

COMPENDIUM ARKANUM

VOLUME 8 7TH LEVEL SPELLS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Compendium Arcanum Volume 8: 7th Level Spells

By Tim Wallace

ABOUT THE AUTHOR

Tim is an aspiring roleplaying game designer. His design credits include a large portion of the Pathfinder conversion of [Heroes of the Jade Oath](#) by Rite Publishing, the Martial Arts Guidebook, and bits of design work on the [Candlekeep Forums](#). He also has a series of character sheets he has designed over the years.

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



ABOUT THIS BOOK

A multi-variable spell is a spell which, once learned, you can cast as a spell one level higher or lower than the original spell. This mechanic was first introduced in **Monte Cook's Arcana Evolved**. Multi-variable spells give 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.

↓ **Diminished Effects:** This section describes changes to the spell if it is cast using a slot one Level lower than normal. You must be able to cast a spell at its regular Level before you can use the Diminished Effects. If you use a diminished effect, treat the spell as one level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on.

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

Also, some spells are combinations of multiple existing spells into one new spell. These are indicated with a "merge" (↕) icon and include the necessary details.

A

ANIMAL SHAPES

School transmutation (polymorph); **Level** druid 8;

Domain animal 7

Casting Time 1 standard action

Components V, S, DF

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

Targets up to one willing creature per level, all within 30 ft. of each other.

Duration 1 hour/level (D)

Saving Throw none, see text; **Spell Resistance** yes (harmless)

As *greater beast shape*, except you change the form of up to one willing creature per caster level into an animal of your choice; the spell has no effect on unwilling creatures. All creatures must take the same kind of animal form. Recipients remain in the animal form until the spell expires or until you dismiss it for all recipients. In addition, an individual subject may choose to resume its normal form as a full-round action; doing so ends the spell for that subject alone.

- ↓ **Diminished Effects:** The spell's target becomes one willing creature.
- ↑ **Heightened Effects:** The spell's targets retain the ability to speak while in animal form, and can therefore cast spells, communicate, and use items that require spoken commands. Additionally, the damage from the targets' natural attacks increase by one size category.

ANIMATE PLANTS

School transmutation; **Level** druid 7

Casting Time 1 standard action

Components V

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

Targets one Large plant per three caster levels or all plants within range; see text

Duration 1 round/level or 1 hour/level; see text

Saving Throw none; **Spell Resistance** no

You imbue inanimate plants with mobility and a semblance of life. Each animated plant then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller plant, or a number of larger plants as follows: a Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects, except that plants smaller than Large don't have hardness.

Animate plants cannot affect plant creatures, nor does it affect nonliving vegetable material.

Entangle: Alternatively, you may imbue all plants within range with a degree of mobility, which allows them to entwine around creatures in the area. This usage of the spell duplicates the effect of an *entangle* spell. Spell resistance does not keep creatures from being entangled. This effect lasts 1 hour per caster level.

- ↓ **Diminished Effects:** The spell's basic effect can animate up to one Medium or smaller plant per three caster levels, and any plants you animate are treated as if they had the staggered condition. The spell's *entangle* effect only affects plants in a 40-foot-radius spread.
- ↑ **Heightened Effects:** Any plants you animate may receive one of the following benefits for every six of your caster levels: +2 natural armor, +2 Strength, +2 Dexterity, +2 bonus on attack rolls, +1 hit point per Hit Die, +1 bonus on damage rolls.

ARCANE CANNON

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 round

Components V, S, F (an ornate miniature cannon forged with a drop of your blood that costs 5,000 gp)

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

Effect one magically animated cannon

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Your focus becomes a Medium *arcane cannon* that appears in an unoccupied square within the spell's range. If no unoccupied square is within range, the spell fails. The cannon comes into existence loaded. Each round thereafter, the cannon can either fire or load. A cannon must be loaded to fire. You do not need to supply ammunition for the cannon.

On your turn, you can spend a move action to direct the cannon to wheel itself to a new location, moving the cannon up to 20 feet. If the *arcane cannon* ever leaves your line of sight, it winks out of existence, and the spell's duration ends.

The cannon has a range increment of 50 feet. It targets touch attack in the first range increment, and it has no misfire chance. The cannon acts as a weapon with the *conductive* special weapon ability, which you can use to channel your spell-like or supernatural abilities as long as you are within the range of *arcane cannon*. The cannon's attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively) with an additional +1 per four caster levels (maximum +5 at 20th level). On a hit, the cannon deals 4d10 damage. The *arcane cannon* attacks have a critical modifier of ×4.

The cannon has AC 10, hardness 10, and 80 hit points. If the cannon is subject to a spell or effect that requires a save, it uses your saving throw modifiers. The cannon never provokes attacks of opportunity. If the cannon is destroyed, so is your focus.

↓ **Diminished Effects:** The cannon requires two rounds to load, and loses the *conductive* special weapon ability.

↑ **Heightened Effects:** The cannon requires a move action to load and a standard action to fire (enabling you to fire it once per round).

ARCANE SIGHT, GREATER

School divination; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell allows you to see magical auras within 120 feet of you. The effect is similar to that of an *arcane sight* spell.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you automatically know which spells or magical effects are active upon any individual or object you see.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with *detect magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

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

↑ **Heightened Effects:** The spell's range becomes touch and its target becomes one creature.

skill checks for a duration of 1 minute per caster level.

B

BANISHMENT

School abjuration; **Level** cleric/oracle 6, inquisitor 5, sorcerer/wizard 7, summoner 5

Casting Time 1 standard action

Components V, S, F (see text)

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

Targets one or more extraplanar creatures, no two of which can be more than 30 ft. apart

Duration instantaneous

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

A *banishment* spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

↓ **Diminished Effects:** The spell can only banish extraplanar creatures with HD less than or equal to your caster level.

↑ **Heightened Effects:** Extraplanar creatures banished by the spell cannot return to your home plane for a period of time equal to 5 years' times your caster level plus 1 day. An extraplanar creature that makes a successful saving throw takes a -4 penalty to its AC, attack rolls, saving throws, and

BLASPHEMY

School evocation [evil, sonic]; **Level** cleric/oracle 7, inquisitor 6; **Domain** evil 7

Casting Time 1 standard action

Components V

Range 40 ft.

Area nonevil creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

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

Any nonevil creature within the area of a *blasphemy* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level – 1	Weakened, dazed
Up to caster level – 5	Paralyzed, weakened, dazed
Up to caster level – 10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *blasphemy* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *blasphemy*.

↓ **Diminished Effects:** The spell's area becomes a 20-foot-radius spread and it only affects good creatures with HD less than your caster level.

↑ **Heightened Effects:** Any nonevil creature within the area of the spell suffers the following ill effects.

HD	Effect
Equal to caster level	Stunned
Up to caster level - 1	Crippled, stunned
Up to caster level - 5	Paralyzed, crippled, stunned
Up to caster level - 10	Killed, paralyzed, crippled, stunned

Stunned: The creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any) for 1 round. Save negates.

Crippled: The creature's Constitution score decreases by 2d4 points for 2d4 rounds. Save for half.

C

CAUSTIC ERUPTION

School conjuration (creation) [acid]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft.-radius burst

Duration instantaneous and 2 rounds; see text

Saving Throw Reflex half (see text) **Spell**

Resistance no

Acid erupts from your space in all directions, causing 1d6 points of damage per caster level (maximum 20d6) to creatures and unattended objects in the area. On your turn in each of the next 2 rounds, creatures and objects that failed their saves against the initial burst take an additional 1d6 points of acid damage per 2 caster levels (maximum 10d6) unless the acid is neutralized, dispelled, or washed away.

↓ **Diminished Effects:** The spell does not do any extra acid damage on subsequent rounds.

↑ **Heightened Effects:** Affected creatures must also make a Fortitude save each round they take acid damage to avoid becoming nauseated.

CHAIN LIGHTNING

School evocation [electricity]; **Level** magus 6, sorcerer/wizard 6, witch 7; **Domain** air 6

Casting Time 1 standard action

Components V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; and one silver pin per caster level)

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

Targets one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration instantaneous

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

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike *lightning bolt*, *chain lightning* strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

⬇ **Diminished Effects:** The spell's target becomes one primary target, plus one secondary target per three caster levels. The secondary bolts deal 1d6 of electricity damage per caster level (maximum 10d6) to the secondary targets.

⬆ **Heightened Effects:** Targeted creatures must also make a Fortitude save to avoid becoming blinded for 1d4 rounds.

CHANGESTAFF

School transmutation; **Level** druid 7
Casting Time 1 round
Components V, S, F (a quarterstaff that has been carved and polished for 28 days)
Range touch
Target your touched staff
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You change a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall.

When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

⬇ **Diminished Effects:** The staff-treant is treated as if it had the staggered condition.

⬆ **Heightened Effects:** The staff-treant is treated as if it had the advanced creature template (+2 on all rolls (including damage rolls) and trample DC; +4 to AC and CMD; +24 hp).

CIRCLE OF CLARITY

School abjuration; **Level** cleric/oracle 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a crystal lens worth 100 gp)
Range medium (100 ft. + 10 ft./level)
Effect 20-ft.-radius emanation centered on a creature, object or point in space
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10).

The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels), and its effect becomes a 10-foot-radius emanation.

↑ **Heightened Effects:** The spell negates all forms of invisibility within the affected area as well.

CONTROL CONSTRUCT

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

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

Target one construct

Duration concentration

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

You wrest the control of a construct from its master. For as long as you concentrate, you can control the construct as if you were its master. You must make a Spellcraft check each round to maintain control. The DC of the Spellcraft check is (10 + the construct's HD). If the construct's creator or master is present and trying to control the construct, you both must make opposed Spellcraft checks each round to control the construct.

↓ **Diminished Effects:** The spell's range becomes touch, and you must make a melee touch attack to affect the target construct. You can only control a construct with HD less than or equal to your caster level.

↑ **Heightened Effects:** You only have to make a single Spellcraft check to control the construct unless its creator is present and trying to control the construct, in which case you both must make opposed Spellcraft checks each round to control the construct.

CONTROL UNDEAD

School necromancy; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a piece of bone and a piece of raw meat)

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

Targets up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration 1 min./level

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

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior.

Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

↓ **Diminished Effects:** The spell's range becomes 10 feet and its area becomes a 10-foot-radius burst, centered on you. You can only control up to 1 HD of undead creatures per caster level.

↑ **Heightened Effects:** Intelligent undead creatures have no memory that you controlled them.

CONTROL WEATHER

School transmutation; **Level** cleric/oracle 7, druid 7, sorcerer/wizard 7, witch 7; **Domain** catastrophe 7, weather 7

Casting Time 10 minutes; see text

Components V, S

Range 2 miles

Area 2-mile-radius circle, centered on you; see text

Duration 4d12 hours; see text

Saving Throw none; **Spell Resistance** no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use

this spell to cause the weather in the area to become calm and normal for the season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

- ↓ **Diminished Effects:** The spell's area becomes a 100-foot-radius circle, centered on you.
- ↑ **Heightened Effects:** The spell's area becomes a 10-mile-radius circle, centered on you.

CREATE UNDEAD

School necromancy [evil]; **Level** cleric/oracle 7, sorcerer/wizard 7; **Domain** death 6 (diminished), death 8 (heightened), evil 6
Casting Time 1 hour

Components V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)

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

Target one corpse

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A much more potent spell than *animate dead*, this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
13th or lower	Juju Zombie
14th–16th	Zuombie
17th–18th	Revenant
19th or higher	Vampire

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

- ↓ **Diminished Effects:** The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th–14th	Ghast
15th–17th	Mummy
18th or higher	Mohrg

↑ **Heightened Effects:** The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
15th or lower	Shadow
16th–17th	Wraith
18th–19th	Spectre
20th or higher	Devourer

⚡ **Merged!** This spell combines the effects of the following spells: *create undead* and *create greater undead*.

CREEPING DOOM

School conjuration (summoning); **Level** druid 7, summoner 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)/100 ft.; see text

Effect four swarms of insects

Duration 1 round/level

Saving Throw Fortitude partial, see text; **Spell Resistance** no

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more

than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

↓ **Diminished Effects:** The spell only summons three swarms.

↑ **Heightened Effects:** The spell summons five swarms.

CRUSHING HAND

School evocation [force]; **Level** sorcerer/wizard 8; **Domain** strength 7 (diminished), strength 9 (heightened)

Casting Time 1 standard action

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

Components V, S, F (a soft glove)

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

Effect 10-ft. hand

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

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

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

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

Disintegrate or a successful *dispel magic* destroys it.

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

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

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

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

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

D

DEFLECTION

School abjuration [force]; **Level** sorcerer/wizard 7; **Domain** defense 7
Casting Time 1 standard action

Components V, S, M (a piece of rubber dipped in glue)

Range personal

Target you

Duration 1 round/level

You surround yourself in a whirling barrier of force that sends any attack that misses you hurling back toward its source. This applies to any melee or ranged attack directed against you so long as it uses an attack roll to determine whether or not it strikes you. If an attack misses you, the attacker must make a second attack roll against its own Armor Class, using all of the applicable modifiers of the original attack and if it hits, the attacker takes the attack's damage and suffers all the other consequences of getting struck with that attack. You cannot deflect attacks that miss you for any reason besides a failed attack roll (such as concealment). Similarly, you cannot deflect attacks that actually do strike you but simply fail to do any harm.

↓ **Diminished Effects:** The spell's duration becomes concentration, up to 1 round per caster level.

↑ **Heightened Effects:** The spell's range becomes touch, and its target becomes one creature.

DELAYED BLAST FIREBALL

School evocation [fire]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

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

Area 20-ft.-radius spread

Duration 5 rounds or less; see text

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

The glowing bead created by *delayed blast fireball* can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). You select the amount of delay upon completing the spell, and that time cannot change once it has

been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

↓ **Diminished Effects:** The burst of flame deals 1d6 points of fire damage per caster level (maximum 15d6). If a creature handles and moves the bead within 1 round of its detonation, there is a 50% chance that the bead detonates while being handled. If the bead detonates while being handled, the creature handling the bead catches on fire (no save).

↑ **Heightened Effects:** Every creature within the area must make a second Reflex save or catch on fire. If a creature handles and moves the bead within 1 round of its detonation, there is a 0% chance that the bead detonates while being handled. If thrown, the bead detonates upon impact.

DESTRUCTION

School necromancy [death]; **Level** cleric/oracle 7, witch 8; **Domain** death 7, repose 7
Casting Time 1 standard action
Components V, S, F (holy or unholy symbol costing 500 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use *true*

resurrection, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

↓ **Diminished Effects:** The spell delivers 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the target's Fortitude saving throw succeeds, it instead takes 10d4 points of damage.

↑ **Heightened Effects:** There is no way to restore life to a character who has failed to save against this spell (and was slain).

DICTUM

School evocation [lawful, sonic]; **Level** cleric/oracle 7, inquisitor 6; **Domain** law 7
Casting Time 1 standard action
Components V
Range 40 ft.
Area nonlawful creatures in a 40-ft.-radius spread centered on you
Duration instantaneous
Saving Throw none or Will negates; see text; **Spell Resistance** yes

Any nonlawful creature within the area of a *dictum* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Staggered, deafened
Up to caster level -5	Paralyzed, staggered, deafened
Up to caster level -10	Killed, paralyzed, staggered, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *dictum* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *dictum*.

⬇️ **Diminished Effects:** The spell's area becomes a 20-foot-radius spread and it only affects chaotic creatures with HD less than your caster level.

⬆️ **Heightened Effects:** The spell's area becomes a 20-foot-radius spread and it only affects good creatures with HD less than your caster level.

HD	Effect
Equal to caster level	Blinded
Up to caster level – 1	Dazed, blinded
Up to caster level – 5	Paralyzed, dazed, blinded
Up to caster level – 10	Killed, paralyzed, dazed, blinded

Blinded: The creature is blinded for 1d4 rounds. Save negates.

Dazed: The creature can take no actions for 2d4 rounds. Save reduces the dazed effect to 1d4 rounds.

DISINTEGRATE

School transmutation; **Level** magus 6, sorcerer/wizard 6; **Domain** ash 7, destruction 7
Casting Time 1 standard action
Components V, S, M/DF (a lodestone and a pinch of dust)
Range medium (100 ft. + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw Fortitude partial (object); **Spell Resistance** yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *interposing hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

↓ **Diminished Effects:** Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d4). A creature or object that makes a successful Fortitude save is partially affected, taking only 5d4 points of damage.

↑ **Heightened Effects:** You may fire up to one ray per four caster levels. Each ray requires a ranged touch attack to hit and deals damage in increments of 2d8 points of damage. The maximum damage from all the rays is 2d8 points of damage per caster level (to a maximum of 40d8). The rays must be aimed at targets within 30 feet of each other and fired simultaneously. A creature or object that makes a successful Fortitude save is partially affected, taking only 1d8 points of damage per 8d8 points of intended damage (minimum 1d8).

For example, a 14th-level wizard decides to fire two rays at an ettin and a hill giant. She might decide to empower each of the rays with 14d8 points of damage (for a total of 28d8 points of damage). The ettin fails its Fortitude save and take full damage while the hill giant succeeds on its Fortitude save and only takes 2d8 points of damage.

E

ELEMENTAL BODY, GREATER

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 7; **Domain** air 7, earth 7, fire 7, water 7
Casting Time 1 standard action
Components V, S, M (the element you plan to assume)
Range personal
Target you
Duration 1 min/level (D)

This spell functions as *elemental body*, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and precision damage while in elemental form and gain DR 5/—.

Air elemental: If the form you take is that of a Huge air elemental, you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Huge earth elemental, you gain a +8 size bonus to your Strength, a –2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus. You also gain darkvision 60 feet, and the ability to earth glide.

Fire elemental: If the form you take is that of a Huge fire elemental, you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Huge water elemental, you gain a +4 size bonus to your Strength, a –2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

↓ **Diminished Effects:** This spell functions as *elemental body*, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form.

Air elemental: As above, except that you gain a +2 size bonus to your Strength, +4 size bonus to your Dexterity, and a +4 natural armor bonus.

Earth elemental: As above, except that you gain a +6 size bonus to your Strength, a –2 penalty on your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As above, except that you gain a +4 size bonus to your Dexterity, a +2 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As above, except that you gain a +2 size bonus to your Strength, a –2 penalty on your Dexterity, a +6 size bonus to your Constitution, and a +6 natural armor bonus.

⬆️ **Heightened Effects:** The spell's range becomes touch and its target becomes one creature.

⚡ **Merged!** This spell combines the effects of the following spells: *elemental body III* and *elemental body IV*.

EPIDEMIC

School necromancy [disease, evil]; **Level** cleric/oracle 6, druid 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

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

Target living creature

Duration instantaneous

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

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom, as the spell *contagion*. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract

the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

⬇️ **Diminished Effects:** The spell's range becomes touch.

⬆️ **Heightened Effects:** The initial target cannot overcome the disease without magic—making the required number of saves does not cure it and it can continue to infect others. The DC to remove the disease with magic is equal to the save DC + 5.

ETHEREAL JAUNT

School transmutation; **Level** cleric/oracle 8, sorcerer/wizard 8, summoner 6; **Domain** thievery 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while

ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

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

↑ **Heightened Effects:** The spell's range becomes touch and its target becomes you and one other touched creature per three caster levels. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

⚡ **Merged!** This spell combines the effects of the following spells: *ethereal jaunt* and *ethereality*.

EXPEND

School abjuration; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (miniature broken hourglass)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius burst
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You cause all creatures in the affected area to use up one or more of their limited-use magical abilities without any actual effect. A limited-use magical ability is any supernatural or spell-like ability which a creature can only activate a certain number of times during a set interval (3/day, 1/hour, etc.). The spell does not affect abilities which the creature can use at will or which are constant. It also does not apply to magical items or anything else external to a creature. A creature

in the spell's area must make a Will saving throw or expend a single use of one of its abilities. Abilities with the greatest number of uses per day are affected first; if more than one ability has the same number of uses, randomly determine which one is affected first. Creatures must continue making Will saves, expending an additional use of an ability for each failed save, until they succeed, at which point the spell has no further effect.

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels) and its area becomes a 10-foot-radius burst.

↑ **Heightened Effects:** The spell's area becomes a 30-foot-radius burst.

F

FINGER OF DEATH

School necromancy [death]; **Level** druid 8, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

This spell instantly delivers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

↓ **Diminished Effects:** The spell delivers 5 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d4 points of damage + 1 point per caster level.

↑ **Heightened Effects:** The spell delivers 15 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d8 points of damage + 1 point per caster level.

FIRE STORM

School evocation [fire]; **Level** cleric/oracle 8, druid 7

Casting Time 1 standard action

Components V, S

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

Area two 10-ft. cubes per level (S)

Duration instantaneous

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

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

↓ **Diminished Effects:** The spell's area becomes one 10-foot cube per caster level. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 15d6). Creatures that fail their Reflex save do not catch on fire.

↑ **Heightened Effects:** The spell's area becomes three 10-foot-cubes per caster level. Any other creature within the area takes 1d8 points of fire damage per caster level (maximum 20d8).

FIREBRAND

School transmutation [fire]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

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

Target one creature/4 levels, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (harmless), but see below; **Spell Resistance** yes (harmless)

You mark several allies with a flaming rune. This rune does not cause damage and sheds light as if it were a torch. While the *firebrand* burns, any creature it marks is immune to damage from any fire spell you cast. All of the target's weapons (both natural and manufactured) inflict +1d6 points of fire damage on a hit (this bonus fire damage stacks with any amount of fire damage a creature's weapons might already inflict). At any point during the spell's duration, a creature bearing a *firebrand* can launch a beam of fire at any target within 30 feet as a swift action. This ray requires a ranged touch attack to hit and deals 6d6 points of fire damage. Once a creature uses its *firebrand* to fire a ray in this manner, the effects of the spell end for that creature.

↓ **Diminished Effects:** The spell's target becomes one creature per five caster levels. If a creature bearing a *firebrand* launches a ray of fire, the ray only deals 4d6 points of fire damage.

↑ **Heightened Effects:** Opponents who take fire damage from a creature bearing a *firebrand* must make a Reflex save or catch fire.

FLY, MASS

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a wing feather)

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

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

Duration 10 minutes/level

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

The subjects can fly at a speed of 60 feet (or 40 feet if they wear medium or heavy armor, or if they carry a medium or heavy load). The subjects can ascend at half speed and descend at double speed, and their maneuverability is good (including a +4 maneuverability bonus on Fly checks). Using a *fly* spell requires only as much concentration as walking, so the subjects can

attack or cast spells normally. The subjects of a *fly* spell can charge but not run, and cannot carry aloft more weight than their maximum loads, plus any armor they wear. The subjects gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell's duration expire while the subjects are still aloft, the magic fails slowly. The subjects float downward 60 feet per round for 1d6 rounds. If they reach the ground in that amount of time, they land safely. If not, they fall the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subjects also descend safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

↓ **Diminished Effects:** The spell only allows you to move the subjects up and down vertically. You can mentally direct the subjects to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the subjects horizontally, but the subjects could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half their base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

↑ **Heightened Effects:** The subjects can fly at a speed of 90 feet (or 60 feet if they wear medium or heavy armor, or if they carry a medium or heavy load).

FORCECAGE

School evocation [force]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (ruby dust worth 500 gp)

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

Area barred cage (20-ft. cube) or windowless cell (10-ft. cube)

Duration 1 round/level (D)

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

This spell creates an immobile, invisible cubical prison composed of either bars of force or solid walls of force (your choice).

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the spell automatically fails.

Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like a *wall of force*, a *forcecage* resists *dispel magic*, although a *mage's disjunction* still functions. The walls of a *forcecage* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. The walls of a *forcecage* can be damaged by weapons and supernatural abilities, but they have a Hardness of 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *forcecage*.

Barred Cage: This version of the spell produces a 20-foot cube made of bands of force (similar to a *wall of force* spell) for bars. The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined within the barred cage. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage has cover. All spells and breath weapons can pass through the gaps in the bars.

Windowless Cell: This version of the spell produces a 10-foot cube with no way in and no way out. Solid walls of force form its six sides.

↓ **Diminished Effects:** The spell's area becomes a 10-foot cube barred cage or a 5-foot cube windowless cell.

↑ **Heightened Effects:** Creatures within the affected area do not receive a Reflex save to avoid becoming caught.

FORM OF THE DRAGON

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a scale of the dragon type you plan to assume)
Range personal
Target you
Duration 1 min./level (D)
Save see text; **Spell Resistance** no

You become a Large chromatic or metallic dragon. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, DR 5/magic, and resistance to one element. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. All breath weapons deal 8d8 points of damage and allow a Reflex save for half damage.

In addition, some of the dragon types grant additional abilities, as noted below.

Black dragon: 80-foot line of acid, resist acid 20, swim 60 feet

Blue dragon: 80-foot line of electricity, resist electricity 20, burrow 20 feet

Green dragon: 40-foot cone of acid, resist acid 20, swim 40 feet

Red dragon: 40-foot cone of fire, resist fire 30, vulnerability to cold

White dragon: 40-foot cone of cold, resist cold 20, swim 60 feet, vulnerability to fire

Brass dragon: 80-foot line of fire, resist fire 20, burrow 30 feet, vulnerability to cold

Bronze dragon: 80-foot line of electricity, resist electricity 20, swim 60 feet

Copper dragon: 80-foot line of acid, resist acid 20, *spider climb* (always active)

Gold dragon: 40-foot cone of fire, resist fire 20, swim 60 feet

Silver dragon: 40-foot cone of cold, resist cold 30, vulnerability to fire

↓ **Diminished Effects:** You become a Medium chromatic or metallic dragon. You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, a breath weapon, and resistance to one element. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). Your breath weapon and resistance depend on the type of dragon. You can only use the breath weapon once per casting of this spell. All breath weapons deal 6d8 points of damage and allow a Reflex save for half damage. Line breath weapons decrease to 60-foot lines and cones decrease to 43-foot cones.

↑ **Heightened Effects:** You become a Huge chromatic or metallic dragon. You gain the following abilities: a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell), and immunity to one element (of the same type your chosen dragon type grants resistance to). You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage and allow a Reflex save for half damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

✦ **Merged!** This spell combines the effects of the following spells: *form of the dragon I*, *form of the dragon II*, and *form of the dragon III*.

⬇ **Diminished Effects:** The globe explodes in a 20-foot-radius burst, and a creature of the water subtype who takes damage from the spell does not become staggered.

FREEZING SPHERE

School evocation [cold]; **Level** magus 6, sorcerer/wizard 6; **Domain** ice 7
Casting Time 1 standard action
Components V, S, F (a small crystal sphere)
Range long (400 ft. + 40 ft./level)
Target, Effect, or Area see text
Duration instantaneous or 1 round/level; see text
Saving Throw Reflex half; see text; **Spell Resistance** yes

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (maximum 15d8) and is staggered for 1d4 rounds.

If the *freezing sphere* strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the *freezing sphere* bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

⬆ **Heightened Effects:** Each creature who takes damage from the spell is staggered for 1d4 rounds. A creature of the water subtype who takes damage from the spell is paralyzed for 1d4 rounds.

G

GIANT FORM

School transmutation (polymorph); **Level** alchemist 6, sorcerer/wizard 7; **Bloodline** boreal 7
Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)
Range personal
Target you
Duration 1 min./level (D)

When you cast this spell you can assume the form of any Large humanoid creature of the giant subtype. Once you assume your new form, you gain the following abilities: a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, a +4 natural armor bonus, and low-light vision. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, rend (2d6 damage), regeneration 5, rock catching, and rock throwing (range 60 feet, 2d6 damage). If the creature has immunity or resistance to any elements, you gain resistance 20 to those elements. If the creature has vulnerability to an element, you gain that vulnerability.

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

⬆ **Heightened Effects:** The spell allows you to assume the form of any Huge creature of the giant type. You gain the following abilities: a +8 size bonus to Strength, a –2 penalty to Dexterity, a +6 size

bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10-foot enhancement bonus to your speed. If the form you assume has any of the following abilities, you gain the listed ability: swim 60 feet, darkvision 60 feet, rend (2d8 damage), regeneration 5, rock catching, and rock throwing (range 120 feet, 2d10 damage). If the creature has immunity or resistance to one element, you gain that immunity or resistance. If the creature has vulnerability to an element, you gain that vulnerability.

- 4 **Merged!** This spell combines the effects of the following spells: *giant form I* and *giant form II*.

GUARDS AND WARDS

School abjuration; **Level** sorcerer/wizard 6, witch 6; **Domain** home 7, wards 6

Casting Time 30 minutes

Components V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood), F (a small silver rod)

Range anywhere within the area to be warded

Area up to 200 sq. ft./level (S)

Duration 2 hours/level (D)

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

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet 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). *Saving Throw:* none. *Spell Resistance:* no.

Arcane Locks: All doors in the warded area are *arcane locked*. *Saving Throw:* none. *Spell Resistance:* no.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the *web* spell, except that they regrow in 10 minutes if they are burned or torn away while the *guards and wards* spell lasts. *Saving Throw:* Reflex negates; see text for *web*. *Spell Resistance:* no.

Confusion: Where there are choices in direction—such as a corridor intersection or side passage—a minor *confusion*-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. *Saving Throw:* none. *Spell Resistance:* yes.

Lost Doors: One door per caster level is covered by a diminished *moving image* to appear as if it were a plain wall. *Saving Throw:* Will disbelief (if interacted with). *Spell Resistance:* no.

In addition, you can place your choice of one of the following five magical effects.

1. *Dancing lights* in four corridors. You can designate a simple program that causes the lights to repeat as long as the *guards and wards* spell lasts. *Saving Throw:* none. *Spell Resistance:* no.

2. A *magic mouth* in two places. *Saving Throw:* none. *Spell Resistance:* no.

3. A heightened stinking cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the *guards and wards* spell lasts. *Saving Throw:* Fortitude negates; see heightened text for *fog cloud*. *Spell Resistance:* no.

4. A *gust of wind* in one corridor or room. *Saving Throw:* Fortitude negates. *Spell Resistance:* yes.

5. A *suggestion* in one place. You select an area of up to 5 feet square, and any creature who enters

or passes through the area receives the *suggestion* mentally. **Saving Throw:** Will negates. **Spell Resistance:** yes.

The whole warded area radiates strong magic of the abjuration school. A *dispel magic* cast on a specific effect, if successful, removes only that effect. A successful *mage's disjunction* destroys the entire *guards and wards* effect.

↓ **Diminished Effects:** The spell's duration is reduced to 20 minutes per caster level.

↑ **Heightened Effects:** You may place one of the five selectable magical effects per two caster levels beyond 11th.

H

HARM

School necromancy; **Level** cleric/oracle 6, inquisitor 6, witch 7; **Domain** decay 6, destruction 6

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, *harm* deals half this amount. *Harm* cannot reduce the target's hit points to less than 1.

If used on an undead creature, *harm* acts like *heal*.

↓ **Diminished Effects:** The spell only deals 5 points of damage per caster level (to a maximum of 100 points at 20th level).

↑ **Heightened Effects:** The spell range becomes 30 feet and its effect becomes a ray. The ray requires

you to make a ranged touch attack to affect the target.

HEAL

School conjuration (healing); **Level** alchemist 6, cleric/oracle 6, druid 7, inquisitor 6, witch 7;

Domain healing 6

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

Resistance yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

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

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

↓ **Diminished Effects:** The spell's range becomes personal and its target becomes you. Furthermore, the spell only heals 5 points of damage per caster level (to a maximum of 100 points at 20th level), and only removes the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened.

↑ **Heightened Effects:** The spell range becomes 30 feet and its effect becomes a ray. The ray requires you to make a ranged touch attack to affect the target.

HOLY WORD

School evocation [good, sonic]; **Level** cleric/oracle 7, inquisitor 6; **Domain** good 7

Casting Time 1 standard action

Components V

Range 40 ft.

Area nongood creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

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

Any nongood creature within the area of a *holy word* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *holy word* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by *holy word*.

↓ **Diminished Effects:** The spell's area becomes a 20-foot-radius spread and it only affects evil creatures with HD less than your caster level.

↑ **Heightened Effects:** Any nongood creature within the area of the spell suffers the following ill effects.

HD	Effect
Equal to caster level	Blinded
Up to caster level -1	Nauseated, blinded
Up to caster level -5	Paralyzed, nauseated, blinded
Up to caster level -10	Killed, paralyzed, nauseated, blinded

Blinded: The creature is blinded for 1d4 rounds. Save negates.

Sickened: The creature is nauseated for 2d4 rounds. Save reduces the nauseated effect to 1d4 rounds.

ICE BODY

School transmutation [cold]; **Level** sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

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

Your form transmutes into living ice, granting you several abilities. You gain the cold subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and you are considered armed when making unarmed attacks. You may burrow through nonmagical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

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

↑ **Heightened Effects:** The spell's range becomes touch and its target becomes one creature.

INSANITY

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7, witch 7; **Domain** charm 7, madness 7; **Bloodline** accursed 7
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one living creature

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

The affected creature suffers from a continuous *confusion* effect, as the spell.

Remove curse does not remove *insanity*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

↓ **Diminished Effects:** The spell's casting time becomes 1 full-round action, and its duration becomes one year and one day.

↑ **Heightened Effects:** If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

INSTANT SUMMONS

School conjuration (summoning); **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7; **Domain** artifice 8, rune 7
Casting Time 1 standard action
Components V, S, M (sapphire worth 1,000 gp)
Range see text

Target one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less

Duration permanent until discharged
Saving Throw none; **Spell Resistance** no

You call some nonliving item directly to your hand from virtually any location.

First, you must place your *arcane mark* on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a *read magic* spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

↓ **Diminished Effects:** The spell's target becomes one object weighing 5 pounds or less whose longest dimension is 4 feet or less.

↑ **Heightened Effects:** The spell's casting time becomes 10 minutes, and its target becomes one construct. You can only summon a construct you control. For constructs such as golems that are immune to magic, the value of the specially inscribed sapphire must be at least 5,000 gp. For other constructs, a 1,000 gp sapphire suffices.

⚡ **Merged!** This spell combines the effects of the following spells: *instant summons* and *call construct*.

INVISIBILITY, MASS

School illusion (glamer); **Level** sorcerer/wizard 7, summoner 5; **Domain** trickery 8

Components V, S, M/DF (an eyelash encased in gum arabic)

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

Targets any number of creatures, no two of which can be more than 180 ft. apart

Duration 1 min./level (D)

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

Resistance yes (harmless) or yes (harmless, object)

The target creatures become invisible. This effect moves with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become

visible when the distance between them exceeds 180 feet.

↓ **Diminished Effects:** The spell's range becomes medium (100 ft. + 10 ft./level), its target becomes any number of creatures, no two of which can be more than 120 feet apart, and its duration becomes 1 round per caster level. The spell is broken for any individual who moves more than 120 feet from the nearest member of the group.

↑ **Heightened Effects:** Those affected by the spell can see each other and themselves as if unaffected by the spell. Affected creatures who attack negate the invisibility only for themselves.

J

JOLTING PORTENT

School evocation (electricity) **Level** cleric/oracle 7

Casting Time 1 standard action

Components V, S, DF

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

Target one creature

Duration 1 round/level (D) see text

Saving Throw none; **Spell Resistance** yes

The creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics). If the target fails the saving throw, it takes 4d6 + your Charisma modifier (in the case of oracles) or Wisdom modifier (in the case of clerics) electricity damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack.

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels), and each round the target fails its saving throw it only takes electrical damage equal to 4d4 points + your relevant spellcasting modifier.

↑ **Heightened Effects:** Each round the target fails its saving throw it only takes electrical damage equal to 4d8 points + your relevant spellcasting modifier. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and stun the creature for 1 round.

JOYFUL RAPTURE

School conjuration (healing) [emotion]; **Level** bard 5, cleric/oracle 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area all allies and opponents within a 60-ft.-radius burst centered on you

Duration instantaneous

Saving Throw no; **Spell Resistance** yes

Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area

↓ **Diminished Effects:** The spell does not cure any ability damage.

↑ **Heightened Effects:** The spell also cures 1d4 points of Intelligence, Wisdom, and Charisma damage

K

KI SHOUT

School evocation [sonic]; **Level** bard 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw Fortitude partial **Spell**

Resistance yes

With a guttural bark, you unleash a sudden blast of sonic energy that strikes your opponent. The target takes 1d6 points of sonic damage per level (maximum 20d6) and is stunned for 1 round; a successful Fortitude save reduces the damage by half and negates the stun.

↓ **Diminished Effects:** The target takes 1d6 points of sonic damage per level (maximum 15d6) and is staggered for 1 round; a successful Fortitude save reduces the damage by half and negates the staggered condition.

↑ **Heightened Effects:** The spell can target any type of creature, but only living creatures must make a Fortitude saving throw or become stunned.

L

LUNAR VEIL

School illusion (shadow) [darkness, shadow]; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

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

Area 120-ft.-radius emanation

Duration 10 minute/level

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

Resistance no

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike *deeper darkness*, areas of normal light or dimmer become normal darkness rather than supernaturally dark). Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume

animal or hybrid form within the affected area take a –5 penalty on Constitution checks to do so.

↓ **Diminished Effects:** The spell's duration becomes 1 minute per caster level and the light level is only lowered by one step.

↑ **Heightened Effects:** The spell areas of normal light or dimmer become supernaturally dark.

M

MAGE'S MAGNIFICENT MANSION

School conjuration (creation); **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a miniature ivory door, a piece of polished marble, and a silver spoon, each worth 5 gp)

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

Effect extradimensional mansion, up to three 10-ft. cubes/level (S)

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as

unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

↓ **Diminished Effects:** The spell's duration becomes 20 minutes per caster level, and the mansion only contains sufficient foodstuffs to serve a nine-course banquet to a dozen people.

↑ **Heightened Effects:** Anyone who sleeps within the mansion benefits from the effect of a *nap stack* spell. This effect does not stack with the *nap stack* spell. Creatures can still only enjoy the benefits of this effect or the *nap stack* once in any 1-week period.

MAGE'S SWORD

School evocation [force]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a miniature platinum sword worth 250 gp)

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

Effect one sword

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

This spell brings into being a shimmering, sword-like plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your Intelligence bonus or your Charisma bonus (for wizards or sorcerers, respectively) with an additional +3 enhancement bonus. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3 points of force damage, with a threat range of 19–20 and a critical multiplier of ×2.

The sword always strikes from your direction. It does not get a bonus for flanking or help a

combatant get one. If the sword goes beyond the spell range from you, goes out of your sight, or you are not directing it, it returns to you and hovers.

Each round after the first, you can use a standard action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time *mage's sword* strikes it. If the sword is successfully resisted, the spell is dispelled. If not, the sword has its normal full effect on that creature for the duration of the spell.

↓ **Diminished Effects:** The sword only gains a +1 enhancement bonus to its attack bonus, and it only deals 2d8+1 points of force damage.

↑ **Heightened Effects:** At 16th level, the sword gains the *corrosive*, *flaming*, *frost*, or *shock* weapon property (your choice at the time of casting). At 19th level, the sword gains the *corrosive burst*, *flaming burst*, *icy burst*, or *shocking burst* weapon property (your choice at the time of casting). The spell gains the elemental descriptor associated with whichever weapon property used.

N

O

P

PHANTASMAL REVENGE

School illusion (phantasm) [fear, mind-affecting];

Level sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range touch and unlimited; see text

Target dead body touched

Duration instantaneous

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

When you cast this eerie spell upon a recently slain creature, you cause a ghastly, spectral image of it to rise up from its corpse, shrieking for vengeance before it vanishes in a burst of unnatural light. This phantom then unerringly seeks out the creature that killed it, as long as that creature is on the same plane, and tries to slay its killer in turn.

Only the corpse's killer can see the phantasmal image created by this spell. You and any others who witness the spell's casting or its ultimate effects see only a vague shape. The target first gets a Will save to disbelieve the illusion. If that save fails, the target must succeed on Fortitude saving throw or take 10 points of damage per caster level from the phantasmal image. Even if the Fortitude save is successful, the target takes 5d6 points of damage + 1 point of damage per caster level. You know immediately if the spell succeeded or failed to kill its target but gain no other information, including the identity of the target of the spell.

The creature providing the corpse must have died no more than 1 day per caster level prior to the casting of this spell. If the creature that provided the corpse was not, in fact, killed by another, or if the killer is dead or no longer on the same plane, the spell fails. *Phantasmal revenge* makes no

moral judgments; it targets winners of fair fights just as easily as murderers. Any given body can only be targeted by a *phantasmal revenge* spell once.

↓ **Diminished Effects:** If the Wills save fails, the target must succeed on Fortitude saving throw or take 5 points of damage per caster level from the phantasmal image. Even if the Fortitude save is successful, the target takes 5d4 points of damage + 1 point of damage per caster level.

↑ **Heightened Effects:** If the Wills save fails, the target must succeed on Fortitude saving throw or take 15 points of damage per caster level from the phantasmal image. Even if the Fortitude save is successful, the target takes 5d8 points of damage + 1 point of damage per caster level.

PHASE DOOR

School conjuration (creation); **Level** sorcerer/wizard 7, witch 7; **Domain** travel 8

Casting Time 1 standard action

Components V

Range touch

Effect ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration one usage per two levels

Saving Throw none; **Spell Resistance** no

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic reveals

the presence of a *phase door* but does not allow its use.

A *phase door* is subject to *dispel magic*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a *permanency* spell.

↓ **Diminished Effects:** The *phase door* only functions for you, and only one time.

↑ **Heightened Effects:** If you take one other Medium or smaller creature with you through the door it only counts as one use. In addition, the door has a total number of uses equal to your caster level.

PLAGUE STORM

School necromancy [disease, evil]; **Level** cleric/oracle 6, druid 6, sorcerer/wizard 7, witch 6
Casting Time 1 standard action

Components V, S

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

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

Duration 1 minute/level and instantaneous (see text)

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

You create a hideous gray cloud that occasionally crackles with foul-smelling bolts of sickly green lightning. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker

can't use sight to locate the target). Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see [Diseases](#).

The *plague storm* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

⬇️ **Diminished Effects:** The spell's range is reduced to close (25 ft. + 5 ft./level), and it only spreads in a 10-foot radius.

⬆️ **Heightened Effects:** Use either the disease's save DC +4 or the save DC of the spell to determine the save DC of the disease in the *plague storm*.

PLANE SHIFT

School conjuration (teleportation); **Level** cleric/oracle 5, sorcerer/wizard 7, summoner 5, witch 7; **Domain** freedom 5; **Bloodline** aberrant 7
Casting Time 1 standard action
Components V, S, F (a forked metal rod attuned to the plane of travel)
Range touch
Target creature touched, or up to eight willing creatures joining hands
Duration instantaneous

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

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Plane shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting *plane shift* again).

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

⬆️ **Heightened Effects:** You appear 1 to 100 miles (1d%) from your intended destination on another plane.

POWERFUL WORD

School enchantment (compulsion) [death (heightened version only), mind-affecting]; **Level** sorcerer/wizard 8, witch 8; **Domain** darkness 7 (diminished version only), war 7 (diminished version only), war 8, war 9 (heightened version only); **Bloodline** arcane 8

Casting Time 1 standard action

Components V

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

Target one creature with 150 hp or less

Duration See text

Saving Throw none; **Spell Resistance** yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word stun*.

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

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

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

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

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

PRISMATIC SPRAY

School evocation; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw see text; **Spell Resistance** yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area

is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Frequency 1/rd. for 6 rd.; Int negates; 3 consecutive Fort saves)*
5	Blue	Flesh to stone (Fortitude negates)
6	Indigo	Insane, as insanity spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results
* See poisons.		

↓ **Diminished Effects:** The spell's area becomes a 60-foot line.

↑ **Heightened Effects:** The ray's *blindness* effect on creatures with less than 8 HD lasts 2d4 × 10 minutes.

PROJECT IMAGE

School illusion (shadow) [shadow]; **Level** bard 6, sorcerer/wizard 7; **Domain** deception 7
Casting Time 1 standard action
Components V, S, M (a small replica of you worth 5 gp)
Range medium (100 ft. + 10 ft./level)
Effect one shadow duplicate
Duration 1 round/level (D)
Saving Throw Will disbelief (if interacted with);
Spell Resistance no

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics

your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

- ⬇️ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels).
- ⬆️ **Heightened Effects:** Your body becomes invisible for the duration of the spell, as if you had cast *greater invisibility* upon yourself.

Q

R

RAMPART

School conjuration (creation) [earth]; **Level** druid 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a handful of earth)

Range medium (100 ft. + 10 ft./level)
Effect 10-ft.-high earthen wall, in a line up to 10 ft. long/2 levels, or a circle with radius of up to 3 ft. + 1 ft./level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You create a massive rampart of hard-packed earth and stone 5 feet thick. The *rampart* cannot be conjured so that it occupies the same space as another creature or object. Each 5-foot-wide section of the *rampart* has hardness 0 and 180 hit points. A section of the *rampart* whose hit points drop to 0 is breached. If a creature tries to break through the *rampart* with a single attack, the DC for the Strength check is 60. A creature can climb over the *rampart* with a DC 20 Climb check.

- ⬇️ **Diminished Effects:** The spell's effect becomes an earthen wall up to 5 feet long per two caster levels, or a circle with a radius of up to 3 feet plus 1 foot per two caster levels.
- ⬆️ **Heightened Effects:** The *rampart* can be conjured so that it occupies the same space as another creature or object. Creatures that occupy the same space as the *rampart* must make a DC 15 Reflex save or become buried. Creatures take 1d6 points of nonlethal damage per minute while buried. If such a creature falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead. A buried creature can be dug out by any action that would breach the *rampart*.

REFUGE

School conjuration (teleportation); **Level** cleric/oracle 7, sorcerer/wizard 9, witch 9;
Domain community 7, liberation 7
Casting Time 1 standard action
Components V, S, M (a prepared object worth 1,500 gp)
Range touch
Target object touched
Duration permanent until discharged
Saving Throw none; **Spell Resistance** no

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

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

↓ **Diminished Effects:** The spell's duration becomes 1 week per caster level or until discharged. The prepared object must be broken in conjunction with the command word within 10 miles per caster level of your abode for the spell to function.

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

REGENERATE

School conjuration (healing); **Level** cleric/oracle 7, druid 9, witch 7; **Domain** healing 7
Casting Time 3 full rounds

Components V, S, DF

Range touch

Target living creature touched

Duration instantaneous

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

Resistance yes (harmless)

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

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

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

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

REPEL MATTER

School abjuration [earth]; **Level** druid 7; **Domain** plant 6 (diminished only)

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 60-ft. line from you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell creates waves of invisible energy that roll forth from you. All wooden or stone objects in the path of the spell are pushed away from you to the limit of the range. Fixed wooden or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not

affected. Anything else, including animated objects and small boulders, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the spell are repelled at the rate of 40 feet per round.

Objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them along. A creature being dragged by an item it is carrying can let go. A creature being dragged by a shield can lose it as a move action and drop it as a free action. If a spear is planted (set) in a way that prevents this forced movement, it splinters. Even magic items with wooden sections are repelled, although an *antimagic field* blocks the effects.

The waves of energy continue to sweep down the set path for the spell's duration. After you cast the spell, the path is set, and you can then do other things or go elsewhere without affecting the spell's power.

- ⬇ **Diminished Effects:** The spell's duration becomes 1 minute per caster level, but it only affects objects made of wood.
- ⬆ **Heightened Effects:** Objects made of metal, such as armor, swords, and the like are also pushed back, dragging their bearers with them. Even magic items with metal components are repelled, although an *antimagic field* blocks the effects.
- ⚡ **Merged!** This spell combines the effects of the following spells: *repel wood* and *repel metal or stone*.

REPULSION

School abjuration; **Level** cleric/oracle 7, inquisitor 6, sorcerer/wizard 6, summoner 5; **Domain** nobility 7, protection 7

Casting Time 1 standard action

Components V, S, F/DF (a pair of canine statuettes worth 50 gp)

Range up to 10 ft./level

Area up to 10-ft.-radius/level emanation centered on you

Duration 1 round/level (D)

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

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

- ⬇ **Diminished Effects:** The spell's range becomes 5 feet per caster level, and its area becomes a 5-foot-radius per caster level emanation centered on you.
- ⬆ **Heightened Effects:** Creatures that fail their Will save must attempt to move a minimum of 10 feet further away from you each turn. If they are only able to move 5 feet away from you they become grappled until their next turn. If they are unable to move at all away from you they become pinned until their next turn. A grappled or pinned creature can attempt to free them self as a standard action by making a combat maneuver check or Escape Artist check. The CMD for the purposes of escaping this effect is equal to 10 + your caster level + your Intelligence (for Wizards), Wisdom (for clerics and oracles), or Charisma modifier (for sorcerers and summoners).

RESONATING WORD

School transmutation [sonic]; **Level** bard 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V

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

Target one creature

Duration 3 rounds

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

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails.

On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect.

On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect.

On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect.

The *resonating word* has no power after the third round, even if the spell's duration is increased.

↓ **Diminished Effects:** The spell's range is recued to close (25 ft. + 5 ft./2 levels), and its duration is reduced to 2 rounds Therefore the *resonating word* has no power after the second round.

↑ **Heightened Effects:** The spell affects all creatures in a 10-foot-radius burst from the target creature (including the target creature).

RESTORATION, GREATER

School conjuration (healing); **Level** cleric/oracle 7

Casting Time 3 rounds

Components V, S, M (diamond dust worth 5,000 gp)

Range touch

Target creature touched

Duration instantaneous

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

Resistance yes (harmless)

Greater restoration dispels all permanent and temporary negative levels afflicting the healed creature. *Greater restoration* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

↓ **Diminished Effects:** The spell's material component becomes diamond dust worth 2,500 gp, and it can only dispel one permanent negative level per three caster levels.

↑ **Heightened Effects:** In addition, if cast upon a creature that has died within 1 round, the spell returns that creature back to life with hit points equal to its current HD.

RESURRECTION

School conjuration (healing); **Level** cleric/oracle 8, witch 9; **Domain** divine 7 (diminished only), resurrection 7 (diminished only), resurrection 9 (heightened only)

Casting Time 1 minute

Components V, S, M (diamond worth 17,500 gp), DF

Range touch

Target dead creature touched

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes (harmless)

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

The condition of the remains is not a factor. So long as some small portion of the creature's body

still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

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

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

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

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

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

REVERSE GRAVITY

School transmutation; **Level** druid 8, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (lodestone and iron filings)

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

Area up to one 10-ft. cube/level (S)

Duration 1 round/level (D)

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

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels), and its area becomes up to one 5-foot cube per caster level.

↑ **Heightened Effects:** Once per round as a free action, you may choose to suppress the effects of the spell (so that creatures and objects in its effect will fall). If the effects are suppressed, you can choose to turn them back on.

S

SCOURING WINDS

School evocation [air, earth]; **Level** druid 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

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

Effect sandstorm in 20-ft. radius, 20 ft. high

Duration 1 round/level (D)

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

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action.

Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm (see the wind effects table).

If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels). Any creature in the area takes 3d4 points of piercing damage each round. The area is considered severe wind (see the wind effects table).

↑ **Heightened Effects:** The spell's effect becomes a sandstorm in a 30-foot radius, 30 feet high.

SCREEN

School illusion (glamer); **Level** sorcerer/wizard 8;

Domain trickery 7

Casting Time 10 minutes

Components V, S

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

Area 30-ft. cube/level (S)

Duration 24 hours

Saving Throw none or Will disbelief (if interacted with); see text; **Spell Resistance** no

This spell creates a powerful protection from scrying and observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are

appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

↓ **Diminished Effects:** The spell's duration becomes 2 hours.

↑ **Heightened Effects:** The spell's duration becomes one year and one day.

SCRYING, GREATER

School divination (scrying); **Level** bard 6, cleric/oracle 7, druid 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range see text

Effect magical sensor

Duration 1 hour/level

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

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
*You must have some sort of connection (see below) to a creature of which you have no knowledge.	

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

⬇️ **Diminished Effects:** The spell's duration becomes 10 minutes per caster level.

⬆️ **Heightened Effects:** The subject takes a -5 penalty on its Will save.

SEQUESTER

School abjuration; **Level** sorcerer/wizard 7, summoner 5

Casting Time 1 standard action

Components V, S, M (a basilisk eyelash and gum arabic)

Range touch

Target one willing creature or object (up to a 2-ft. cube/level) touched

Duration 1 day/level (D)

Saving Throw none or Will negates (object); **Spell Resistance** no or yes (object)

When cast, this spell prevents divination spells from detecting or locating the target and also renders the affected target invisible (as the *invisibility* spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by *sequester* become comatose and are effectively in a state of suspended animation until the spell ends.

Note: The Will save prevents an attended or magical object from being *sequestered*. There is no save to see the *sequestered* creature or object or to detect it with a divination spell.

⬇️ **Diminished Effects:** The spell's duration becomes 1 hour per caster level. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *sequester*.

⬆️ **Heightened Effects:** The spell's duration becomes 1 hour per caster level. The warded creature is awake and mobile. The invisibility effect ends if the target attacks any creature, but the target is still protected from being detected or located by divination spells.

SIMULACRUM

School illusion (shadow); **Level** sorcerer/wizard 7, summoner 5

Casting Time 12 hours

Components V, S, M (ice sculpture of the target plus powdered rubies worth 500 gp per HD of the simulacrum)

Range 0 ft.

Effect one duplicate creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit

points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose HD or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per HD, and a fully equipped magical laboratory can repair damage to a simulacrum.

⬇️ **Diminished Effects:** The duplicate creature has the young template in addition to having only half of the real creature's levels or HD. You can't create a simulacrum of a creature whose HD or levels exceed your caster level.

⬆️ **Heightened Effects:** The spell's casting time becomes 1 hour.

SPELL TURNING

School abjuration; **Level** sorcerer/wizard 7, summoner 5; **Domain** luck 7, magic 7
Casting Time 1 standard action
Components V, S, M/DF (a small silver mirror)
Range personal
Target you
Duration until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected.

Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by *spell turning* effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01–70	Spell drains away without effect.
71–80	Spell affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane.

⬇️ **Diminished Effects:** Only two to five (1d4+1) spell levels are affected by the turning.

⬆️ **Heightened Effects:** Eleven to eighteen (1d8+10) spell levels are affected by the turning.

STATUE

School transmutation; **Level** alchemist 6, sorcerer/wizard 7
Casting Time 1 round
Components V, S, M (lime, sand, and a drop of water stirred by an iron spike)

Range touch

Target creature touched

Duration 1 hour/level (D)

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

Resistance yes (harmless)

A *statue* spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a *statue* spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires as long as the spell duration is in effect.

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

↑ **Heightened Effects:** The subject turns to solid iron or steel, gaining hardness 10.

SUMMON MONSTER, GREATER

School conjuration (summoning); **Level** cleric/oracle 8, sorcerer/wizard 8, summoner 6, witch 8; **Domain** chaos 9 (heightened only), evil 9 (heightened only), good 9 (heightened only), law 9 (heightened only); **Bloodline** abyssal 9 (heightened only), aquatic 7 (diminished only)

Casting Time 1 round

Components V, S, F/DF (a tiny bag and a small candle)

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It

attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the table below. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

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

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

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

7 th Level	Subtype
Bebelith	Chaotic, Evil
Bone devil	Evil, Lawful
Brachiosaurus (dinosaur)*	—
Dire crocodile*	—
Dire shark*	—
Elemental (greater)	Elemental
Giant squid*	—
Mastodon (elephant)*	—
Roc*	—
Tyrannosaurus (dinosaur)*	—
Vrock (demon)	Chaotic, Evil

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

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

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

SUNBEAM

School evocation [fire (heightened only), light];

Level druid 7; **Domain** sun 7

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area line from your hand

Duration 1 round/level or until all beams are exhausted

Saving Throw Reflex negates and Reflex half; see text; **Spell Resistance** yes

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Reflex save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

↓ **Diminished Effects:** Each creature caught within the beam only takes 4d4 points of damage. An undead creature caught within the beam only takes 1d4 points of damage per caster level (maximum 20d4).

↑ **Heightened Effects:** Each creature caught within the beam takes 4d8 points of damage. An undead creature caught within the beam takes 1d8 points of damage per caster level (maximum 20d8). In addition to the normal damage and blindness

effects, the spell also deals 1 point of fire damage per caster level. The fire damage is not on a successful Reflex save. The spell gains the fire descriptor.

Sidebar: *Symbol* Spells

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

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

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

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a

symbol spell to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol* spell offensively; for instance, a touch-triggered *symbol* spell remains untriggered if an item bearing the *symbol* spell is used to touch a creature. Likewise, a *symbol* spell cannot be placed on a weapon and set to activate when the weapon strikes a foe.

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

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

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

radius when it is triggered. You are automatically considered attuned to your own *symbols* spell, and thus always ignore the effects and cannot inadvertently trigger them.

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

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

SYMBOL OF STUNNING

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Will negates

This spell allows you to scribe a potent rune of power upon a surface. When triggered, all creatures within 60 feet of a *symbol of stunning* instead become stunned for 1d6 rounds. Once triggered, the symbol remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of stunning* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can

use *Disable Device* to disarm it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.

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

↑ **Heightened Effects:** Once triggered, the symbol remains active for 1 hour per caster level.

SYMBOL OF WEAKNESS

School necromancy; **Level** cleric/oracle 7, sorcerer/wizard 7, witch 7

Casting Time 10 minutes

Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

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

This spell allows you to scribe a potent rune of power upon a surface. When triggered, every creature within 60 feet of a *symbol of weakness* instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike *symbol of death*, *symbol of weakness* has no hit point limit; once triggered, a *symbol of weakness* simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as *symbol of weakness* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use *Disable Device* to disarm it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.

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

↑ **Heightened Effects:** Once triggered, the symbol remains active for 1 hour per caster level.

T

TELEPORT

School conjuration (teleportation); **Level** sorcerer/wizard 5, magus 5, witch 5; **Domain** travel 5; **Bloodline** abyssal 7, arcane 7

Casting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as *scrying*.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination	—	—	81–92	93–100

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

↑ **Heightened Effects:** The spell's target becomes you and one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per caster level.

TELEPORT, GREATER

School conjuration (teleportation); **Level** sorcerer/wizard 7, summoner 5, witch 7; **Domain** travel 7; **Bloodline** abyssal 7, arcane 7

Casting Time 1 standard action

Components V

Range personal and touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

This spell instantly transports you to a designated destination. There is no range limit and there is no chance you arrive off target. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as

two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location.

↓ **Diminished Effects:** The destination must be within 100 miles per caster level of your point of origin. In addition, you must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works.

↑ **Heightened Effects:** You may bring one additional willing Medium or smaller creature per two caster levels.

TEMPORARY RESURRECTION

School necromancy; **Level** sorcerer/wizard 7, witch 7

Casting Time 10 minutes

Components V, S, M (diamond dust worth 500 gp)

Range touch

Target dead creature touched

Duration 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently

raised from the dead (such as with *raise dead*). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a cleric can cast *raise dead* or a similar spell on the target even while this spell is active. Once a creature has been revived with *temporary resurrection*, this spell cannot be used on it again until it is permanently raised from the dead.

↓ **Diminished Effects:** The spell's duration becomes 10 minutes per caster level.

↑ **Heightened Effects:** The creature can have been dead for up to two weeks. In addition, if decomposed or skeletonized, the corpse grows enough flesh to function. However, missing limbs are treated as if amputated.

TRANSMUTE METAL TO WOOD

School transmutation; **Level** druid 7
Casting Time 1 standard action
Components V, S, DF
Range long (400 ft. + 40 ft./level)
Area all metal objects within a 40-ft.-radius burst
Duration instantaneous
Saving Throw none; **Spell Resistance** yes (object; see text)

This spell enables you to change all metal objects within its area to wood. Weapons, armor, and other metal objects carried by creatures are affected as well. A magic object made of metal effectively has spell resistance equal to 20 + its caster level against this spell. Artifacts cannot be transmuted. Weapons converted from metal to wood take a –2 penalty on attack and damage rolls. The armor bonus of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor bonus every time it is struck with a natural attack roll of 19 or 20.

Only *miracle*, *wish*, or similar magic can restore a transmuted object to its metallic state.

↓ **Diminished Effects:** The spell's duration becomes 1 hour per caster level, after which the transmuted items revert to metal. In addition, attended items may make a Will save (using its own bonus or that of its possessor, whichever is higher) to negate the effect.

↑ **Heightened Effects:** You may choose which affected items will become normal wood and which will become *ironwood* (as the spell).

TRUE SEEING

School divination; **Level** alchemist 6, cleric/oracle 5, druid 7, inquisitor 5, magus 6, sorcerer/wizard 6, summoner 5, witch 6; **Domain** knowledge 5; **Bloodline** arcane 6
Casting Time 1 standard action
Components V, S, M (an eye ointment that costs 250 gp)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through

mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

↓ **Diminished Effects:** The range of *true seeing* conferred is 30 feet.

↑ **Heightened Effects:** The spell's target becomes creatures touched, but you divide the duration in 1-minute intervals among the creatures touched.

U

UNDEAD ANATOMY, GREATER

School transmutation (polymorph); **Level** alchemist 6 (diminished only), magus 6 (diminished only), sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

This spell functions as *undead anatomy*, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, lifesense 60 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, DR 10/magic and silver, DR 15/bludgeoning and magic, fast healing 5, fiery death, fire aura, grab, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 30 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-

affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a -2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

↓ **Diminished Effects:** The spell functions as *undead anatomy*, except it also allows you to assume the form of a Diminutive or Huge corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, disease, DR 5/—, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Diminutive undead: If the form you take is that of a Diminutive undead, you gain a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural armor bonus.

Huge undead: If the form you take is that of a Huge undead, you gain a +6 size bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor bonus.

↑ **Heightened Effects:** The spell's duration becomes 1 round per caster level, and the spell allows you to assume the form of an incorporeal undead. Your

bite and claw (or slam) attacks are incorporeal touch attacks.

- ✦ **Merged!** This spell combines the effects of the following spells: *undead anatomy III* and *undead anatomy IV*.

rounds—possibly endangering you or your allies—and then dissipates.

- ⬆️ **Heightened Effects:** The whirlpool is up to 100 feet deep, up to 60 feet wide at the top, and can affect Huge or smaller creatures that come in contact with it.

V

VORTEX

School evocation [water]; **Level** druid 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M/DF (a stirring spoon)

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

Effect whirlpool 50 ft. deep, 30 ft. wide at top, and 5 ft. wide at base

Duration 1 round/level (D)

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

Resistance yes

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of bludgeoning damage. A Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.

- ⬇️ **Diminished Effects:** Once created, the whirlpool moves in a random, uncontrolled fashion for 1d3

W

WALK THROUGH SPACE

School conjuration (teleportation); **Level** alchemist 6, magus 6, sorcerer/wizard 7, summoner 6, witch 7

Casting Time 1 standard action

Components V, S, M (a wren's egg)

Range personal

Target you

Duration 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

- ⬇️ **Diminished Effects:** You can only teleport up to 15 feet as a move action.

- ⬆️ **Heightened Effects:** The spell's range becomes touch and its target becomes one creature.

WALL OF IRON

School conjuration (creation); **Level** magus 6, sorcerer/wizard 6, summoner 5; **Domain** artifice 7, metal 6

Casting Time 1 standard action

Components V, S, M (a small iron sheet plus gold dust worth 50 gp)

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

Effect iron wall whose area is up to one 5-ft. square/level; see text

Duration instantaneous

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

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *wall of iron* is 1-inch-thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed.

Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

- ↓ **Diminished Effects:** The wall can measure no more than 2 inches thick. It must be attached to a surface (thus it cannot be tipped over).
- ↑ **Heightened Effects:** The wall measures 1-inch-thick per two caster levels.

WAVES OF ECSTASY

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 6, cleric/oracle 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level; see text

Saving Throw Will partial (see text); **Spell**

Resistance yes

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

- ↓ **Diminished Effects:** Affected creatures are staggered for the duration of the spell. A creature that makes its save negates the effect.
- ↑ **Heightened Effects:** Affected creatures are stunned for 1d4 rounds and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

WAVES OF EXHAUSTION

School necromancy; **Level** sorcerer/wizard 7, witch 7; **Domain** repose 8, toil 7

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw no; **Spell Resistance** yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

- ↓ **Diminished Effects:** Affected creatures are only fatigued. The spell has no effect on a creature that is already fatigued.

↑ **Heightened Effects:** The spell's range becomes 90 feet.

↓ **Diminished Effects:** The spell's target becomes you and only one other touched creature.

↑ **Heightened Effects:** The spell's target becomes you and one touched creature per two caster levels.

WIND WALK

School transmutation [air]; **Level** alchemist 6, cleric/oracle 6, druid 7; **Domain** wind 6

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets you and one touched creature per three levels

Duration 1 hour/level (D); see text

Saving Throw no and Will negates (harmless);

Spell Resistance no and yes (harmless)

You alter the substance of your body to a cloudlike vapor (as the *gaseous form* spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

WISH

School universal; **Level** sorcerer/wizard 8; **Domain** construct 7 (diminished only)

Casting Time 1 standard action

Components V, S, M (diamond worth 12,500 gp)

Range see text

Target, Effect, Area see text

Duration see text

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

A *limited wish* lets you create nearly any type of effect. For example, a *limited wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a *wish* spell duplicates a spell with a material component that costs more than 6,000 gp, you must provide that component (in addition to the 12,500 gp diamond component for this spell).

↓ **Diminished Effects:** The spell's material component becomes a diamond worth 1,500 gp. The spell can do any of the following things.

- Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.
- Undo the harmful effects of many spells, such as *geas/quest* or *insanity*.
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

When a diminished *wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

↑ **Heightened Effects:** The spell's material component becomes a diamond worth 25,000 gp. The spell can do any of the following things.

- Duplicate any sorcerer/wizard spell of 8th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 7th level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools.
- Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.
- Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three *wishes* for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note:* An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*.
- Revive the dead. A *wish* can bring a dead creature back to life by duplicating a *resurrection* spell. A *wish* can revive a

dead creature whose body has been destroyed, but the task takes two *wishes*: one to recreate the body and another to infuse the body with life again. A *wish* cannot prevent a character who was brought back to life from gaining a permanent negative level.

- **Transport travelers.** A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- **Undo misfortune.** A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

When a heightened *wish* spell duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

- **Merged!** This spell combines the effects of the following spells: *wish* and *limited wish*.

WORD OF CHAOS

School evocation [chaotic, sonic]; **Level** cleric/oracle 7, inquisitor 6; **Domain** chaos 7
Casting Time 1 standard action
Components V

Range 40 ft.

Area nonchaotic creatures in a 40-ft.-radius spread centered on you

Duration instantaneous

Saving Throw none or Will negates; see text; **Spell**

Resistance yes

Any nonchaotic creature within the area of a *word of chaos* spell suffers the following ill effects, depending on their HD.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, confused, stunned, deafened

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Stunned: The creature is stunned for 1 round. Save negates.

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar

creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *word of chaos* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Z

Creatures whose HD exceed your caster level are unaffected by *word of chaos*.

- ↓ **Diminished Effects:** The spell's area becomes a 20-foot-radius spread and it only affects lawful creatures with HD less than your caster level.
- ↑ **Heightened Effects:** Any nonchaotic creature within the area of the spell suffers the following ill effects.

HD	Effect
Equal to caster level	Blinded
Up to caster level -1	Paralyzed, blinded
Up to caster level -5	Confused, paralyzed, blinded
Up to caster level -10	Killed, confused, paralyzed, blinded

Blinded: The creature is blinded for 1d4 rounds. Save negates.

Paralyzed: The creature is paralyzed and helpless for 1 round. Save negates.

X

Y

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