

COMPENDIUM ARKANUM

VOLUME 9 8TH LEVEL SPELLS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Compendium Arcanum Volume 9: 8th 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.

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ABOUT THIS BOOK

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

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

DIMINISHED EFFECTS

- ↓ This section describes changes to the spell if it is cast using a slot one Level lower than normal. You must be able to cast a spell at its regular Level before you can

use the diminished effects. If you use a diminished effect, treat the spell as one level lower than listed for purposes of spell slot used, saving throw DCs, magic item pricing, and so on.

HEIGHTENED EFFECTS

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

⚠ SPECIAL NOTES

1. The spells listed are all 8th level for the classes indicated. It was decided that since this book is JUST 8th level spells including the number "8" with each spell description was redundant and unnecessary.
2. If a spell does not have a heightened or diminished option that line is omitted.

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

A

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.

ANTIMAGIC FIELD

School abjuration; **Level** cleric/oracle 8, sorcerer/wizard 6; **Domain** magic 6, protection 6

Casting Time 1 standard action

Components V, S, M/DF (pinch of powdered iron or iron filings)

Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 10 min./level (D)

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

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An *antimagic field* suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an *antimagic field* counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an *antimagic field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast *antimagic field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an *antimagic field* because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel magic* does not remove the field.

Two or more *antimagic fields* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall*, remain unaffected by *antimagic field*. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

⬇️ **Diminished Effects:** The spell's duration is reduced to 1 minute per caster level.

⬆️ **Heightened Effects:** The spell's area is increased to a 20-foot-radius emanation, centered on you.

ANTIPATHY

School enchantment (compulsion) [emotion, mind-affecting]; **Level** druid 9, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 1 hour

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

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

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

Duration 2 hours/level (D)

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

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

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

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or

touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels *sympathy*.

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

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

ATAVISM, MASS

School transmutation; **Level** druid 8

Casting Time 1 standard action

Components V, S

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

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

Duration 1 minute/level

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

The animals immediately gain the advanced creature simple template. They gain a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per HD. The animals' primal instincts take hold for the duration of this spell—if the animals know tricks granted by the Handle Animal skill, they lose access to all of those tricks save for "attack." This spell has no effect on animals that already have the advanced creature template.

⬇️ **Diminished Effects:** The spell's target becomes one animal per three caster levels.

⬆️ **Heightened Effects:** The animals gain a +3 bonus on all rolls, including damage rolls and special ability DCs, a +6 bonus to AC and CMD, and +3 hit points per HD.

B

BINDING

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, summoner 6

Casting Time 1 minute

Components V, S, M (opals worth 500 gp per HD of the target creature, plus other components as specified below)

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

Target one living creature

Duration see text (D)

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

Resistance yes

A *binding* spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least half your caster level.

You may have as many as six assistants help you with the spell. For each assistant who casts *suggestion*, your caster level for this casting of *binding* increases by 1. For each assistant who casts *dominate animal*, *dominate person*, or *dominate monster*, your caster level for this casting of *binding* increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a *binding* spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the *binding* spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the *binding* lasts. All *binding* spells are dismissible.

Regardless of the version of *binding* you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The

conditions 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, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you cast any of the first three versions of *binding* (those with limited durations), you may cast additional *binding* spells to prolong the effect, overlapping the durations. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature's save succeeds, all *binding* spells it has received are broken.

The *binding* spell has six versions. Choose one of the following versions when you cast the spell.

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except you. The duration is 1 year per caster level. The subject of this form of *binding* is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of *binding* is slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals. This is a sleep effect.

Bound Slumber: This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The *binding* is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

Minimus Containment: The subject is shrunk to a height of 1 inch or less and held within some gem, jar, or similar object. The *binding* is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a *binding* spell with *dispel magic* or a similar effect, though an *antimagic field* or *mage's disjunction* affects it normally. A bound extraplanar creature cannot be sent back to its home plane by *dismissal*, *banishment*, or a similar effect.

↓ **Diminished Effects:** The durations of all versions of the spell become 1 year and 1 day. You can renew the casting during this time to extend it.

↑ **Heightened Effects:** The durations of all versions of the spell become permanent.

BLOOD MIST

School conjuration (creation) [poison]; **Level** druid 8

Casting Time 1 standard action

Components V, S, M (a pinch of dried red algae)

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

Area 60-ft. radius

Duration 1 minute/level

Saving Throw Fortitude negates (see text); **Spell**

Resistance yes

This spell summons forth a misty cloud of rust-red toxic algae. Any creature within the mist is coated by it, turning the creature the same reddish color. All targets within the mist gain concealment. Any creature within the mist must save or take 1d4 points of Wisdom damage and become enraged, attacking any creatures it detects nearby (as the "attack nearest creature" result of the confused condition). An enraged creature remains so as long as the spell is in effect. A creature only needs to save once each time it is within the mist (though leaving and returning requires another save).

↓ **Diminished Effects:** The spell's area is reduced to a 60-foot radius and it does not inflict any Wisdom damage. A creature only needs to save once against the mist (leaving and returning does not require another save).

↑ **Heightened Effects:** Any creature within the mist must save or take 1d6 points of Wisdom damage and become enraged.

C

CHARM MONSTER, MASS

School enchantment (charm) [mind-affecting]; **Level** bard 6, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 1 standard action

Components V

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

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

Duration 1 day/level

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

This charm makes living creatures regard you as their trusted friend and ally (treat the targets'

attitude as friendly). If the creatures are currently being threatened or attacked by you or your allies, however, they receive a +5 bonus on their saving throws. You can affect a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect.

The spell does not enable you to control the charmed creatures as if they were automatons, but they perceive your words and actions in the most favorable way. You can try to give the subjects orders, but you must win an opposed Charisma check to convince them to do anything they wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the creature's language to communicate your commands, or else be good at pantomiming.

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

⬆️ **Heightened Effects:** Targets currently being threatened or attacked by you or your allies do not receive a bonus on their saving throws.

CLENCHED FIST

School evocation [force]; **Level** sorcerer/wizard 8;

Domain strength 8

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 attacks once per round, and its attack bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively) + 11 for the hand's Strength score (33), – 1 for being Large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a Fortitude save (against this spell's save DC) or be stunned for 1 round. 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 as *interposing hand* does. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +11 bonus for its Strength score and a +1 bonus for being Large.

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels), and hand's Strength score falls to 31. This reduces the Strength modifier on its attack rolls and bull rush checks by -1, and its damage to 1d8+10 points. A creature struck does not need to save against stunning.

↑ **Heightened Effects:** The hand gains a +2 bonus on all rolls (including damage rolls); +4 to AC and CMD, and +2 hit points per caster level.

↓ **Diminished Effects:** The spell's target becomes one creature per three caster levels. In addition, each warded creature only gains spell resistance 20 against lawful spells and spells cast by lawful creatures.

↑ **Heightened Effects:** Each warded creature gains a +6 deflection bonus to AC, a +6 resistance bonus on saves, and spell resistance 27 against lawful spells and spells cast by lawful creatures.

CLOAK OF CHAOS

School abjuration [chaotic]; **Level** cleric/oracle 8; **Domain** chaos 8
Casting Time 1 standard action
Components V, S, F (a tiny reliquary worth 500 gp)
Range 20 ft.
Targets one creature/level in a 20-ft.-radius burst centered on you
Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become *confused*. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from law*, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration protects from possession and mental influence, just as *protection from law* does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will save negates, as with the *confusion* spell, but against the save DC of *cloak of chaos*).

CLONE

School necromancy; **Level** sorcerer/wizard 8, witch 8
Casting Time 10 minutes
Components V, S, M (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp)
Range 0 ft.
Effect one clone
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and

memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, 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 cloned). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

↓ **Diminished Effects:** If the original creature still lives, there is a 3% chance the clone will awaken prematurely and assume that it is the original creature (it is up to the GM to decide how it reacts upon discovering the original creature). This chance increases by +1% for each month the soulless clone is preserved by any means short of *temporal stasis*.

↑ **Heightened Effects:** If the original creature is still alive, the clone enters a state of suspended animation and does not begin to decompose. If the original creature later dies its soul is instantly transported to the clone, which then awakens from its stasis. If there are multiple clones are created for the same creature, the creature's soul enters the most recently created clone when it dies.

CONTROL PLANTS

School transmutation; **Level** druid 8; **Domain** plant 8

Casting Time 1 standard action

Components V, S, DF

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

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

Duration 1 min./level

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

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

Suicidal or self-destructive commands are simply ignored.

↓ **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 plant creatures per caster level.

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

CREATE DEMIPLANE

School conjuration (creation); **Level** cleric/oracle 8, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 4 hours

Components V, S, F (a forked metal rod worth at least 500 gp)

Range 0 ft.

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

Duration 1 day/level or instantaneous (see text)

Saving Throw none; **Spell Resistance** no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The

“walls” and “ceiling” of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use *move earth* to create a hill or *wall of stone* to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as *astral projection*, *etherealness*, or *plane shift*. You are considered “very familiar” with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using *limited wish*, *mage's disjunction*, *miracle*, or *wish* and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

In addition, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

Alignment: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants

adapted to near-darkness or underground locations.

Elemental: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits).

Gravity: By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

Structure: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the *permanency* spell, at a cost of 20,000 gp. If you have cast *create demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

↓ **Diminished Effects:** The spell's casting time becomes 2 hours, and its effect becomes an

extradimensional demiplane, up to three 10-ft. cubes per caster level. You cannot add or remove features to your demiplane. You can make the spell permanent with the *permanency* spell, at a cost of 17,500 gp.

↑ **Heightened Effects:** The spell's casting time becomes 6 hours, and its effect becomes an extradimensional demiplane, up to 20 10-ft. cubes per caster level. In addition, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell.

Energy: Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits). A plane cannot have both the negative-dominant and positive-dominant energy traits.

Magic: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as "effects with the fire descriptor or that manipulate fire" or "death spells and spells from the Death or Repose domains." A plane cannot be enhanced and impeded for the same kinds of spells.

Morphic: You may use *move earth* at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

Portal: Your demiplane gains a permanent *gate* to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This *gate* is always open and usable from both sides, but you can secure it using

normal means (such as by building a door around it).

Time: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time).

You can make this spell permanent with the *permanency* spell, at a cost of 22,500 gp. If you have cast *create greater demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

🔗 **Merged!** This spell combines the effects of the following spells: *create demiplane*, *lesser create demiplane*, and *greater create demiplane*.

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	Zuvembie

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*.

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

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

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

Disintegrate or a successful *dispel magic* destroys it.

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

grapple check against an opponent. Directing the spell to a new target is a move action.

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

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

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

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

CURE CRITICAL WOUNDS, MASS

School conjuration (healing); **Level** cleric/oracle 8, druid 9, witch 9; **Domain** community 8, healing 8

Casting Time 1 standard action

Components V, S

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

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

Duration instantaneous

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

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

- ↓ **Diminished Effect:** The spell cures 3d8 points of damage + 1 point per caster level (maximum +35).
- ↑ **Heightened Effect:** The spell cures 5d8 points of damage + 1 point per caster level (maximum +45).
- ⚡ **Merged!** This spell combines the effects of the following spells: *mass cure critical wounds* and *mass cure serious wounds*.

D

DEMAND

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, witch 8; **Domain** charm 8, nobility 8
Casting Time 10 minutes
Components V, S, M/DF (fine copper wire)
Range see text
Target one creature
Duration 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

This spell functions like *sending*, but the message can also contain a *suggestion* effect, which the subject does its best to carry out. A successful Will save negates the *suggestion* effect but not the contact itself. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for up to 1 hour per caster level. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable *suggestion* effect causes the save to be made with a penalty (such as -1 or -2).

The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the

message is impossible or meaningless according to the circumstances that exist for the subject at the time the *demand* is issued, the message is understood but the *suggestion* effect is ineffective.

The *demand*'s message to the creature must be 25 words or less, including the *suggestion* effect. The creature can also give a short reply immediately.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the *sending* does not arrive. (Local conditions on other planes may worsen this chance considerably.)

↓ **Diminished Effects:** The message must be 10 words or less, including the *suggestion* effect. If the message contains a *suggestion* effect, the suggested course of activity can only continue for up to 10 minutes per caster level.

↑ **Heightened Effects:** The spell's duration becomes 1 round per four caster levels (maximum of 5 rounds). Each round, you and the target can each communicate a message of 25 words or less. Whether or not the target succeeds in its initial saving throw against the *suggestion* effect, it must make a second Will saving throw. If it fails this second save, the target has no idea that you cast a spell on it and does not remember the *suggestion* at all.

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).

DIMENSIONAL LOCK

School abjuration; **Level** cleric/oracle 8, sorcerer/wizard 8, summoner 6, **Bloodline** accursed 8

Casting Time 1 standard action

Components V, S

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

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

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures

from disappearing at the end of a summoning spell.

↓ **Diminished Effects:** Creature's within the spell's area may make a Fortitude saving throw to negate the spell.

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

DISCERN LOCATION

School divination; **Level** cleric/oracle 8, sorcerer/wizard 8, summoner 6, witch 8; **Domain** knowledge 8

Casting Time 10 minutes

Components V, S, DF

Range unlimited

Target one creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

↓ **Diminished Effects:** You must have a piece of the creature (lock of hair, bit of nail, vial of blood, et cetera) or object (scraping, broken part, et cetera) you desire to locate. In addition, the creature may make a Will saving throw to negate the spell.

↑ **Heightened Effects:** The spell also creates a *scrying* effect; by which you may observe the creature or

object through a sensor for 1 minute per caster level after the initial casting is complete.

DIVINE VESSEL

School transmutation [chaotic, evil, good, or lawful]; **Level** oracle 8

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You accept otherworldly energies into your body and transform. Your size increases by one category, your height doubles, and your weight increases by a factor of eight. Your features shift into those of a cold and alien being of logic, a creature of primal chaos, an angelic presence, or a fiendish monster, as chosen by you. You gain a +6 size bonus to Strength and Constitution, a +3 natural armor bonus, darkvision 60 ft., and SR of 12 + your caster level. These modifiers replace the normal modifiers for increasing your size. The size modifier for AC, attacks, CMB, and CMD changes as appropriate for your new size category. This spell doesn't change your base speed. Determine space and reach as appropriate for your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by this spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile

weapons deal their normal damage. Magical effects that increase size do not stack.

You gain additional abilities as noted below.

Anarchic aspect: You gain the following abilities: an additional +2 bonus to Constitution, DR 10/lawful, resist acid 10, electricity 10, and sonic 10, a +4 bonus on saves against poison, blindsense 30 feet, and a fly speed of 60 feet (good maneuverability). You gain a bite attack dealing 2d6 points of damage. Your natural weapons and any weapons you wield are considered chaotic-aligned for the purpose of overcoming damage resistance.

Axiomatic aspect: You gain the following abilities: an additional +2 bonus to Strength, DR 10/chaotic, resist cold 10, electricity 10, and fire 10, a +4 bonus on saves against poison, low-light vision, and a fly speed of 60 feet (good maneuverability). You gain 2 slam attacks dealing 1d6 points of damage each. Your natural weapons and any weapons you wield are considered lawful-aligned for the purpose of overcoming damage resistance.

Celestial aspect: You gain the following abilities: a +2 bonus to Dexterity, DR 10/evil, resist acid 10, cold 10, and electricity 10, a +4 bonus on saves against poison, low-light vision, and a fly speed of 60 feet (good maneuverability). You gain 2 slam attacks dealing 1d6 points of damage each. Your natural weapons and any weapons you wield are considered good-aligned for the purpose of overcoming damage resistance.

Fiendish aspect: You gain the following abilities: an additional +2 bonus to Strength, DR 10/good, resist acid 10, cold 10, and fire 10, a +4 bonus on saves against poison, see in darkness, and a fly speed of 60 feet (good maneuverability). You gain 2 claw attacks dealing 1d6 points of damage each. Your natural weapons and any weapons you wield are considered evil-aligned for the purpose of overcoming damage resistance.

When used to assume an anarchic, axiomatic, celestial, or fiendish aspect, this spell is a chaotic, lawful, good, or evil spell respectively.

↓ **Diminished Effects:** Your size does not increase. You do not gain a size bonus to Strength or Constitution, nor do you gain a +3 natural armor bonus.

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

E

EARTHQUAKE

School evocation [earth]; **Level** cleric/oracle 8, druid 8; **Domain** destruction 8, earth 8

Casting Time 1 standard action

Components V, S, DF

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

Area 80-ft.-radius spread (S)

Duration 1 round

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

When you cast *earthquake*, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an *earthquake* spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An *earthquake* cast on the roof of a very large cavern could also endanger those outside

the actual area but below the falling debris and rubble.

Cliffs: *Earthquake* causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Environment for more details).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned

character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

↓ **Diminished Effects:** The spell's range becomes medium (100 ft. + 10 ft./level), and its area becomes a 40-foot-radius spread. Damage to creatures is reduced to 4d6 points of bludgeoning damage. Damage to structures is reduced to 50 points of damage. Creatures on open ground only have 20% chance to fall into fissures 20 feet deep.

↑ **Heightened Effects:** The spell's area becomes a 120-foot-radius spread. Damage to creatures is increased to 12d6 points of bludgeoning damage. Damage to structures is increased to 150 points of damage. Creatures on open ground only have 30% chance to fall into fissures 60 feet deep.

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 *etherealness*.

EUPHORIC TRANQUILITY

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 6, cleric/oracle 8, druid 8, sorcerer/wizard 8; **Domain** love 8

Casting Time 1 standard action

Components V, S, M/DF (a poppy flower)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw none and Will partial (see below);

Spell Resistance yes

A creature under the effect of this enchantment enters a state of euphoria. The target treats all

creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

↓ **Diminished Effects:** If the creature is attacked, it does not need to make a Will save to act normally for 1 round. In addition, if the creature is considered to have an attitude of Friendly, not Helpful.

↑ **Heightened Effects:** The spell's target becomes all creatures in a 10-foot-radius burst from you.

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).

FRIGHTFUL ASPECT

School transmutation (polymorph); **Level** cleric/oracle 8, druid 8, sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S, M (the skin of a toad)
Range personal
Target you
Duration 1 minute/level

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

- ⬇ **Diminished Effects:** You only gain a +4 size bonus to Strength, a +2 size bonus to Constitution, a +3 natural armor bonus, DR 5/magic, and spell resistance equal to 10 + half your caster level. The aura only emanates 15 feet from you.
- ⬆ **Heightened Effects:** The spell's range becomes touch and its target becomes on creature.

G

H

HOLD MONSTER, MASS

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, witch 8
Casting Time 1 standard action

Components V, S, F/DF (a small, straight piece of iron)
Range medium (100 ft. + 10 ft./level)
Targets one or more humanoids, magical beasts, or monstrous humanoids, no two of which can be more than 30 ft. apart
Duration 1 round/level (D); see text
Saving Throw Will negates; see text; **Spell Resistance** yes

The subjects become paralyzed and freeze in place. They are aware and breathe normally but cannot take any actions, even speech. Each round on its turn, a subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

- ⬇ **Diminished Effects:** The spell can only target humanoid creatures.
- ⬆ **Heightened Effects:** The spell can target any type of creature.
- ⚡ **Merged!** This spell combines the effects of the following spells: *mass hold person* and *mass hold monster*.

HOLY AURA

School abjuration [good]; **Level** cleric/oracle 8;
Domain glory 8, good 8
Casting Time 1 standard action
Components V, S, F (a tiny reliquary worth 500 gp)
Range 20 ft.
Targets one creature/level in a 20-ft.-radius burst centered on you
Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when

they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil*, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration protects the recipient from possession and mental influence, just as *protection from evil* does.

Finally, if an evil creature succeeds on a melee attack against a creature warded by a *holy aura*, the offending attacker is blinded (Fortitude save negates, as *blindness/deafness*, but against *holy aura's* save DC).

↓ **Diminished Effects:** The spell's target becomes one creature per three caster levels. In addition, each warded creature only gains spell resistance 20 against evil spells and spells cast by evil creatures.

↑ **Heightened Effects:** Each warded creature gains a +6 deflection bonus to AC, a +6 resistance bonus on saves, and spell resistance 27 against evil spells and spells cast by evil creatures.

HORRID WILTING

School necromancy; **Level** sorcerer/wizard 8, witch 8; **Domain** water 8

Casting Time 1 standard action

Components V, S, M/DF (a bit of sponge)

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

Targets living creatures, no two of which can be more than 60 ft. apart

Duration instantaneous

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

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals

1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

↓ **Diminished Effects:** The spell's range becomes medium (100 ft. + 10 ft./level). In addition, it either deals a maximum of 15d6 points of damage, or a maximum of 15d8 points of damage to water elementals and plant creatures.

↑ **Heightened Effects:** The spell either deals 1d8 points of damage per caster level (maximum 20d8), or 1d10 points of damage per caster level (maximum 20d10) to water elementals and plant creatures.

INCENDIARY CLOUD

School conjuration (creation) [fire]; **Level** sorcerer/wizard 8, summoner 6; **Domain** fire 8

Casting Time 1 standard action

Components V, S

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

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

Duration 1 round/level (D)

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

Resistance no

An *incendiary cloud* spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a *fog cloud* does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a *cloudkill* spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By

concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remaining spread thereafter.

As with *fog cloud*, wind disperses the smoke, and the spell can't be cast underwater.

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

↑ **Heightened Effects:** The spell deals 6d8 points of fire damage to everything within the cloud on your turn each round.

INFLECT CRITICAL WOUNDS, MASS

School necromancy; **Level** cleric/oracle 8, witch 9

Casting Time 1 standard action

Components V, S

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

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

Duration instantaneous

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

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

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

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

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

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

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.

IRON BODY

School transmutation; **Level** sorcerer/wizard 8;

Domain metal 8

Casting Time 1 standard action

Components V, S, M/DF (a piece of iron from an iron golem, a hero's armor, or a war machine)

Range personal

Target you

Duration 1 min./level (D)

This spell transforms your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15/adamantine. You are immune to blindness, critical hits, ability score damage, 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 take only half damage from acid and fire. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a –6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have an arcane spell failure chance of 35% and a –6 armor check penalty, just as if you were clad in full plate armor. 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), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean—at least until the spell duration expires.

- ⬇️ **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.

IRRESISTIBLE DANCE

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 8, witch 8
Casting Time 1 standard action

Components V

Range touch

Target living creature touched

Duration 1d4+1 rounds

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

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

- ↓ **Diminished Effects:** The effect only imposes a –3 penalty to Armor Class and a –8 penalty on Reflex saves.

- ↑ **Heightened Effects:** The spell's range becomes 30 feet, and its duration becomes 1d12 rounds + 1 round per caster level.

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MAZE

School conjuration (teleportation); **Level** sorcerer/wizard 8, summoner 6, witch 8

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration see text

Saving Throw none; **Spell Resistance** yes

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the *maze* spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

- ↓ **Diminished Effects:** The spell's range becomes touch. If the subject doesn't escape, the maze disappears after 1 minute, freeing the subject.

- ↑ **Heightened Effects:** The spell affects all creatures in a 10-foot-radius burst. Affected creatures must make separate Intelligence checks to attempt to escape the labyrinth.

MIND BLANK

School abjuration; **Level** sorcerer/wizard 8, witch 8; **Domain** liberation 8, protection 8, thought 8; **Bloodline** aberrant 8
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect evil*, *locate creature*, *scrying*, and *see invisibility*). This spell also grants a +8 resistance bonus on saving throws against all mind-affecting spells and effects. *Mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

- ⬇️ **Diminished Effects:** The spell's duration becomes 10 minutes per caster level.
- ⬆️ **Heightened Effects:** The spell's target becomes creatures touched, and you divide the duration into 1-hour increments among the creatures touched.
- 🔗 **Merged!** This spell combines the effects of the following spells: *mind blank* and *communal mind blank*.

MOMENT OF PRESCIENCE

School divination; **Level** sorcerer/wizard 8, witch 8; **Domain** luck 8, memory 8
Casting Time 1 standard action
Components V, S
Range personal
Target you

Duration 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the *moment of prescience* before you make the roll it is to modify. Once used, the spell ends. You can't have more than one *moment of prescience* active on you at the same time.

- ⬇️ **Diminished Effects:** The spell's duration is reduced to 10 minutes per caster level. In addition, it grants a maximum insight bonus of +20.
- ⬆️ **Heightened Effects:** The spell's range becomes touch and its target becomes one creature.

N

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ORB OF THE VOID

School necromancy; **Level** cleric/oracle 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (a black gemstone of any kind worth 50 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect 1-ft.-diameter sphere
Duration 1 round/level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

You create a small weightless sphere of pure negative energy. As a move action, you can move

it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 × 5 temporary hit points for 1 hour.

↓ **Diminished Effects:** You must use a standard action to move the sphere. Four hours after gaining a negative level from the sphere, the subject regains the lost level. In addition, an undead creature that passes through or ends its turn in the space occupied by the orb only gains 2d4 temporary hit points per three caster levels (maximum 10d4 hit points).

↑ **Heightened Effects:** You create two orbs. However, the spell's duration becomes concentration, up to 1 round per caster level.

P

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.

PLANAR ALLY, GREATER

School conjuration (calling) [see text]; **Level** cleric/oracle 8; **Domain** tactics 8

Components V, S, M (offerings worth 2,500 gp plus payment, see text), DF

Casting Time 10 minutes

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

Effect up to three called outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, you request your deity to send you a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18 of the deity's choice. If you serve no particular deity, the spell is a general plea answered by creatures sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creatures called in order to bargain for their services.

The creatures called require payment for their services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creatures, to some other action on your part that matches the creatures' alignment and goals. Regardless, this payment must be made before the creatures agree to perform any services. The bargaining takes at least 1 round, so any actions by the creatures begin in the round after they arrive. The creatures agree to help you and request your return payment together.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creatures called. For a task taking up to 1 hour per caster level, the creatures require a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creatures' ethos, they may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creatures return to their home plane (after reporting back to you, if appropriate and possible).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

↓ **Diminished Effects:** The spell's material component is 1,875 gp plus payment, and you may call a single outsider of 15 HD or less, or two outsiders of the same kind whose HD total no more than 15, which cannot be more than 30 ft. apart when they appear.

↑ **Heightened Effects:** The spell's material component is 3,125 gp plus payment, and you may call a single outsider of 21 HD or less, or three outsiders of the same kind whose HD total no more than 21, which cannot be more than 30 ft. apart when they appear.

PLANAR BINDING, GREATER

School conjuration (calling) [see text]; **Level:** sorcerer/wizard 8, summoner 6

Components: V, S

Casting Time 10 minutes

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

Targets up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no and yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a *magic circle* spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A *dimensional anchor* cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see *magic circle against evil*) to make the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed

check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

↓ **Diminished Effects:** You may call a single outsider of 15 HD or less, or up to three outsiders of the same kind whose Hit Dice total no more than 15, which cannot be more than 30 ft. apart when they appear.

↑ **Heightened Effects:** You may call a single outsider of 21 HD or less, or up to three outsiders of the same kind whose Hit Dice total no more than 21, which cannot be more than 30 ft. apart when they appear.

POLAR RAY

School evocation [cold]; **Level** sorcerer/wizard 8; **Domain** ice 9; **Bloodline** boreal 8

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

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

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

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

POLYMORPH ANY OBJECT

School transmutation (polymorph); **Level** sorcerer/wizard 8; **Domain** construct 8
Casting Time 1 standard action
Components V, S, M/DF (mercury, gum arabic, and smoke)
Range close (25 ft. + 5 ft./2 levels)
Target one creature, or one nonmagical object of up to 100 cu. ft./level
Duration see text
Saving Throw Fortitude negates (object); see text;
Spell Resistance yes (object)

This spell functions like *polymorph*, except that it changes one object or creature into another. You can use this spell to transform all manner of objects and creatures into new forms—you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from

the original state to its transmuted state. The duration is determined by using the following guidelines.

Changed Subject Is...	Increase to Duration Factor*
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc.)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc.)	+2
Same or lower Intelligence	+2
*Add all that apply. Look up the total on the next table.	

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to mantichore
9+	Permanen t	Mantichore to shrew

If the target of the spell does not have physical ability scores (Strength, Dexterity, or Constitution), this spell grants a base score of 10 to each missing ability score. If the target of the spell does not have mental ability scores (Intelligence, Wisdom, or Charisma), this spell grants a score of 5 to such scores. Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force. A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral, or adamantine. It also cannot reproduce the special properties of cold iron in order to overcome the damage reduction of certain creatures.

This spell can also be used to duplicate the effects of *baleful polymorph*, *flesh to stone*, *polymorph*, *stone to flesh*, *transmute mud to rock*, *transmute metal to wood*, or *transmute rock to mud*.

⬇️ **Diminished Effects:** The spell's range becomes touch. The effect's duration factor total is reduced by 2, to a minimum of 0.

⬆️ **Heightened Effects:** The spell's target becomes one creature or nonmagical object per five caster levels, no two of which can be more than 30 feet apart. The targets must all be either creatures or objects. For example, you can't target both a table and a cat with the same casting of the spell. You may only select one type of creature or object to transmute your targets into. For example, you could change a human, a gnome, and cat into three hedgehogs, but you couldn't change them into a hedgehog, a porcupine, and an opossum.

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
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*.

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PREDICTION OF FAILURE

School divination [curse, fear, mind-affecting];

Level sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration permanent or 1 round/level (see text)

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

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level. If the target is a spellcaster, failing this saving throw means it also gains a random minor spellblight.

- ⬇️ **Diminished Effects:** The spell's range becomes touch. A failed saving throw only renders the target permanently sickened, not shaken.

- ⬆️ **Heightened Effects:** If the target is a spellcaster, failing this saving throw means it also gains a random major spellblight.

PRISMATIC WALL

School abjuration; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

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

Effect wall 4 ft./level wide, 2 ft./level high

Duration 10 min./level (D)

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

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a *prismatic wall*, but an *antimagic field* fails to penetrate it. *Dispel magic* and *greater dispel magic* can only be used on the wall once all the other colors have been destroyed. Spell resistance is effective against a *prismatic wall*, but the caster level check must be repeated for each color present.

Prismatic wall can be made permanent with a *permanency* spell.

Order	Color	Effect of Color	Negated by
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Compendium Arcanum Volume 9: 8th Level Spells

1st	Red	Stops nonmagical ranged weapons.	
		Deals 20 points of fire damage (Reflex half).	<i>Cone of cold</i>
2nd	Orange	Stops magical ranged weapons.	
		Deals 40 points of acid damage (Reflex half).	<i>Gust of wind</i>
3rd	Yellow	Stops poisons, gases, and petrification.	
		Deals 80 points of electricity damage (Reflex half).	<i>Disintegrate</i>
4th	Green	Stops breath weapons.	
		Poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 Con/rd.; cure 2 consecutive Fort saves).	<i>Passwall</i>
5th	Blue	Stops divination and mental attacks.	
		Turned to stone (Fortitude negates).	<i>Magic missile</i>
6th	Indigo	Stops all spells.	
		Will save or become insane (as insanity spell).	<i>Daylight</i>
7th	Violet	Energy field destroys all	

objects and effects.*

Creatures sent to another plane (Will negates). *Dispel magic or greater dispel magic*

* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

↓ **Diminished Effects:** The spell's duration is reduced to 1 minute per caster level.

↑ **Heightened Effects:** The spell's range becomes 10 feet and its area becomes a 10-foot-radius sphere centered on you. The sphere's *blindness* effect on creatures with less than 8 HD lasts 2d4 × 10 minutes. When you are inside the sphere, it blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe exists, since you are at the center of the sphere, so the lower half is usually occluded by the floor surface you are standing on.

🔗 **Merged!** This spell combines the effects of the following spells: *prismatic wall* and *prismatic sphere*.

PROTECTION FROM SPELLS

School abjuration; **Level** sorcerer/wizard 8, summoner 6; **Domain** magic 8

Casting Time 1 standard action

Components V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)

Range touch

Targets up to one creature touched per four levels

Duration 10 min./level

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

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

↓ **Diminished Effects:** The subject only gains a +6 resistance bonus.

↑ **Heightened Effects:** The subject gains a +8 luck bonus instead of a resistance bonus.

PRYING EYES, GREATER

School divination; **Level** sorcerer/wizard 8, witch 8
Casting Time 1 minute

Components V, S, M (a handful of crystal marbles)

Range 1 mile

Effect 10 or more levitating eyes

Duration 1 hour/level; see text (D)

Saving Throw none; **Spell Resistance** no

You create a number of semitangible, visible magical orbs (called “eyes”) equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet in all directions with a continuous *true seeing* effect.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +25) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any

knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

↓ **Diminished Effects:** The eyes exist for up to 10 minutes per caster level or until they return to you, and have a Perception modifier equal to your caster level (maximum +20).

↑ **Heightened Effects:** Each eye can see 180 feet in all directions with a continuous *true seeing* effect, and has a Perception modifier equal to your caster level (maximum +30).

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

SCINTILLATING PATTERN

School illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 8; **Domain** madness 8
Casting Time 1 standard action
Components V, S, M (a crystal prism)
Range close (25 ft. + 5 ft./2 levels)
Effect colorful lights in a 20-ft.-radius spread
Duration concentration + 2 rounds
Saving Throw none; **Spell Resistance** yes

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. The spell affects each subject according to its HD.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then *confused* for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, then *confused* for an additional 1d4 rounds.

13 or more: *Confused* for 1d4 rounds.

Sightless creatures are not affected by *scintillating pattern*.

⬇ **Diminished Effects:** The spell's effect becomes colorful lights in a 10-foot-radius spread. The spell affects each subject according to its HD.

6 or less: Unconscious for 1 round, then stunned for 1 round, and then *confused* for 1 round. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1 round, then *confused* for an additional 1 round.

13 or more: *Confused* for 1 round.

⬆ **Heightened Effects:** Creatures affected by the spell must succeed on a Will save or take 1d4 points of temporary Intelligence, Wisdom, or Charisma damage, determined randomly.

d6	Ability Damage Type
1-2	Intelligence
3-4	Wisdom
5-6	Charisma

SEAMANTLE

School conjuration (creation) [water]; **Level** druid 8, sorcerer/wizard 8; **Bloodline** aquatic 8
Casting Time 1 standard action
Components V, S, M (a cup of water)
Range personal
Target you
Duration 1 minute/level

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to your land speed and can see, hear, and breathe normally within the *seamantle*, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves) against foes that do not have *freedom of movement* effects. The cover granted by the *seamantle* does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater (such as *cloudkill*).

The *seamantle* blocks line of effect for any fire spell or supernatural fire effect, but enemies can

attempt to use fire spells within the *seamantle*; this requires a caster level check (DC 20 + spell level), and if successful the fire spell takes effect as a bubble of steam contained within the *seamantle* rather than its usual effect.

The *seamantle* allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can attempt to extinguish fires by touch. You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as *dispel magic*; this also applies to any non-instantaneous fire affect that comes into contact with you (such as *flame blade*, *flaming sphere*, or *incendiary cloud*). Even if you fail to extinguish a fire, you are not harmed by it. A *flaming* or *flaming burst* weapon that strikes you has its power suppressed for 1d4 rounds if the wielder fails a Fortitude save.

↓ **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.

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.

SHADOW CONJURATION, GREATER

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 8; **Domain** darkness 9

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

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

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

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

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only seven-tenths (70%) damage from the attack. If the disbelieved attack has a special effect other than

damage, that effect is only 70% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow conjuration's* level (8th) rather than the spell's normal level. In addition, any effect created by *shadow conjuration* allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 70% likely to work.

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

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

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

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

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

SHADOW EVOCATION, GREATER

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 8; **Domain** darkness 8

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with);

Spell Resistance yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 7th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only three-fifths damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is three-fifths as strong (if applicable) or only 60% likely to occur. If recognized as a *shadow evocation*, a damaging spell deals only three-fifths (60%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow evocation's* level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

↓ **Diminished Effects:** The spell can mimic any sorcerer or wizard evocation spell of 6th level or lower. If recognized as a *shadow evocation*, a damaging spell deals only one-half (50%) damage.

↑ **Heightened Effects:** The spell can mimic any sorcerer or wizard evocation spell of 8th level or lower. If recognized as a *shadow evocation*, a damaging spell deals only seven-tenths (70%) damage.

SHIELD OF LAW

School abjuration [lawful]; **Level** cleric/oracle 8; **Domain** law 8

Casting Time 1 standard action

Components V, S, F (a reliquary worth 500 gp)

Range 20 ft.

Targets one creature/level in a 20-ft.-radius burst centered on you

Duration 1 round/level (D)

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

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and *slowing* chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from chaos*, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration protects you from possession and mental influence, just as *protection from chaos* does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is *slowed* (Will save negates, as the *slow* spell, but against *shield of law's* save DC).

↓ **Diminished Effects:** The spell's target becomes one creature per three caster levels. In addition, each warded creature only gains spell resistance 20

against chaotic spells and spells cast by chaotic creatures.

↑ **Heightened Effects:** Each warded creature gains a +6 deflection bonus to AC, a +6 resistance bonus on saves, and spell resistance 27 against chaotic spells and spells cast by chaotic creatures.

SHOUT, GREATER

School evocation [sonic]; **Level** bard 6, sorcerer/wizard 8

Casting Time 1 standard action

Components: V, S, F (a metal or ivory horn)

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object); see text

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is be stunned for 1 round and deafened for 4d6 rounds and takes 10d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 20d6). A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects. A *great shout* spell cannot penetrate a *silence* spell.

↓ **Diminished Effects:** Any creature within the area is only deafened for 4d6 rounds and takes 10d4 points of sonic damage. Any exposed brittle or crystalline object or crystalline creature takes 1d4 points of sonic damage per caster level (maximum 20d4).

↑ **Heightened Effects:** Any creature within the area is be stunned for 1d4 rounds and deafened for 4d6 rounds and takes 10d8 points of sonic damage. Any exposed brittle or crystalline object or

crystalline creature takes 1d8 points of sonic damage per caster level (maximum 20d8).

SIEGE OF TREES

School transmutation; **Level** druid 8
Casting Time 10 minutes
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Targets one Huge or Large plant per three caster levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You imbue inanimate plants with limited mobility and a semblance of life. Each plant targeted acts as a catapult of its size until the end of the spell's duration, though you must spend a standard action to aim each of these tree catapults before the first time they fire, and anytime thereafter when you want the trees to fire at a new target. The catapult uses your caster level as its targeting bonus. With a free action, you can command one or all of the trees under your command to stop firing. You do not need to supply ammunition to these tree catapults; they will automatically load themselves with rocks and boulders in the area, digging them deep from the ground if need be. You can supply the trees ammunition if you desire. The tree will not load flaming ammunition, and these catapult trees cannot be affected by *energy siege shot* if the energy selected is fire.

- ⬇ **Diminished Effects:** The spell's target becomes one Large plant per three caster levels.
- ⬆ **Heightened Effects:** The spell's target becomes one Gargantuan, Huge, or Large plant per three caster levels.
- ⚡ **Merged!** This spell combines the effects of the following spells: *siege of trees* and *greater siege of trees*.

SPELL IMMUNITY, GREATER

School abjuration; **Level** cleric/oracle 8

Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 8th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. *Greater spell immunity* protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one *spell immunity* or *greater spell immunity* spell in effect on it at a time.

- ⬇ **Diminished Effects:** The spell's range becomes personal and its target becomes you.
- ⬆ **Heightened Effects:** The spell's target becomes creatures touched, and divide the duration in 10-minute intervals among the creatures touched.
- ⚡ **Merged!** This spell combines the effects of the following spells: *greater spell immunity* and *communal greater spell immunity*.

STORMBOLTS

School evocation [electricity]; **Level** cleric/oracle 8, druid 8, sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S, M/DF (a copper rod)
Range 30 ft.
Area a 30-ft.-radius spread, centered on you
Duration instantaneous

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

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

⬇️ **Diminished Effects:** The spell's range becomes 15 feet, and its area becomes a 15-foot-radius spread centered on you.

⬆️ **Heightened Effects:** Any other creatures within the area take 1d10 points of electricity damage per caster level (maximum 20d10) and are stunned for 1d4 rounds.

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 monster's 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*.

SUMMON NATURE'S ALLY, GREATER

School conjuration (summoning) [see text]; **Level** druid 8; **Domain** animal 8
Casting Time 1 round
Components V, S, DF
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 to your side a natural creature (typically an animal, fey, magical beast, outsider with the elemental subtype, or a giant). The summoned ally 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 as you command.

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 that have expensive material components (such as *wish*).

The spell conjures one of the creatures from the table below, or 1d3 creatures of the same kind from the diminished list. You choose which kind of creature to summon, and you can change that choice each time you cast the spell. All the creatures on the table are neutral unless otherwise noted.

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. All creatures summoned with this spell without alignment subtypes 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
Cloud giant	Air
Elemental (elder)	Elemental

Purple worm —

↑ **Diminished Effects:** You instead summon one of the creatures on the following table:

7 th Level	Subtype
Brachiosaurus (dinosaur)	—
Dire crocodile	—
Dire shark	—
Elemental (greater)	Elemental
Fire giant	Fire
Frost giant	Cold
Giant squid	—
Mastodon (elephant)	—
Roc	—
Tyrannosaurus (dinosaur)	—

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

9 th Level	Subtype
Purple worm (w/ giant creature template)	—
Froghemoth	—
Pixie (w/irresistible dance and sleep arrows)	—
Storm giant	—

⚡ **Merged!** This spell combines the effects of the following spells: *summon nature's ally VII*, *summon nature's ally VIII*, *summon nature's ally IX*, *summon elder worm*, and *summon froghemoth*.

SUNBURST

School evocation [fire (heightened only), light]; **Level** druid 8, sorcerer/wizard 8; **Domain** seasons 8, sun 8

Casting Time 1 standard action

Components V, S, M/DF (sunstone and fire source)

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

Area 80-ft.-radius burst

Duration instantaneous

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

Resistance yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst 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.

Sunburst dispels any darkness spells of lower than 9th level within its area.

↓ **Diminished Effects:** All creatures caught within the globe only take 6d4 points of damage. An undead creature caught within the globe only takes 1d4 points of damage per caster level (maximum 25d4).

↑ **Heightened Effects:** All creatures caught within the globe only take 6d8 points of damage. An undead creature caught within the globe only takes 1d8 points of damage per caster level (maximum 25d8). 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.

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

SYMBOL OF DEATH

School necromancy [death]; **Level** cleric/oracle 8, sorcerer/wizard 8, witch 8; **Domain** rune 8

Casting Time 10 minutes

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

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, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first.

Symbol of death can be made permanent with a *permanency* spell. A permanent *symbol of death* that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as *symbol of death* 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 33 for *symbol of death*.

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

Sidebar: *Symbol* Spells

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

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

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

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol* spell to render it inoperative triggers it if the symbol reacts to touch.

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

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

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

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

own *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 INSANITY

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 8, sorcerer/wizard 8, witch 8

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 the *symbol of insanity* instead become permanently insane (as the *insanity* spell).

Symbol of insanity has no hit point limit; once triggered, a *symbol of insanity* simply remains active for 10 minutes per caster level.

Note: Magic traps such as *symbol of insanity* 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 33 for *symbol of insanity*.

↓ **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.

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

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

SYMPATHY

School enchantment (compulsion) [emotion, mind-affecting]; **Level** druid 9, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 1 hour

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

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

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

Duration 2 hours/level (D)

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

Resistance yes

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

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

Sympathy counters and dispels *antipathy*.

T

TELEKINETIC SPHERE

School evocation [force]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a crystal sphere and a pair of small magnets)

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

Effect 1-ft.-diameter/level sphere, centered around creatures or objects

Duration 1 min./level (D)

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

Resistance yes (object)

A globe of shimmering force encloses the creatures or objects, provided the creatures or objects are small enough to fit within the diameter of the sphere. The sphere contains its subjects for the spell's duration. Creatures or objects caught inside the globe created by the spell are made nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

A *telekinetic sphere* can be dispelled with *dispel magic* or *mage's disjunction*. A *telekinetic sphere* can be damaged by spells as normal, except for *disintegrate*, which automatically destroys it. It can be damaged by weapons and supernatural

abilities, but a *telekinetic sphere* has hardness 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 *telekinetic sphere*.

Breath weapons and spells cannot pass through a *telekinetic sphere* in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones. Gaze attacks can operate through a *telekinetic sphere*.

You can move the sphere, along with the objects and creatures it contains that weigh a total of 5,000 pounds or less, by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface. You can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

↓ **Diminished Effects:** The sphere's diameter becomes 1-foot per two caster levels, and the telekinetic control only extends from you out to close range (25 ft. + 5 ft./2 levels) after the sphere has encapsulated its contents.

↑ **Heightened Effects:** The spell's duration becomes 1 round per caster level. The spell's effect becomes a wall or plane whose area is up to one 10-foot square per caster level. Each round you can move the plane as detailed above and resize the plane up to its maximum area. The wall or plane is now

immune to *dispel magic*, although a *mage's disjunction* can still dispel it.

TEMPORAL STASIS

School transmutation; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (powdered diamond, emerald, ruby, and sapphire dust worth 5,000 gp)

Range touch

Target creature touched

Duration permanent

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

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful *dispel magic* spell or a *freedom* spell).

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

↑ **Heightened Effects:** At the time of casting you can set a specific set of conditions that will end the stasis. The conditions needed to end the stasis into effect must be clear, although they can be general. In addition, you may place a companion spell that will be brought into effect upon ending of the stasis. The companion spell must be one that affects the target and be of a spell level no higher than one-fourth your caster level (rounded down, maximum 5th level). If complicated or convoluted conditions are prescribed, the whole spell combination (*temporal stasis* and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to. If you choose to place a companion spell, the casting time of *temporal stasis* becomes 10 minutes or the casting time of the companion spell, whichever is greater.

TRAP THE SOUL

School conjuration (summoning); **Level** sorcerer/wizard 8, witch 8; **Domain** souls 9
Casting Time 1 standard action or see text
Components V, S, M (gem worth 1,000 gp per HD of the trapped creature)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent; see text
Saving Throw see text; **Spell Resistance** yes; see text

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

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

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled. A *sympathy* spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically

transferred to the gem without the benefit of spell resistance or a save.

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

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

U**UNHOLY AURA**

School abjuration [evil]; **Level** cleric/oracle 8; **Domain** evil 8; **Bloodline** abyssal 8
Casting Time 1 standard action
Components V, S, F (a tiny reliquary worth 500 gp)
Range 20 ft.
Targets one creature/level in a 20-ft.-radius burst centered on you
Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of *protection from good*, this benefit applies against all attacks, not just against attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as *protection from good* does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending

attacker takes 1d6 points of Strength damage (Fortitude negates).

↓ **Diminished Effects:** The spell's target becomes one creature per three caster levels. In addition, each warded creature only gains spell resistance 20 against good spells and spells cast by good creatures.

↑ **Heightened Effects:** Each warded creature gains a +6 deflection bonus to AC, a +6 resistance bonus on saves, and spell resistance 27 against good spells and spells cast by good creatures.

V

W

WALL OF LAVA

School conjuration (creation) [earth, fire]; **Level** druid 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (a chunk of dried lava)

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

Target lava wall whose area is up to one 5-ft. square/level (S)

Duration 1 round/level (D)

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

This spell creates a vertical *wall of lava* that is 1-inch-thick for every 4 caster levels and composed of up to one 5-foot square per level. A *wall of lava's* maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a *wall of lava* can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier.

Each time a weapon strikes a *wall of lava*, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a *wall of lava* as a full-round action by making a DC 25 Strength check—failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a *wall of lava* inflicts 20d6 fire damage. A *wall of lava* also radiates heat as if it were a *wall of fire*, although the heat from a *wall of lava* radiates from both sides.

Once per round as a move action, you can direct the *wall of lava* to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a *wall of lava* from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a *wall of lava* continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

↓ **Diminished Effects:** The spell's range becomes close (25 ft. + 5 ft./2 levels). The wall can measure no more than 2 inches thick.

↑ **Heightened Effects:** The wall measures 1-inch-thick per two caster levels.

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.

WHIRLWIND

School evocation [air]; **Level** druid 8; **Domain** air 8, weather 8

Casting Time 1 standard action

Components V, S, DF

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

Effect cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration 1 round/level (D)

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

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the cyclone's every movement or specify a simple program. Directing the cyclone's movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if it comes back within range.)

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d6 points of damage. A

Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

↓ **Diminished Effects:** Once created, the cyclone moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering you or your allies—and then dissipates.

↑ **Heightened Effects:** The cyclone 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.

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 RECALL

School conjuration (teleportation); **Level** cleric/oracle 6, druid 8

Casting Time 1 standard action

Components V

Range unlimited

Target you and touched objects or other willing creatures

Duration instantaneous

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

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, 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 two Large 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. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*. Likewise, a creature's Will save (or spell resistance) prevents items in its possession from

being teleported. Unattended, nonmagical objects receive no saving throw.

↓ **Diminished Effects:** You may only transport, in addition to yourself, one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load).

↑ **Heightened Effects:** The spell can teleport a single unwilling creature. To affect a creature in this manner, you must succeed at a melee touch attack and defeat its spell resistance (if any). An unwilling creature's successful Will save negates the spell.

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