SLOTH

School enchantment (compulsion) [language dependent, mind-affecting]; **Classes** antipaladin, inquisitor, paladin

CASTING

Casting Time 1 swift action
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw no; **Spell Resistance** yes

DESCRIPTION

With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Diminished The target cannot make attacks of opportunity. The target can cast spells defensively, but doing so requires the target to take a full-round action.

Heightened The spell's duration increases to concentration (maximum 1 round/level) (D).

LITANY OF WEAKNESS

School necromancy [language dependent]; **Classes** antipaladin, inquisitor

CASTING

Casting Time 1 swift action
Components V, S, DF

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw no; **Spell Resistance** yes

DESCRIPTION

Your litany proclaims your target weak, sapping its strength. The target is fatigued for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Diminished The target receives a Will save to negate the fatigued effect.

Heightened The spell's duration increases to concentration (maximum 1 round/level) (D).

LOCK GAZE

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

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

DESCRIPTION

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

Diminished The spell's duration is reduced to 1 round. If the target willing leaves your line of sight it is only dazzled for 1 round.

Heightened In addition to the above effects, the target gains the staggered condition; however, the spell's duration changes to concentration (maximum 1 round/level) (D). If you or the target willing leave the other's line of sight, the target is blinded for 1d4 rounds and the spell

ends. If you become unconscious or dead, the spell creature suffers no ill effects.

LONGSHOT

School transmutation; **Classes** alchemist, antipaladin, inquisitor, magus, paladin, ranger, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M/DF (a piece of fletching)

EFFECT

Range personal

Target you

Duration 1 minute/level

DESCRIPTION

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

Diminished The spell's duration is reduced to 1 round/level (maximum 5 rounds).

Heightened The spell's range becomes touch and its target becomes one creature.

LONGSTRIDER

School transmutation; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components V, S, M (a pinch of dirt)

EFFECT

Range personal

Target you

Duration 1 hour/level (D)

DESCRIPTION

This spell gives you a +10 foot enhancement bonus to your base speed. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Diminished The spell's duration is reduced to 1 round/level.

Heightened The spell's range becomes touch and its target becomes one creature.

M

MAGE ARMOR

School conjuration (creation) [force]; **Classes** sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 standard action

Components V, S, F (a piece of cured leather)

EFFECT

Range touch

Target creature touched

Duration 1 hour/level (D)

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

DESCRIPTION

An invisible but tangible field of force surrounds the subject of a *mage armor* spell, providing a +4 armor bonus to AC.

Unlike mundane armor, *mage armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *mage armor* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Diminished The spell's duration is reduced to 1 round/level and the armor bonus to AC is reduced to +1.

Heightened The armor bonus to AC is increased to +5.

MAGIC AURA

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

CASTING

Casting Time 1 standard action

Components V, S, F (a small square of silk that must be passed over the object that receives the aura)

EFFECT

Range touch

Target one touched object weighing up to 5 lbs./level

Duration 1 day/level (D)

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

DESCRIPTION

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a

kind you specify, or the subject of a spell you specify. If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Diminished The spell's duration is reduced to 1 round/level (maximum 5 rounds).

Heightened The spell's duration becomes permanent.

MAGIC FANG

School transmutation; **Classes** druid, ranger, summoner

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target living creature touched

Duration 1 min./level

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

DESCRIPTION

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon. The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

Magic fang can be made permanent with a *permanency* spell.

Diminished The spell's duration is reduced to 1 round.

Heightened You may imbue all of the creature's natural weapons with a +1 enhancement bonus on attack and damage rolls.

MAGIC MISSILE [ERRATA]

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Diminished The spell's range is reduced to close (25 ft. + 5 ft./2 levels), and you must succeed on a ranged touch attack to strike a target. In addition, you only create a single missile, which only deals 1 point of force damage.

Heightened You gain additional missiles at higher levels—six at 11th, seven at 13th, eight at 15th, nine at 17th, and the maximum of ten missiles at 19th level or higher.

MAGIC MOUTH

School illusion (glamer); **Classes** bard, summoner

CASTING

Casting Time 1 standard action

Components V, S, M (a small bit of honeycomb and jade dust worth 10 gp)

EFFECT

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

Target one creature or object

Duration permanent until discharged

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

DESCRIPTION

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. *Magic mouth* can also be placed upon a tree, rock, or any other object or creature. The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. 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. Actions can serve as triggers if they are visible or audible. A *magic mouth* cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic mouth* to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to

visible or audible triggers and actions in line of sight or within hearing distance.

Magic mouth can be made permanent with a *permanency* spell.

Diminished The spell's range is reduced to touch and the message must be 6 or fewer words long.

Heightened The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on one or more of the following, as you select: an audible; tactile; olfactory; or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment.

MAGIC STONE

School transmutation; **Classes** cleric/oracle, druid

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Targets up to three pebbles touched

Duration 30 minutes or until discharged

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

DESCRIPTION

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Diminished Each pebble deals only 1d4+1 points of damage (or 2d4+2 points against undead).

Heightened In addition to dealing damage, each pebble can be used to make a bull rush against any target it strikes. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier,

whichever is highest. This bull rush does not provoke an attack of opportunity.

MAGIC WEAPON

School transmutation; **Classes** antipaladin, cleric/oracle, inquisitor, magus, paladin, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

DESCRIPTION

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see *magic fang*). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Diminished The spell's duration is reduced to 1 round.

Heightened The +1 bonus on attack and damage rolls is changed to a luck bonus, and therefore stacks with a masterwork or magic weapon's existing enhancement bonus.

MAKE WHOLE

⚠ **Caution! Spells Merge!** *Make whole* has been incorporated into *mending*.

MASK DWEOMER

School illusion (glamer); **Classes** witch

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of gauze)

EFFECT

Range touch

Target creature or object touched

Duration 1 day/level (D)

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

DESCRIPTION

You mask and manipulate a spell's magic aura to make it harder to detect. Select one spell effect on the target creature or object. You must have either cast this spell yourself or have perceived it by means such as *detect magic* or *arcane sight*. Both the desired spell effect and *mask dweomer* are hidden from *detect magic*, although more powerful spells (such as *arcane sight*) pierce the deception if the caster succeeds on a Will save. *Analyze dweomer* automatically detects both *mask dweomer* and any masked spell effects.

Diminished The spell's duration is reduced to 1 hour/level.

Heightened The spell's targets change to creatures or objects touched, and you divide the duration in 1-day increments among the creatures or objects touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *mask dweomer* and *communal mask dweomer*.

MEMORY LAPSE

School enchantment [mind-affecting]; **Classes** bard, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one living creature

Duration instantaneous

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

DESCRIPTION

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

Diminished The spell's casting time is increased to 1 round and its range is reduced to touch.

Heightened The spell affects all living creatures (maximum one creature/level) in a 10-foot-radius burst from the target point. If there are more creatures than you can affect in the burst area, you may choose which creatures to affect.

MENDING

School transmutation; **Classes** bard, cleric/oracle, druid, sorcerer/wizard, summoner, witch

CASTING

Casting Time 10 minutes

Components V, S

EFFECT

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

Target one object of up to 10 cu. ft./level or one construct creature of any size

Duration instantaneous

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

DESCRIPTION

This spell repairs damaged objects, restoring 1d6 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way.

When *mending* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance and repairs 1d6 points of damage per two caster levels (maximum 3d6).

Diminished The spell's range is reduced to 10 feet and it can only target one object of up to 1 lb./level. It can still repair magic items that are

destroyed, but it does not restore their magic abilities. It does not affect construct creatures.

Heightened When used on a construct creature, spell repairs 1d6 points of damage per caster level (maximum 5d6).

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *make whole* and *mending*.

MIRROR STRIKE

School transmutation; **Classes** magus, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (a shard of mirror)

EFFECT

Range personal

Target you

Duration see text

DESCRIPTION

You briefly alter the flow of time to split a melee attack into two attacks. Before the end of your next turn, when you make your next melee attack roll, compare the result to the AC of two opponents within your reach. If the selected opponents are flanking you, you gain a +2 bonus on your attack roll (and confirmation attack roll, see below). If you hit both enemies, you can deal half damage to each. Hitting only one opponent allows you to deal that opponent normal damage for your attack. On a critical threat, you can make only one attack roll to confirm the critical hit against both opponents. If you confirm against both, you deal half your critical hit damage to each. Your hit is a normal hit rather than a critical if you confirm against only one opponent. If you fail to use the effect before the end of your next turn, the spell ends.

Diminished You take a –2 penalty on the attack roll. If the selected opponents are flanking you, you gain no bonus on your attack roll (and confirmation attack roll).

Heightened If you hit both enemies, you can deal normal damage to each.

MOMENT OF GREATNESS

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

CASTING

Casting Time 1 standard action
Components V, S, M/DF (rabbit fur)

EFFECT

Range 50 ft.
Target The caster and allies within a 50-ft. burst centered on the caster
Duration 1 minute/level or until discharged
Saving Throw none; **Spell Resistance** yes (harmless)

DESCRIPTION

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

Diminished The spell's duration is reduced to 1 round/level or until discharged. If the affected creature is benefiting from a morale bonus of any type, it can only add a +1 bonus on one roll or check, before making the roll.

Heightened If the affected creature is benefiting from a morale bonus of any type, it can triple that morale bonus on one roll or check, before making the roll.

MOUNT

School conjuration (summoning); **Classes** magus, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 round
Components V, S, M (a bit of horse hair)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect one mount
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

DESCRIPTION

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Heightened You can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *mount* and *communal mount*.

MURDEROUS COMMAND

School enchantment (compulsion) [mind-affecting];
Classes antipaladin, cleric/oracle

CASTING

Casting Time 1 standard action
Components V

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

Diminished The target is only provides flanking against its nearest ally for you and your allies. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

Heightened The spell's duration is increased to 1 round/level.

N

NEGATE AROMA

School transmutation; **Classes** alchemist, druid, ranger

CASTING

Casting Time 1 standard action

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

EFFECT

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

Target one creature or object/level touched

Duration 1 hour/level (D)

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

DESCRIPTION

With a gesture, this spell allows you to dismiss even the foulest or most distinctive scents. When cast, the targeted creatures or objects lose all natural and unnatural odors. A creature under the effect of *negate aroma* cannot be tracked, located, or pinpointed by the scent special quality. In addition, this spell prevents the target creature from using the stench special ability and similar odor-based abilities (such as those possessed by troglodytes). *Negate aroma* does not prevent the target from acquiring outside smells or odors. Dousing the creature with a pungent substance effectively negates the benefits of the spell until the substance is neutralized or washed away.

Diminished The spell can only target one creature and its duration is reduced to 1 hour.

Heightened The spell's duration is increased to 1 day/level.

NEGATIVE REACTION

School illusion (glamer); **Classes** bard, magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components S

EFFECT

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

Target one creature

Duration 1 round/level

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

DESCRIPTION

The target's actions and words fail to impress. The target of this spell takes a –10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

Diminished The spell's duration is reduced to 1 round and the target only takes a –5 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

Heightened The spell affects all creatures (maximum one creature/level) in a 10-foot-radius burst from the target point. If there are more creatures than you can affect in the burst area, you may choose which creatures to affect.

O

OBSCURE OBJECT

School abjuration; **Classes** bard

CASTING

Casting Time 1 standard action

Components V, S, M/DF (chameleon skin)

EFFECT

Range touch

Target one object touched of up to 100 lbs./level

Duration 8 hours (D)

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

DESCRIPTION

This spell hides an object from location by divination (scrying) effects, such as the *scrying* spell or a *crystal ball*. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Diminished The spell's duration is reduced to 2 hours (D) and can only target an object up to 25 lbs./level (maximum 100 lbs.).

Heightened You divide the duration in 1-hour increments among up to eight objects touched.

OBSCURING MIST

School conjuration (creation); **Classes** cleric/oracle, druid, magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 20 ft.

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

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

DESCRIPTION

A misty vapor arises around you. It is stationary. The vapor 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).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Diminished The spell's duration is reduced to 1 round/level and its effect becomes a 5-foot spread that is 8 feet high.

Heightened You may move the cloud as you wish, ignoring the wind, up to 10 feet per round.

P

PASS WITHOUT TRACE

School transmutation; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Targets one creature/level touched

Duration 1 hour/level (D)

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

DESCRIPTION

The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by nonmagical means.

Diminished You may target only yourself, and the spell lasts only 10 minutes.

Heightened The subjects also gain a +4 insight bonus on Stealth checks.

PEACEBOND

School abjuration; **Classes** inquisitor, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components S

EFFECT

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

Target one sheathed or slung weapon

Duration 1 minute/level

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

DESCRIPTION

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

Diminished The spell's duration is reduced to 1 round/level.

Heightened The spell's range is changed to weapons touched. You divide the duration in 1 minute intervals among the weapons touched.

PERSUASIVE GOAD

School necromancy [pain]; **Classes** inquisitor

CASTING

Casting Time 1 standard action
Component V, S

EFFECT

Range close (25 ft. +5 ft./2 levels)
Target one creature
Duration instantaneous and 1 minute
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

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

Diminished The target does not take any nonlethal damage, and the circumstance bonus on Intimidate checks only lasts for 1 round.

Heightened The target takes 2d6 points of nonlethal damage, and for the next minute, you gain a +6 circumstance bonus on Intimidate checks against the target.

PLAY INSTRUMENT

School divination; **Classes** bard

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 10 minutes/level

DESCRIPTION

You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

Diminished The spell's duration is reduced to 1 minute/level.

Heightened You gain a +2 circumstance bonus on Perform checks involving the instrument, as if it were a masterwork instrument.

POLYPURPOSE PANACEA

School transmutation; **Classes** alchemist, sorcerer/wizard

CASTING

Casting Time 1 standard action
Components S

EFFECT

Range personal
Target you
Duration see below

DESCRIPTION

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

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

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

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

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

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

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

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

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

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

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

Heightened The spell's range changes to creature touched.

PRODUCE FLAME

School evocation [fire]; **Classes** druid

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 0 ft.

Effect flame in your palm

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level

(maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

Diminished The spell's duration is reduced to 1 round per level. In addition you may only make a single melee or ranged touch attack, dealing 1d4+1 points of fire damage. The spell ends after you make a single attack.

Heightened The attacks deal fire damage equal to 2d6 + 1 point per caster level (maximum +10).

PROTECTION FROM CHAOS

School abjuration [lawful]; **Classes** cleric/oracle, inquisitor, paladin, sorcerer/wizard, summoner

DESCRIPTION

This spell functions like *protection from evil*, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

Diminished The spell's duration is reduced to 1 round and you may only target yourself.

Heightened You divide the duration in 1-minute intervals among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *protection from chaos* and *communal protection from chaos*.

PROTECTION FROM EVIL

School abjuration [good]; **Classes** cleric/oracle, inquisitor, paladin, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action

Components V, S, M/DF

EFFECT

Range touch

Target creature touched

Duration 1 min./level (D)

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

DESCRIPTION

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural

weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Diminished The spell's duration is reduced to 1 round and you may only target yourself.

Heightened You divide the duration in 1-minute intervals among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *protection from evil* and *communal protection from evil*.

PROTECTION FROM GOOD

School abjuration [evil]; **Classes** antipaladin, cleric/oracle, inquisitor, sorcerer/wizard, summoner

DESCRIPTION

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Diminished The spell's duration is reduced to 1 round and you may only target yourself.

Heightened You divide the duration in 1-minute intervals among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *protection from good* and *communal protection from good*.

PROTECTION FROM LAW

School abjuration [chaotic]; **Classes** antipaladin, cleric/oracle, inquisitor, sorcerer/wizard, summoner

DESCRIPTION

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures. The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

Diminished The spell's duration is reduced to 1 round and you may only target yourself.

Heightened You divide the duration in 1-minute intervals among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *protection from law* and *communal protection from law*.

Q

R

RALLY POINT

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

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range 5 ft.

Area one 5-ft. square

Duration 1 minute/level (D)

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

DESCRIPTION

You create a spot that has the power to briefly hearten any good creature who comes into contact

with it. A good creature who enters this square (even if simply as part of its normal move) gains a +2 morale bonus on attacks, saving throws, and 2 temporary hit points per caster level for 1 round. Nongood creatures gain no benefit from this spell. A creature cannot benefit more than once from the same casting of this spell.

Heightened A good creature who enters this square (even if simply as part of its normal move) gains a +2 morale bonus on attacks, saving throws, and 2 temporary hit points per caster level for 1 round/level.

RAY OF ENFEEBLEMENT

School necromancy; **Classes** magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Effect ray

Duration 1 round/level

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

DESCRIPTION

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Diminished The spell's duration is reduced to 1 round, and the subject only takes a penalty to Strength equal to 1d4.

Heightened You gain a +2 competence bonus on your ranged touch attack.

RAY OF SICKENING

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

CASTING

Casting Time 1 standard action
Components V, S, M (a drop of sweat)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 min./level
Saving Throw Fortitude partial; see text; **Spell Resistance** yes

DESCRIPTION

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately sickened for the spell's duration. A successful Fortitude save means the creature is unaffected.

Diminished The spell's duration is reduced to 1d12 rounds.

Heightened You gain a +2 competence bonus on your ranged touch attack.

READ MAGIC

School divination; **Classes** antipaladin, paladin, ranger

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

REDUCE PERSON

School transmutation; **Classes** alchemist, magus, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 round
Components V, S, M (a pinch of powdered iron)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

DESCRIPTION

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one.

The target gains a +2 size bonus to Dexterity, a –2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage (see *enlarge person*). Other magical properties are not affected by this spell. Any *reduced* item that leaves the *reduced* creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons

deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. *Reduce person* counters and dispels *enlarge person*.

Reduce person can be made permanent with a *permanency* spell.

Diminished The spell's range is reduced to touch.

Heightened The spell's casting time is reduced to 1 standard action and its range is increased to medium (100 ft. + 10 ft./level).

REINFORCE ARMAMENTS

School transmutation; **Classes** cleric/oracle, magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S, M/DF
(a metal pin)

EFFECT

Range touch

Target one armor suit or weapon touched

Duration 10 minutes/level

Saving Throw Will negates (harmless, object);

Spell Resistance yes (harmless, object)

DESCRIPTION

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality. A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

Diminished The spell's duration is reduced to 1 round/level.

Heightened The spell's target becomes suits or armor or weapons touched, and you divide the duration in 10-minute intervals among the objects touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells

communal reinforce armaments and *reinforce armaments*.

REMOVE FEAR

School abjuration; **Classes** bard, cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Targets one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration 10 minutes; see text

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

DESCRIPTION

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels the diminished version of *scare*.

Diminished The spell range is reduced to creatures touched.

Heightened The targets are granted a +6 morale bonus against fear effects and a +1 morale bonus on all other Will saves. This version of *remove fear* counters and dispels the normal version of *scare*.

REMOVE SICKNESS

School conjuration (healing); **Classes** cleric/oracle, druid, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Targets one creature

Duration 10 minutes/level; see text

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

DESCRIPTION

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

Diminished The spell's range is reduced to touch.

Heightened The spell's range is reduced to touch, and one disease, nausea, or sickened effect (your choice) is removed from the target. You must make a caster level check (1d20 + caster level) against the DC of the disease, nausea, or sickened effect.

RESIDUAL TRACKING

School divination; **Classes** ranger

CASTING

Casting Time 1 minute

Components V, S, M (a bit of plaster)

EFFECT

Range touch

Target footprint touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

By touching a footprint, you receive a clear mental image of the person or creature that made it. The image has the exact same appearance as the creature that made the footprint at the moment it made the imprint, including any telling features or expressions, any gear or equipment, or anything else the creature was carrying at the time. For example, the footprint of a horse would reveal both the horse and any creature riding it when it made the footprint.

Heightened You gain a competence bonus equal to half your caster level (minimum 1) to Survival skill checks made to follow the tracks of the person or creature who made the footprint. This bonus lasts for a duration of 10 minutes/level.

RESIST ENERGY

School abjuration; **Classes** ranger

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched

Duration 10 min./level

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

Resistance yes (harmless)

DESCRIPTION

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. *Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects. *Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Diminished The spell's range is reduced to personal.

Heightened The spell's target changes to creatures touched and you divide the duration in 10-minute intervals among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *communal resist energy* and *resist energy*.

RESISTANCE

School abjuration; **Classes** paladin

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 The spell's duration increases to 10 minutes.

RESTFUL SLEEP

School necromancy; Classes bard

CASTING

Casting Time 10 minutes

Components V, S, M (a pinch of sand)

EFFECT

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

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

Duration 8 hours or 24 hours; see text

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

DESCRIPTION

You cast this spell immediately prior to resting. While under the effects of this spell, you and your allies enjoy a restful night's sleep. If a subject completes a full night's rest, it regains hit points as if it had undergone a full day of bed rest (regaining twice its character level in hit points). If a subject completes a full day's rest, it regains three times its character level in hit points. Any significant interruption during the rest (such as being awoken) prevents any healing that night and ends the effect of this spell on the awakened subject. Any healing acquired while under the effects of *restful sleep* is

considered natural healing, and has no effect on effects requiring magical healing to cure.

Diminished The spell's range is reduced to touch, and it can only target one creature.

Heightened If a subject completes a full night's rest, it regains two times its character level in hit points and 2 points of temporary ability damage for each affected ability score. If a subject completes a full day's rest, it regains three times its character level in hit points and 3 points of temporary ability damage for each affected ability score.

RESTORE CORPSE

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target corpse touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

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

Diminished You can only grow flesh on a decomposed or skeletonized corpse of Tiny or smaller creature.

Heightened You can grow flesh on a decomposed or skeletonized corpse of any size creature.

RETURNING WEAPON

School conjuration (teleportation); **Classes** inquisitor, magus, ranger

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one weapon that can be thrown

Duration 1 minute/level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

DESCRIPTION

For the duration of the spell, the target weapon acts as if it had the *returning* weapon special ability. This spell can be used as the prerequisite for the *returning* weapon special ability.

Diminished The spell's range is reduced to touch.

Heightened The spell's target changes to weapons touched and you divide the duration in 1-minute intervals among the weapons touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *communal returning weapon* and *returning weapon*.

S

SANCTIFY CORPSE

School evocation [good]; **Classes** cleric/oracle, inquisitor, paladin, witch

CASTING

Casting Time 1 standard action

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

EFFECT

Range touch

Area corpse touched

Duration 24 hours

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell blesses a corpse with positive energy, preventing it from being turned into an undead

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

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

Diminished The spell's duration is reduced to 1 round/level.

Heightened The spell can target a living creature. If cast on a living creature, the target is immune to the create spawn ability of undead for the duration of the spell. If slain by an undead with the create spawn ability while under the effects of the spell, the target does not rise as a spawn; even after the spell has expired.

SANCTUARY

School abjuration; **Classes** cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** no

DESCRIPTION

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without

breaking the spell but may use nonattack spells or otherwise act.

Diminished The spell's range is reduced to personal.

Heightened The spell confers the *sanctuary* effect upon all creatures within 10 feet of the recipient at the time the spell is cast. If an individual breaks the spell by attacking, only he is subject to being attacked by creatures who failed their saves against the spell.

SAVING FINALE

School evocation [mind-affecting]; **Classes** bard

CASTING

Casting Time 1 immediate action

Components V, S

EFFECT

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

Target one living creature

Duration instantaneous

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

DESCRIPTION

You must have a bardic performance in effect to cast this spell. With a flourish, you can immediately end your bardic performance when a creature within range affected by your bardic performance fails a saving throw, allowing the subject to immediately reroll the failed saving throw.

Diminished The spell's range is reduced to 10 feet.

Heightened The spell's range increases to medium (100 ft. + 10 ft./level).

SCULPT CORPSE

School necromancy; **Classes** sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (lump of wax)

EFFECT

Range touch

Target one dead creature touched

Duration instantaneous

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

DESCRIPTION

With a clammy caress and a word to the powers lurking beyond death, you can reshape a dead body look like another creature or even a specific person so long as you have first-hand knowledge of how that creature or person actually looks. You can make the corpse one size larger or smaller and change anything else about it including its apparent type, gender, or age. Creatures with a reason to suspect deception may make a Will saving throw to realize that the corpse was altered. If you chose to make the corpse look like a specific individual anyone who knows that individual can make a Will save to realize that the corpse is not actually that person. However, if a creature fails its Will save by 5 or less they believe the corpse is that of someone who closely resembled the person they knew rather than a deliberate fake. This spell merely changes the appearance of the corpse. Any spell or effect that targets the corpse (such as *speak with dead* or *raise dead*) treats it as if it still had its original appearance.

Diminished The spell's duration becomes 1 day/level, after which the dead body resumes its original form.

Heightened In addition to the normal components, the spell requires a body part (a lock of hair, bit of nail, drop of blood, or similar thing) of the creature or person you wish the dead body to look like. The dead body becomes a perfect replica of that creature or person, and only a spell or effect that targets the corpse can reveal the deception.

SEE ALIGNMENT

School divination; **Classes** alchemist, bard, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (eye of newt)

EFFECT

Range personal

Target you

Duration 1/round per level

DESCRIPTION

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot. Spells and effects that obscure alignment, like *undetectable alignment*, also obscure the effects of this spell.

Diminished The spell's duration becomes concentration, up to 1 round/level (maximum 5 rounds).

Heightened The spell's range increases to touch and its target becomes 1 creature.

SHADOW WEAPON

School illusion (shadow) [shadow]; **Classes** sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 0 ft.

Effect one shadow weapon

Duration 1 minute/level

Saving Throw Will disbelief (if interacted with); **Spell**

Resistance yes

DESCRIPTION

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *shadow weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the *frost* or *keen* weapon property. The frost and keen properties have no effect if the target makes its disbelief save. The spell ends if the weapon leaves your possession.

Diminished The weapon is mundane, not masterwork, and only deals damage of a weapon one size category smaller. For example, if a Medium creature shapes a shadow dagger it would only deal 1d3 points of damage. The weapon deals no damage if the target makes its disbelief save.

Heightened At 15th-level, you may increase the enhancement bonus to +3 or add the *icy burst* or *stalking* weapon property. At 20th-level, you may increase the enhancement bonus to +4 or add the *nullifying* or *speed* weapon property. The *icy burst*, *stalking*, *nullifying*, and *speed* properties have no effect if the target makes its disbelief save.

SHARE LANGUAGE

School divination; Classes bard

CASTING

Casting Time 1 standard action

Components V, S, M (a page from a dictionary)

EFFECT

Range touch

Target creature touched

Duration 24 hours

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

DESCRIPTION

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to

grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork. Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

Diminished You may only share one language with the target creature.

Heightened The spell's target becomes creatures touched and you divide the duration in 1-hour increments among the creatures touched.

⚠ **Caution! Spells Merge!** This spell combines the effects of the spells *communal share language* and *share language*.

SHIELD OF FAITH

School abjuration; **Classes** cleric/oracle, inquisitor

CASTING

Casting Time 1 standard action

Components V, S, M (parchment with a holy text written on it)

EFFECT

Range touch

Target creature touched

Duration 1 min./level

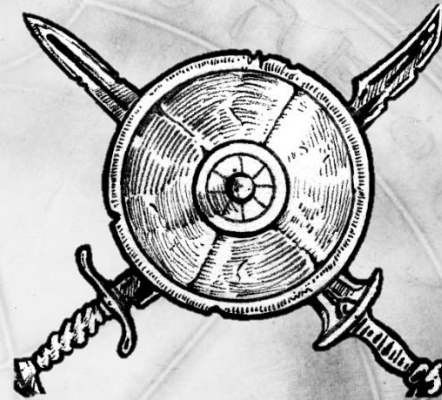
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Diminished The spell's casting time become 1 swift action, but the spell's range is reduced to personal and its duration is reduced to 1 round/level (up to 5 rounds).

Heightened The spell gains the force descriptor and therefore applies against incorporeal touch attacks.



SHIELD

School abjuration [force]; **Classes** alchemist, magus, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level (D)

DESCRIPTION

Shield creates an invisible shield of force that hovers in front of you. It negates *magic missile* attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The *shield* has no armor check penalty or arcane spell failure chance.

Diminished The spell's duration is reduced to 1 round/level (maximum 5 rounds), and the shield bonus to AC is reduced to +1.

Heightened The spell's range becomes touch and its target becomes creature touched.

SHILLELAGH

School transmutation; **Classes** druid

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range touch

Target one touched nonmagical oak club or quarterstaff

Duration 1 min./level

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

DESCRIPTION

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a Small club or quarterstaff so transmuted deals 1d8 points of damage, a Medium 2d6, and a Large 3d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

Diminished The spell expires after a single attack, but the staff deals an damage as if it were three size categories larger (a Small club or quarterstaff so transmuted deals 2d6 points of damage, a Medium 3d6, and a Large 3d8), +1 for its enhancement bonus if you hit.

Heightened The spell's target becomes nonmagical oak clubs or quarterstaffs touched, and you divide the duration in 1-minute intervals among the objects touched. Allies can wield the affected clubs or quarterstaffs as if they were the caster.

SHOCK SHIELD

School abjuration [electricity, force]; **Classes** alchemist, magus, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 minutes/level (D)

DESCRIPTION

This spell creates an invisible shield similar to but not as strong as the *shield* spell. This shield hovers in front of you and negates *magic missile* attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks.

At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

Diminished The spell's duration is reduced to 1 round/level (maximum 5 rounds), and the shield bonus to AC is reduced to +1. If you choose to dismiss the shield, it only deals 1d3 points of electricity damage to you and one creature within 5 feet of you.

Heightened The spell's range becomes touch and it target becomes creature touched.

SHOCKING GRASP

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Diminished The spell only deals 1d3 points of electricity damage, and you only gain a +1 bonus on attack rolls if the opponent is wearing metal

armor (or is carrying a metal weapon or is made of metal).

Heightened The spell deals 1d6 points of electricity damage per caster level (maximum 10d6).

SNAPDRAGON FIREWORKS

School transmutation [fire, light]; **Classes** sorcerer/wizard

CASTING

Casting Time 1 standard action

Components S, V, M (a bundle of sulfur wrapped in cloth)

EFFECT

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

Effect dragon-shaped fireworks

Duration 1 round/level

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

DESCRIPTION

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

Diminished The spell's range is reduced to medium (100 ft. + 10 ft./level), its duration is reduced to 1 round, and creatures in the target square take 1 point of fire damage and are dazzled for 1 round (a successful Reflex save negates the damage and the dazzled condition).

Heightened Creatures in the target square take 1d6 points of fire damage and are dazzled for 1d4 rounds (Reflex half, a successful save negates the dazzled condition).

SOLID NOTE

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

CASTING

Casting Time 1 standard action

Components V

EFFECT

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

Effect one solidified musical note

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You give temporary physical form to a single musical note and can hang it, suspended, wherever you wish within range, allowing you to use it as hook, pulley, door blocker, or anything else your imagination desires. The exact appearance of the *solid note* depends on your melody. You can make it spiked or smooth, simple or convoluted, and with any color pattern you wish, however, it always has a size approximately equal to that of your outstretched hand. Once created, the *solid note* resists all attempts to move it but instantly disappears if enough force or weight is brought to bear against it. The note has an effective Strength equal to 10 + your caster level. It cannot hold more weight than the equivalent of a heavy load for its Strength without disappearing. Any creature that wins an opposed Strength check against the note (by pushing open a door which the note is holding shut for example) also causes it to disappear. The note can never deal actual harm to a creature and disappears if successfully attacked (AC 10 + your Charisma modifier) or overcome with a combat maneuver such as bull rush (CMD 2 + your base attack bonus + your Charisma modifier). Any creature obstructed by the *solid note* simply fails to budge it and loses that action for the round.

Heightened The note has an effective Strength equal to 10 + your caster level + your Charisma modifier, and you can mentally direct it to move up or down as much as 20 feet each round.

SPEAK WITH ANIMALS

School divination; **Classes** druid, ranger

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 min./level

DESCRIPTION

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Diminished The spell's duration is reduced to 1 round/level.

Heightened The spell's range becomes touch and its target becomes creature touched.

STONE FIST

School transmutation [earth]; **Classes** alchemist, druid, magus, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, M (a chip of granite)

EFFECT

Range personal

Target you

Duration 1 minute/level (D)

DESCRIPTION

This spell transforms your hands into living stone. While this spell is in effect, your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8. *Stone to flesh* immediately dispels *stone fist*. Should you be the target of *transmute rock to mud*, this spell immediately ends and you take 4d6 points of damage.

Diminished The spell expires after a single attack, but the unarmed strike deals damage as if it

were one size category larger (1d8 if you are Medium, 1d6 if you are Small).

Heightened Should you be the target of *transmute rock to mud*, this spell immediately ends but you do not take any damage.

STUMBLE GAP

School conjuration (creation); **Classes** sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S, F (miniature shovel costing 10 gp)

EFFECT

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

Effect see text

Duration 1 round + 1 round/level

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

DESCRIPTION

You create a shallow extradimensional hole perfectly sized to trip anyone who steps within it. This hole occupies a single 5-foot square with a depth of six inches. Any creature occupying the square when you first create the hole, or who later steps into the square containing the hole, must make a Reflex saving throw to avoid falling prone in an adjacent square and taking 1d6 points of damage. A creature that makes its saving throw still stumbles ever so slightly and takes a –1 penalty on all rolls and checks for 1 round. The spell has no effect on creatures adjacent to the square containing the hole.

Diminished The spell's duration is reduced to 1 round.

Heightened The spell creates four holes any four contiguous 5-foot squares.

SUN METAL

School transmutation [fire]; **Classes** cleric/oracle, paladin, ranger

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target one melee weapon

Duration 1 round/level (see text)

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

Resistance yes (object)

DESCRIPTION

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the *flaming* or *flaming burst* weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the *frost* or *icy burst* weapon special ability or any other effect that grants a weapon extra cold damage.

Diminished The spell expires after a single attack, but the weapon deals 1d6 points of fire damage.

Heightened The spell's target becomes melee weapons touched, and you divide the duration in 1-round intervals among the weapons touched.

T

TACTICAL ACUMEN

School enchantment (compulsion) [mind-affecting];

Classes paladin

CASTING

Casting time 1 standard action

Components V, S, M/DF (a small piece of a map)

EFFECT

Range 30 ft.

Area The caster and all allies within a 30-ft.-radius burst, centered on the caster

Duration 1 round/level (D)

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

DESCRIPTION

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

Diminished The spell's range becomes personal and its target becomes self.

Heightened The insight bonus also applies to bonuses gained from teamwork feats.

TARGETED BOMB ADMIXTURE

School transmutation; **Classes** alchemist

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range personal

Target you

Duration 1 round/level

DESCRIPTION

Upon drinking an extract created with this formula, you make a significant change to your magical reserve that modifies the nature of all bombs you create and throw during this extract's duration. This effect on your magical reserve has no effect on any

discoveries that you use to modify your bombs, but you can only have one admixture effect (formula with the word “bomb admixture” in its title) active at a time. If you drink another bomb admixture, the effects of the former bomb admixture end and the new one becomes active.

When you throw bombs, they can only hit a direct target; they do not splash. However, the bomb deals its base damage plus double your Intelligence modifier instead of just its base damage plus your Intelligence modifier.

Heightened All bombs thrown also increase their damage dice by one category (i.e. a bomb that deals 2d6 damage instead deals 2d8 damage).

TIMELY INSPIRATION

School divination; Classes bard

CASTING

Casting Time 1 immediate action

Components V

EFFECT

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

Target one creature

Duration instantaneous

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

DESCRIPTION

A word of arcane-empowered inspiration can snatch victory from seeming defeat. Cast this spell when a creature fails an attack roll or skill check. The target gains a +1 competence bonus per five caster levels (maximum +3 bonus) on the attack roll or skill check retroactively. If the bonus is enough to make the failure a success, the roll succeeds.

Diminished The spell’s range is reduced to 10 feet and the target only gains a +1 competence bonus on the attack roll or skill check retroactively.

Heightened The target gains a +1 competence bonus per four caster levels (maximum +5 bonus) on the attack roll or skill check retroactively.

TIRELESS PURSUIT

School transmutation; Classes inquisitor, ranger

CASTING

Casting Time 1 standard action

Components V, S, M (a hard biscuit)

EFFECT

Range personal

Target you

Duration 1 hour/level (D)

DESCRIPTION

You harden your body against the stresses of long travel. You halve the damage caused by hustling and forced marching (see [Hustle](#) and [Forced March](#)). In addition, for the duration of the spell you ignore any fatigue caused by such travel. Once the spell ends, if you still have any nonlethal damage caused by the hustling or forced march, you become fatigued, or exhausted if already fatigued.

Diminished The spell’s duration is reduced to 1 hour.

Heightened The spell’s range becomes touch and its target becomes one living creature.

TOUCH OF GRACELESSNESS

School transmutation; Classes bard, sorcerer/wizard

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 round/level

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

DESCRIPTION

With a single touch, you reduce a creature to a fumbling clown. The target takes a penalty to its Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). This penalty cannot drop the target's Dexterity score below 1.

In addition, if the subject moves more than half its speed, it falls prone. If the subject flies, its maneuverability is reduced by one step (perfect maneuverability becomes good, good becomes average, and so on).

A successful Fortitude save halves the penalty to Dexterity and negates the possibility of falling prone or the reduction to fly maneuverabilities.

Diminished The target does not suffer the possibility of falling prone or the reduction to fly maneuverabilities.

Heightened If the target fails its Fortitude save, it is also staggered for 1 round.

TOUCH OF THE SEA

School transmutation; **Classes** alchemist, druid, sorcerer/wizard

CASTING

Casting Time 1 standard action
Components V, S, M (a fish scale)

EFFECT

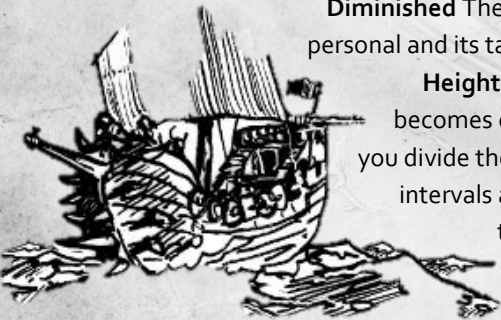
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Diminished The spell's range becomes personal and its target becomes self.

Heightened The spell's target becomes creatures touched, and you divide the duration in 1-minute intervals among the creatures touched.



TRUE STRIKE

School divination; **Classes** alchemist, inquisitor, magus, sorcerer/wizard

CASTING

Casting Time 1 standard action
Components V, F (small wooden replica of an archery target)

EFFECT

Range personal
Target you
Duration see text

DESCRIPTION

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Diminished The insight bonus to attack is reduced to +5.

Heightened The insight bonus to attack is increased to +30.

U

UNDETECTABLE ALIGNMENT

School abjuration; **Classes** bard

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration 24 hours
Saving Throw Will negates (object); **Spell Resistance** yes (object)

DESCRIPTION

An *undetectable alignment* spell conceals the alignment of an object or a creature from all forms of divination.

Diminished The spell's duration becomes 1 hour.

Heightened The spell's target becomes creatures touched, and you divide the duration in 1-hour intervals among the creatures touched.

UNERRING WEAPON

School transmutation; **Classes** inquisitor, magus, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one weapon or 20 projectiles, all of which must be together at the time of casting
Duration 1 round/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

DESCRIPTION

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Diminished The spell's range becomes touch and its target becomes one weapon or 20 projectiles touched. In addition, the spell only grants a +2 bonus on attack rolls to confirm critical hits.

Heightened The spell's range becomes touch and its target becomes weapons or groups of 20 projectiles. You divide the duration in 1-round intervals among the weapons or projectile groups touched.

UNFETTER

School transmutation; **Classes** summoner

CASTING

Casting Time 1 standard action
Components V, S, M (a broken chain)

EFFECT

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

Target your eidolon

Duration 10 minutes/level

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

Resistance no

DESCRIPTION

This spell breaks the life link between you and your eidolon. This spell allows your eidolon to venture more than 100 feet away from you without penalty. It can travel any distance while this spell is in effect without penalty, but if the spell expires while the eidolon is farther than 100 feet away, it immediately loses hit points as normal for distance and is possibly sent back to its home plane. While this spell is in effect, you cannot sacrifice hit points to prevent damage to your eidolon. Damage that would be transferred due to the life bond ability is not transferred. If you attempt to use the transposition ability while this spell is in effect, you must roll on the *teleport* mishap table, using the "studied carefully" row.

Diminished The spell's duration is reduced to 1 minute per level.

Heightened While the spell is in effect, you may sacrifice hit points to prevent damage to your eidolon, but damage that would be transferred due to the life bond is still not transferred.

UNNATURAL LUST

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

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

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

Target one creature

Duration 1 round

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

DESCRIPTION

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of

the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

Diminished The spell's range is reduced to touch.

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

UNPREPARED COMBATANT

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

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature

Duration 1 minute/level

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

DESCRIPTION

The target takes a –4 penalty on initiative checks and Reflex saves.

Diminished The spell's duration is reduced to 1 round/level, and the target only takes a –1 penalty on initiative checks and Reflex saves.

Heightened The target takes a –6 penalty on initiative checks and Reflex saves.

UNSEEN SERVANT

School conjuration (creation); **Classes** bard, magus, sorcerer/wizard, summoner, witch

CASTING

Casting Time 1 standard action

Components V, S, M (a piece of string and a bit of wood)

EFFECT

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

Effect one invisible, mindless, shapeless servant

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your

command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Diminished The spell's duration is reduced to 1 minute, and the unseen servant's speed is reduced to 10 feet.

Heightened The servant has an effective Strength Score of 4 (so it can lift 40 pounds or drag 100 pounds) and speed of 30 feet.

V

VEIL OF POSITIVE ENERGY

School abjuration [good]; **Classes** paladin

CASTING

Casting Time 1 standard action

Components V, S, DF

EFFECT

Range personal or 5 ft.; see text

Target you or all creatures within 5 ft.; see text

Duration 10 minutes/level (D)

DESCRIPTION

You surround yourself with a veil of positive energy, making it harder for undead creatures to harm you. When under the effect of this spell, you gain a +2 sacred bonus to AC and a +2 sacred bonus on saves. Both of these bonuses apply only against attacks or effects created by undead creatures. You can dismiss this spell before its normal duration as a swift action on your turn to deal a number of points of positive energy damage equal to your level to all undead creatures within 5 feet of you.

Heightened The sacred bonus apply to attacks or effects created by evil-aligned outsiders, evil-aligned dragons, and undead. Likewise, the damage dealt by dismissing the spell before its normal duration is dealt to evil-aligned outsiders, evil-aligned dragons, and undead.

VENTRILOQUISM

School illusion (figment); **Classes** bard, sorcerer/wizard, summoner

CASTING

Casting Time 1 standard action

Components V, F (parchment rolled into cone)

EFFECT

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

Effect intelligible sound, usually speech

Duration 1 min./level (D)

Saving Throw Will disbelief (if interacted with); **Spell**

Resistance no

DESCRIPTION

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Diminished You must be touching the object from which your voice issues.

Heightened The spell's range increases to medium (100 ft. + 10 ft./level).

VIRTUE

School transmutation; **Classes** paladin

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

VOCAL ALTERATION

School transmutation; **Classes** alchemist, bard, inquisitor, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one humanoid creature

Duration 1 minute/level

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

DESCRIPTION

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with. If this spell is used as

part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener. The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

Diminished The spell's range is reduced to touch, its duration is reduced to 1 round/level, and the target only gets a +5 bonus on the Disguise check when trying to fool a listener.

Heightened The target gets a +20 bonus on the Disguise check when trying to fool a listener.

W

WARDING WEAPON

School abjuration; **Classes** magus

CASTING

Casting Time 1 standard action

Components V, S, F (one melee weapon you are proficient in and you are holding)

EFFECT

Range personal

Target you

Duration 1 round/level

DESCRIPTION

The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves only as a defense. While it protects you, you can cast spells without provoking attacks of opportunity, without the need to cast them defensively.

A creature with the Disruptive feat can easily bypass this spell's defenses. You provoke attacks of opportunity for casting spells against these creatures even when subject to this spell, though you can still choose to cast defensively.

Diminished The spell's duration becomes to concentration (maximum 5 rounds).

Heightened The spell's range becomes 5 feet and its target becomes one 5-foot square. The weapon will ward any ally occupying the target square.

WARTRAIN MOUNT

School enchantment (compulsion) [mind-affecting];

Classes antipaladin, inquisitor, paladin, ranger

CASTING

Casting Time 1 minute

Components V, S, M (a swatch of black cloth)

EFFECT

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

Target one indifferent or friendly animal

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes

DESCRIPTION

You instill the target animal with the combat training general purpose (see [Animal Combat Training](#)). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

Diminished The spell's duration is reduced to 10 minutes/level.

Heightened For every four caster levels beyond 4th, you may instill the animal with an additional animal trick (in addition to the combat training general purpose).

WEAKEN POWDER

School transmutation; **Classes** druid, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S, M/DF (an empty paper cartridge)

EFFECT

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

Target 1 loaded firearm

Duration instantaneous

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

Resistance yes (object)

DESCRIPTION

Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a –2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Diminished Firearm's user is automatically aware of the spell's casting and may make a save against to negate it.

Heightened The firearm's firer takes a –2 penalty on attack rolls in addition to the –2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

WORD OF RESOLVE

School abjuration; **Classes** paladin

CASTING

Casting Time 1 immediate action

Components V, DF

EFFECT

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

Target one ally

Duration instantaneous

Saving Throw Will negate (harmless); **Spell**

Resistance yes (harmless)

DESCRIPTION

You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target.

Heightened You allow the ally to reroll a failed saving throw against a charm or fear effect with a +6 sacred bonus.

WRATH

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

CASTING

Casting Time 1 standard action

Components V, S, M (a thorny vine)

EFFECT

Range personal

Target you

Duration 1 minute

DESCRIPTION

You focus your anger against an enemy. Choose one enemy creature that you can see. You gain a +1 morale bonus on attack rolls and weapon damage rolls against that designated creature for every three caster levels you have (at least +1, maximum +3). You also receive this bonus on caster level checks made to overcome the creature's spell resistance, if any. At 12th level, you gain the benefits of the Improved Critical feat on attack rolls made against the designated creature. This effect doesn't stack with any other effect that expands the threat range of a weapon.

Diminished You only gain a +1 morale bonus on attack rolls and weapon damage rolls against that designated creature.

Heightened The spell's range becomes touch and its target becomes one living creature touched.

X

Y

YOUTHFUL APPEARANCE

School transmutation (polymorph); **Classes** alchemist, bard, sorcerer/wizard, witch

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 hour/level

DESCRIPTION

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.

Diminished The spell's duration is reduced to 1 round/level.

Heightened The target creature can ignore age-based modifications to ability scores or other age-related effects for the duration of the spell.

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

Z

LEGAL

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

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:

SECTION 15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 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. Copyright 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. Copyright 2005, Author: Monte J. Cook.

Arcana Evolved Spell Treasury. Copyright 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 GameMastery Guide. Copyright 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

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

Pathfinder Roleplaying Game Ultimate Magic. Copyright 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. Copyright 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.

Errant d20 Designer. Copyright 2012-2014, Timothy Wallace; Author: Timothy Wallace.

Multi-Variable Spell Compendium: 0-2nd Level Spells. Copyright 2014, Errant d20 Games; Author: Timothy Wallace.

Compendium Arcanum Volume 2: 1st Level Spells. Copyright 2014, d20PFSRD.com Publishing; 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**

