



# MYSTIC

## SPELL DECK 2

4<sup>TH</sup> - 6<sup>TH</sup> LEVEL



# ANIMATE DEAD

LEVEL 4

**School** necromancy

**Casting Time** 1 standard action

**Range** touch

**Targets** one or more corpses

**Duration** instantaneous

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

This spell turns corpses into undead creatures that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in place and attack any creature (or a specific kind of creature) entering the area. They remain animated until they are destroyed. A destroyed undead can't be animated again. You can create one or more undead creatures with a total CR of no more than half your caster level. You can only create one type of undead with each casting of this spell. Creating undead requires special materials worth 1,000 credits × the total CR of the undead created; these materials are consumed as part of casting the spell. The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only a number of undead whose total CR is no greater than your caster level. If you exceed this number, all the newly created creatures fall under your control and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Once released, such undead have no particular feelings of loyalty to you, and in time they may grow in power beyond the undead you can create. The corpses you use must be as intact as the typical undead of the type you choose to create. For example, a skeleton can be created only from a mostly intact corpse (that has bones) or skeleton. A zombie can be created only from a creature with a physical anatomy.

# CONFUSION

# LEVEL 4

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

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

**Area** 15-ft.-radius burst

**Duration** 1 round/level

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

This spell causes confusion in all creatures in the area, making them unable to determine their actions. Any confused creature that is attacked automatically attacks or attempts to attack its attackers on its next turn, as long as it is still confused at the start of its next turn. Note that a confused creature will not make attacks of opportunity against any foe that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). For confused creatures that have not been attacked, roll on the following table at the start of each affected creature's turn each round to see what it does in that round.

D%	BEHAVIOR
1-25	Act Normally
26-50	Do nothing but babble incoherently
51-75	Deal 1d8 + Str modifier damage to self with item in hand
76-100	Attack nearest creature

A confused creature that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused target.

# COSMIC EDDY

# LEVEL 4

**School** evocation

**Casting Time** 1 standard action

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

**Area** 20-ft.-radius spread

**Duration** 1 round/level (D)

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

You pull dormant mystical energy from the land and objects around you and use it to create a swirling eddy that batters your foes and can hinder their movement. The eddy deals 4d6 bludgeoning damage to each creature in the area. Additionally, creatures in the area are knocked prone and are reduced to half speed while the spell is in effect. A creature that succeeds at a Reflex save takes only half damage and is not knocked prone, but it is still reduced to half speed. Flying creatures within the eddy's area must attempt an Acrobatics check to fly (DC equals the spell's save DC) each round. Failure means the creature cannot move for that round. The spell deals damage and knocks creatures prone only once. However, if a creature leaves the spell's area and then returns, it is subject to the damage and other effects described above again (and can attempt another Reflex saving throw). Similarly, if a creature is not in this spell's area when it is first cast but later moves into it, it is subject to the damage and other effects described above. Small, unattended items (no more than light bulk) are also thrown around in the eddy's area. At the end of the spell's duration, such items land in a randomly determined space within the spell's area.



# DEATH WARD

LEVEL 4

**School** necromancy

**Casting Time** 1 standard action

**Range** touch

**Targets** one living creature

**Duration** 1 minute/level

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

The target gains a +4 morale bonus to saving throws against all spells and effects with the death descriptor. The target can attempt a save to negate such effects even if one is not normally allowed. The target can't gain negative levels and is immune to any negative energy effects. This spell does not remove negative levels the target has already gained, but it does remove the penalties from negative levels for the duration of its effect. *Death ward* does not protect against other sorts of attacks, even if those attacks might be lethal.

# DISCERN LIES

# LEVEL 4

**School** divination

**Casting Time** 1 standard action

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

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

**Duration** concentration, up to 1 round/level

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

Each round, you concentrate on one target within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth or uncover unintentional inaccuracies, and it doesn't necessarily reveal evasions. Each round, you can concentrate on a different target.

# DISMISSAL

# LEVEL 4

**School** abjuration

**Casting Time** 1 standard action

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

**Targets** see text

**Duration** instantaneous

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

The spell instantly forces one or more extraplanar creatures off your current plane, whisking them away instantly—usually to the creature's home plane, but there is a 20% chance of sending the target to a random plane other than its own. You can improve the spell's chance of success by presenting one object or substance that the target fears, hates, or otherwise opposes; you gain a +1 circumstance bonus to your caster level check to overcome the target's spell resistance (if any), and the save DC of the spell increases by 2. At the GM's discretion, certain rare items might work twice as well, providing a +2 circumstance bonus to the caster level check to overcome spell resistance and increasing the spell's save DC by 4.

**4th:** When you cast dismissal as a 4th-level spell, it affects one extraplanar creature.

**5th:** When you cast dismissal as a 5th-level spell, it affects a number of extraplanar creatures whose total CR can't exceed your level + 2, no two of which can be more than 30 feet apart.

# DIVINATION

LEVEL 4

**School** divination

**Casting Time** 10 minutes

**Range** personal

**Duration** instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. Casting this spell requires you to expend 1 Resolve Point. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If you don't act on the information, the conditions may change so that the information is no longer useful. The chance for a correct divination is 75%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with *augury*, multiple castings of *divination* about the same topic by the same caster use the same die result as the first *divination* spell and yield the same answer each time.

# ENERVATION

LEVEL 4

**School** necromancy

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You shoot a black ray at a target, making a ranged attack against the target's EAC. If you hit, the target gains 2 temporary negative levels. Negative levels stack. If the target survives, it recovers from negative levels after a number of hours equal to your caster level (maximum 15 hours). An undead creature struck by the ray gains 10 temporary Hit Points for 1 hour.

# FEAR

# LEVEL 4

**School** enchantment (emotion, fear, mind-affecting)

**Casting Time** 1 standard action

**Range** see text

**Targets** see text

**Duration** see text

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

With a single mental nudge, you can unlock one or more targets' deepest nightmares. A target that succeeds at its Will saving throw against this spell is shaken for 1 round.

**4th:** When you cast *fear* as 4th-level spell, it affects all living creatures in 30-foot cone-shaped burst regardless of CR. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

# HOLD MONSTER

LEVEL 4

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one living creature

**Duration** 1 round/level (D)

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

The target becomes paralyzed and freezes in place. It is aware and breathes normally but can't take any physical actions, even speech. A held creature can't cast spells. Each round on its turn, the target can spend a full action to attempt a new saving throw to end the effect. This does not provoke attacks of opportunity. A winged creature that is paralyzed can't flap its wings and falls. A swimmer can't swim and may drown.

# MIND PROBE

# LEVEL 4

**School** divination (mind-affecting)

**Casting Time** 1 minute

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

**Targets** one creature

**Duration** 1 round/level (D)

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

You gain access to the target's memories and knowledge, and you can pry the information you want from them involuntarily. You can attempt to learn the answer to one question of your choice per round; after each question, the target can attempt a Will saving throw to end the spell. If it fails, the creature can attempt a Bluff check with a DC equal to 11 + your Sense Motive modifier. If it fails its Bluff check, you gain the answer you desire. If it succeeds at its check, you gain no information. If it succeeds by 5 or more, it answers however it chooses and you believe that wrong answer to be the truth. Your questions are purely telepathic inquiries, and the answers to those questions are imparted directly into your mind. You and the target don't need to speak the same language, though less intelligent creatures may yield up only appropriate sensory images in answer to your questions.



# MIND THRUST

LEVEL 4

**School** divination (mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

**4th:** When you cast *mind thrust* as a 4th-level spell, it deals 10d10 damage to the target and the target is fatigued for 1 round if it fails its saving throw.

# MYSTIC CURE

# LEVEL 4

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch **Targets** one living creature

**Duration** instantaneous

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

With a touch, you heal and invigorate your target, restoring  $7d8 +$  your Wisdom modifier Hit Points. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing. *Mystic cure* restores a number of Hit Points to your target depending on the spell's level.

In addition, unlike most healing, when you cast *mystic cure* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to restore an extra  $5d8$  Hit Points with a 4th-level *mystic cure* spell. The second option is to bring a target that died within 2 rounds back to life. In addition to healing such a creature, the spell returns the target to life, and the target takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on. Casting this spell doesn't provoke attacks of opportunity.

# PLANAR BINDING

# LEVEL 4

**School** conjuration (calling); see text

**Casting Time** 10 minutes

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

**Targets** see text

**Duration** instantaneous; see text

**Saving Throw** Will negates;

**Spell Resistance** yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. 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 CR of the outsider you can call with *planar binding* depends on the spell's level (4th: One outsider of CR 4 or lower).

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it 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 using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel.

## PLANAR BINDING, CONT.

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 convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues 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. It never agrees to unreasonable commands.

Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions.

When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

# REINCARNATE

# LEVEL 4

**School** transmutation

**Casting Time** 10 minutes

**Range** touch **Targets** one dead creature

**Duration** instantaneous; see text

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

When you cast this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the target's soul is free and willing to return. If the target's soul is not willing to return, the spell fails; therefore, a target that wants to return receives no saving throw. Casting this spell requires a special monument worth at least 1,000 credits to serve as a beacon for the departed creature's soul. This object is consumed when you cast the spell. Since the dead creature is returning in a new body, all physical ills and afflictions are removed. The condition of the creature's remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the target is reincarnated. A reincarnated creature recalls the majority of its former life and form. It retains any class features, feats, and skill ranks it formerly had. Its class, base attack bonus, base save bonuses, and Hit Points are unchanged. The creature should recalculate its ability scores from scratch as a member of its new race (remembering to include any ability score increases from leveling up). The target of the spell gains 2 permanent negative levels when it is reincarnated. If the target is 1st level, it takes 2 Constitution drain instead (if the Constitution drain would reduce its Constitution to 0 or less, the creature cannot be reincarnated). The target creature can decide whether its new body retains any of the implants it had in its former body. A spellcasting creature has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

## REINCARNATE, CONT.

For a humanoid creature, the new incarnation is determined using the table on the facing page. For nonhumanoid creatures, a similar table of creatures of the same type should be created. Elementals, outsiders, and undead creatures can't be reincarnated. Any creature that can't benefit from the *mystic cure* spell cannot be reincarnated. The spell can bring back a creature that has died of old age. The reincarnated creature gains all abilities associated with its new form, including any forms of movement and speeds, natural attacks, extraordinary abilities, and the like, but it does not automatically speak the language of the new form it takes.

D%	INCARNATION
1-6	Android
7-14	Dwarf
15-22	Elf
23-30	Gnome
31-34	Half-elf
35-38	Half-orc
39-46	Halfling
47-55	Human
56-64	Lashunta
65-73	Kasatha
74-81	Shirren
82-90	Vesk
91-99	Ysoki
100	Other (GM's choice)

A *miracle* or *wish* spell can restore a reincarnated creature to its original form.

# REMOVE RADIOACTIVITY

LEVEL 4

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch

**Targets or Area** one creature or object or one 20-ft.-radius area

**Duration** instantaneous

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

You remove all ongoing effects of radiation from a single target if you succeed at a caster level check (DC = the DC associated with the radiation effect). The target is cured of both the radiation's poison effects and the radiation sickness disease, moving the target to the healthy state on both tracks. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

# RESISTANT ARMOR

LEVEL 4

**School** abjuration

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature wearing armor

**Duration** 10 minutes/level **Saving Throw** Fortitude negates (harmless);

**Spell Resistance** yes (harmless)

*Resistant armor* grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 10/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any three of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 10 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.



# RESTORATION

# LEVEL 4

**School** conjuration (healing)

**Casting Time** 3 rounds

**Range** touch

**Targets** one creature

**Duration** instantaneous

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

This spell functions as *lesser restoration*, except it also removes temporary negative levels or 1 permanent negative level. You must spend 5 Resolve Points when casting this spell to remove a permanent negative level. This spell can't be used to remove more than 1 permanent negative level from a target in a 1-week period. *Restoration* heals all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target, but it doesn't remove any underlying source of fatigue or exhaustion. A target that has benefited from the removal of fatigue or exhaustion from this spell can't benefit from either effect again for 24 hours.

# TELEPATHIC BOND

LEVEL 4

**School** divination

**Casting Time** 1 standard action

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

**Targets** you plus up to one willing creature per 3 levels, no two of which can be more than 30 ft. apart

**Duration** 10 minutes/level (D)

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

You forge a telepathic bond between yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher (or a modifier of -4 or higher). Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you can leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

# BREAK ENCHANTMENT

LEVEL 5

**School** abjuration

**Casting Time** 1 minute

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

**Targets** up to one creature per level, no two of which can be more than 30 ft. apart

**Duration** instantaneous

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

This spell frees victims from curses, enchantments, and transmutations. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you attempt a caster level check (1d20 + your caster level, maximum +15) against a DC equal to 11 + the caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC of the caster level check is equal to the DC of the curse. If the spell is one that can't be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, *break enchantment* doesn't remove the curse from the item but it does free the victim from the item's effects.

**School** evocation

**Casting Time** 1 standard action

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

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

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

You evoke a vertical column of dangerous material from across the universe that rains down upon creatures in the area. This matter is made up of bits of burning stars and chunks of frozen comets, and it deals 4d6 fire damage and 3d6 cold damage to every creature in the area. This damage occurs only once, when the spell is cast. For the spell's remaining duration, the fallen starstuff makes the entire area difficult terrain, and thick, swirling clouds of particulate space matter magically block vision. This obscures all sight beyond 5 feet, including darkvision and other vision-based senses (including vision-based blindsight and sense through), but doesn't prevent blindsense. A creature within 5 feet of its attacker has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Additionally, the swirling cosmic particles are distracting to spellcasters in the area, who have a 20% chance of losing any spell they attempt to cast in the area. At the end of the duration, the starstuff disappears, leaving no aftereffects (other than the damage dealt).

# COMMAND, GREATER

LEVEL 5

**School** enchantment (compulsion, language-dependent, mind-affecting)

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

**Duration** 1 round/level

This spell functions like *command*, except you can affect up to one creature per level and the targets continue the specified activity beyond 1 round. At the start of each commanded creature's action after the first, it can attempt another Will saving throw to break free from the spell. Each creature must receive the same command.

# COMMUNE WITH NATURE

# LEVEL 5

**School** divination

**Casting Time** 10 minutes

**Range** personal

**Duration** instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of native creatures, presence of powerful unnatural creatures, or general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell is less powerful and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlements, such as in cities, factories, and starships.

# CONTACT OTHER PLANE

# LEVEL 5

**School** divination

**Casting Time** 10 minutes

**Range** personal

**Duration** concentration

You send your mind to another plane of existence (an Elemental Plane or some plane further removed) in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "Yes," "No," "Maybe," "Never," "Irrelevant," or some other one-word answer. You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You can ask one question for every 2 caster levels. On rare occasions, this divination may be blocked by an act of certain deities or forces. Contacting a minor planar power is relatively safe but may not result in useful answers. For each question you ask, the GM secretly rolls 1d20.

**1-2:** The power gives you no answer, the spell ends, and you must attempt a DC 7 Intelligence check. On a failed check, your Intelligence and Charisma scores each fall to 8 for a week and you are unable to cast spells for that period.

**3-5:** You receive a random answer to the question.

**6-10:** You receive an incorrect answer to the question. Based on the nature and needs of the creature contacted, this may be a lie designed to harm

## CONTACT OTHER PLANE, CONT.

you.

**11-15:** You receive no answer to the question.

**16 or More:** You receive a truthful and useful one-word answer. If the question can't be truthfully answered in this way, no answer is received.

Contact with minds further removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed by the power's sheer strangeness and force, but it also increases the chance of the power knowing the answer and answering correctly. You can add any value from +1 to +5 to the d20 roll to represent contacting increasingly powerful planar beings. However, on a roll of 1 or 2, the result is still no answer, the spell ends, and you must attempt an Intelligence check to avoid losing Intelligence and Charisma. The DC of this Intelligence check is increased by the same amount added to the d20 check to contact a planar creature.



# CRUSH SKULL

LEVEL 5

**School** necromancy (death)

**Casting Time** 1 standard action

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

**Targets** one living creature

**Duration** instantaneous

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

You manipulate the energy that swirls around the target's head, pulling it inward and potentially crushing its skull. You must make a ranged attack against the target's EAC to ensure this spell hits the necessary weak spots in the target's head, but you can add your key ability score modifier to this attack roll instead of your Dexterity modifier if it is higher. If you hit and the target fails a Fortitude saving throw, it takes 18d8 damage. If the target succeeds at its saving throw, it instead takes 4d8 damage. The target might die from damage even if it succeeds at its saving throw; in this case, the spell is not a death effect. This spell has no effect against living creatures that don't have an anatomical head.

# DISMISSAL

LEVEL 5

**School** abjuration

**Casting Time** 1 standard action

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

**Targets** see text

**Duration** instantaneous

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

The spell instantly forces one or more extraplanar creatures off your current plane, whisking them away instantly—usually to the creature's home plane, but there is a 20% chance of sending the target to a random plane other than its own. You can improve the spell's chance of success by presenting one object or substance that the target fears, hates, or otherwise opposes; you gain a +1 circumstance bonus to your caster level check to overcome the target's spell resistance (if any), and the save DC of the spell increases by 2. At the GM's discretion, certain rare items might work twice as well, providing a +2 circumstance bonus to the caster level check to overcome spell resistance and increasing the spell's save DC by 4. When you cast *dismissal* as a 5th-level spell, it affects a number of extraplanar creatures whose total CR can't exceed your level + 2, no two of which can be more than 30 feet apart.

# DISPEL MAGIC, GREATER

# LEVEL 5

**School** abjuration

**Targets or Area** one creature, object, spell, or spellcaster; or a 20-ft.-radius burst

This spell functions like *dispel magic*, except it can end more than one spell on a target and it can be used to target multiple creatures. You choose to use *greater dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counter.

**Targeted Dispel:** This functions as a targeted *dispel magic*, but you can dispel one spell for every 4 caster levels you have, attempting a separate dispel check for each spell. Additionally, *greater dispel magic* has a chance to dispel any curse that *remove affliction* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

**Area Dispel:** When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Attempt one dispel check and apply that check to each creature or object in the area, as if it were targeted by *dispel magic*. If you don't specify spells and there is more than one possible spell on the target, your targeted dispel attempts to dispel spells at random. Magic items themselves are not affected by an area dispel but additional magical effects on them may be dispelled.

For each ongoing spell effect whose point of origin is within the area of the *greater dispel magic* spell, apply the result of the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the result of the dispel check to end the effect, but only within the overlapping area.

## DISPEL MAGIC, GREATER, CONT.

If an object or a creature that is the effect of an ongoing spell is in the area, apply the result of the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object. You can choose to automatically succeed at your dispel check against any spell you have cast.

**Counter:** This functions as countering with *dispel magic*, but you receive a +4 bonus to your dispel check to counter the other spellcaster's spell.

# DOMINATE PERSON

# LEVEL 5

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 round

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

**Targets** one humanoid

**Duration** 1 day/level; see text

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

You fire a bright purple ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and your target fails its Will saving throw, you establish a telepathic link with the target's mind and can control its actions. If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the target is experiencing, but you don't receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Changing your orders or giving a dominated creature a new command is a move action. By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the target, though it still can't communicate with you. You don't actually see through the target's eyes,

## DOMINATE PERSON, CONT.

but you still get a good idea of what's going on. The target resists this control, and any target forced to take actions against its nature can attempt a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited as long as you and the target are on the same plane. You don't need to see the target to control it.

If you don't spend at least 1 round concentrating on the spell each following day, the target can attempt a new saving throw to throw off the domination. You can be prevented from exercising control or using the telepathic link while the target is under the effects of some spells, but such effects don't automatically dispel the domination.

# FEEBLEMIND

# LEVEL 5

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You fire a scintillating ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and your target fails its Will saving throw, the target creature's Intelligence and Charisma scores each drop to 1 (a modifier of -5). The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. It still knows who its friends are and can follow them and even protect them. The target remains in this state until a *miracle*, *psychic surgery*, *wish*, or similar spell is used to cancel the effect. It can't be removed by effects like *break enchantment*.

# MIND THRUST

LEVEL 5

**School** divination (mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

**5th:** When you cast *mind thrust* as a 5th-level spell, it deals 15d10 damage to the target. The target is exhausted for 1 round if it fails its save and it is fatigued for 1 round if it succeeds at its saving throw.



# MODIFY MEMORY

# LEVEL 5

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 round; see text

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

**Targets** one living creature

**Duration** permanent

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

You reach into the target's mind and modify up to 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the target actually experienced. This spell cannot negate *charm person*, *suggestion*, or similar spells.
- Allow the target to recall with perfect clarity an event it actually experienced.
- Change the details of an event the target actually experienced.
- Implant a memory of an event the target never experienced.

Casting the spell takes 1 round. If the target fails its saving throw, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the target. If your concentration is disturbed before the visualization is complete, or if the target moves beyond the spell's range at any point during this time, the spell fails.

A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is usually dismissed as a bad dream, a hallucination, or other similar excuse.

# MYSTIC CURE

LEVEL 5

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch

**Targets** one living creature

**Duration** instantaneous **Saving Throw** Will half (harmless); **Spell Resistance** yes (harmless)

With a touch, you heal and invigorate your target, restoring a number of Hit Points. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing. *Mystic cure* restores  $9d8 +$  your Wisdom modifier Hit Points to your target at 5<sup>th</sup> level.

In addition, unlike most healing, when you cast *mystic cure* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to restore an extra  $7d8$  Hit Points with a 5th-level *mystic cure* spell. The second option is to bring a target that died within 2 rounds back to life. In addition to healing such a creature, the spell returns the target to life, and the target takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on. Casting this spell doesn't provoke attacks of opportunity.

# MYSTIC CURE, MASS

LEVEL 5

**School** conjuration (healing)

**Casting Time** 1 standard action

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

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

**Duration** instantaneous

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

You restore a number of Hit Points to a number of targets. Choose one of these targets within 10 feet of you; if that target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all of that target's Hit Points, you can transfer any number of your own Hit Points to that target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing. The number of Hit Points *mass mystic cure* restores to each target depends on the spell's level.

**5th:** 3d8 + your Wisdom modifier

# PLANAR BINDING

# LEVEL 5

**School** conjuration (calling); see text

**Casting Time** 10 minutes

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

**Targets** see text

**Duration** instantaneous; see text

**Saving Throw** Will negates;

**Spell Resistance** yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. 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 CR of the outsider you can call with *planar binding* depends on the spell's level (5th: One outsider of CR 7 or lower).

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it 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 using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel.

## PLANAR BINDING, CONT.

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 convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues 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. It never agrees to unreasonable commands.

Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions.

When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

# RAISE DEAD

# LEVEL 5

**School** conjuration (healing)

**Casting Time** 1 minute

**Range** touch

**Targets** one dead creature

**Duration** instantaneous

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

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the target's soul must be free and willing to return. If the target's soul is not willing to return, the spell fails; therefore, a target that wants to return to life receives no saving throw against this spell. Casting this spell requires you to create a complex representation of the target deceased creature, worth at least 5,000 credits, to serve as a beacon for the creature's soul. This object is consumed when you cast the spell. Coming back from the dead is an ordeal. The target of the spell gains 2 permanent negative levels when it is raised, just as if it had been hit by a creature's ability that bestows permanent negative levels. If the target is 1st level, it takes 2 Constitution drain instead (if this would reduce its Constitution to 0 or less, it can't be raised). A raised creature returns with no Resolve Points, no Stamina Points, and no spell slots (until it rests to recover them normally). It has 5 Hit Points. Any ability scores reduced to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the target, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. The spell can't bring back a creature that has died of old age. Constructs, elementals, and outsiders can't be raised by this spell. It is possible to bring back a creature that has been turned into an undead creature, but the beacon for the creature's soul must be more powerful, and must be worth at least 15,000 credits.

# REMOVE CONDITION, GREATER LEVEL 5

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch **Targets** one creature

**Duration** instantaneous

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

This spell functions as *lesser remove condition*, except you remove all of the following conditions affecting the target: cowering, dazed, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, and stunned.



# RESISTANT AEGIS

LEVEL 5

**School** abjuration

**Casting Time** 1 standard action

**Range** 30 ft.

**Targets** up to 10 creatures wearing armor within range

**Duration** 1 minute/level

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

This spell functions as *lesser resistant armor*, except as indicated above, and the wearers and their gear gain DR 5/— or energy resistance 5 that protects against all five energy types.



# RETROCOGNITION

# LEVEL 5

**School** divination

**Casting Time** 1 minute

**Range** personal

**Duration** concentration, up to 1 minute/level

This spell allows you to gain psychic impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last hour throughout the first minute of the spell's duration, followed by impressions from the next hour back throughout the next minute you concentrate, and so on. If a psychically traumatic or turbulent event happened during that period, you must succeed at a Will saving throw (DC = 15, 20, or 25, depending on the severity of the traumatic or turbulent event) or lose your concentration on the spell. If you fail this saving throw, the spell ends. At mystic level 16th and higher, you can choose to collect impressions from over the course of a longer interval of time than an hour, beginning at 1 week per minute of concentration (as listed on the table below). The amount of detail you receive diminishes, so this eventually makes it harder to distinguish impressions left by anything but the most major events. In most circumstances, you can't glean information about what occurred during the Gap with this spell.

MYSTIC LEVEL	PERIOD
16 <sup>th</sup> -17 <sup>th</sup>	1 week per min.
18 <sup>th</sup> -19 <sup>th</sup>	1 year per min.
20 <sup>th</sup>	1 decade per min.

# SYNAPTIC PULSE, GREATER

LEVEL 5

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

**Range** 20 ft.

**Area** 20-ft.-radius spread centered on you

**Duration** 1d4 rounds

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

You stun all creatures in range for 1d4 rounds. With a successful Will saving throw, a creature is instead sickened for 1 round.

# TELEPATHY

LEVEL 5

**School** divination (mind-affecting)

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minute/level

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously. You can't use *telepathy* to locate creatures to communicate with them, but once you've established telepathic communication, you don't require line of effect to maintain it.

# WAVES OF FATIGUE

LEVEL 5

**School** necromancy

**Casting Time** 1 standard action

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

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

# CONTROL GRAVITY

# LEVEL 6

**School** transmutation

**Casting Time** 1 standard action

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

**Area** up to one 10-ft. cube/2 levels (S)

**Duration** 1 round/level (D)

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

You can control gravity in an area, causing it to reverse, become zero-g, or become extremely strong. A creature or object within the area that succeeds at its saving throw is unaffected (though if it stays in the area, it must succeed at a new save each round or become affected), but it might still suffer secondary effects (such as an object flying up from reversed gravity, or an object falling upon it when the spell ends). You choose how to have this spell affect gravity when you cast it, and you cannot change it without recasting the spell. If two *control gravity* spells affect the same area, they negate each other in the area of overlap. If you reverse gravity in an area, you cause unattached objects and creatures in the area to fall upward and reach the top of the affected 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 spell's area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell's duration, affected objects and creatures fall downward. Creatures who can fly or levitate can keep themselves from falling in either direction.

## CONTROL GRAVITY, CONT.

If you increase gravity in the area, creatures and objects weigh twice as much as normal, move at half speed, can jump only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by one step (from average to clumsy, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Acrobatics check to fly to remain in the air. An area of zero-g works like the zero-g environment (see page 402). You can also use this spell to make areas of zero-g, heavy gravity, or light gravity act as normal gravity for the duration (see page 402).

# CONTROL UNDEAD

# LEVEL 6

**School** necromancy

**Casting Time** 1 standard action

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

**Targets** undead creatures with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart

**Duration** 1 minute/level

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

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. No matter what, the controlled undead do not attack you. At the end of the spell, the targets revert to their normal behavior. If any of the undead are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect if the creature failed its initial saving throw. Each undead under the control of another creature grants its controlling creature a separate saving throw to negate the effect for that undead. Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's duration ends.

# ENSHRINING REFUGE

LEVEL 6

**School** abjuration

**Casting Time** 1 standard action

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

**Area** all creatures in 40-ft. radius burst

**Duration** 1 round/level (D)

**Saving Throw** Will negates, see text; **Spell Resistance** no

All creatures within a 40-foot radius of the spell's point of origin are protected from violence. Any opponent attempting to directly attack a warded creature, even with a targeted spell, must attempt a Will saving throw. If the opponent succeeds, it can attack that creature normally, though it takes a -2 penalty to attacks against that creature for the duration of the spell. On a failed save, the opponent can't follow through with the attack, loses that action, and can't directly attack the warded creature for the duration of the spell. Those not attempting to attack a warded creature remain unaffected. This spell doesn't prevent warded creatures from being affected by an attack with an area of effect, though a warded creature receives a +2 bonus to saving throws against such attacks. Each warded creature can breathe normally, no matter the surrounding atmosphere, and it suffers no harm from being in a hot or cold environment. A warded creature can't attack without breaking the spell for itself, but it can use harmless spells and abilities that don't require attack rolls, and it can act otherwise.



# ETHEREAL JAUNT

LEVEL 6

**School** transmutation

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are on 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 events and creatures on the Material Plane, but everything looks gray and ephemeral. Sight and hearing on the Material Plane are limited to 60 feet and many kinds of senses (such as blindsense and blindsight) don't work across the planar boundary. Force effects and abjurations affect an ethereal creature normally, but force effects originating on the Ethereal Plane don't affect targets on the Material Plane. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures and objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as you would if you were both on the Material Plane. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted to the nearest open space and take 1d6 damage per 5 feet that you so travel.

# FLESH TO STONE

LEVEL 6

**School** transmutation

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You fire a dull gray ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and the target fails its Fortitude save, the target, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the target (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it gives off no sign of life even upon close inspection. Only creatures made of flesh are affected by this spell. If this spell is cast upon a stone creature that was once flesh, it reverses the petrification.

# GRAVITATIONAL SINGULARITY LEVEL 6

**School** conjuration (creation)

**Casting Time** 1 round

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

**Effect** 5-ft.-cube gravitational singularity; see text

**Duration** 1 round/level (D)

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

You call into being a tiny particle of mass with infinite density. You must conjure the singularity in a square that is unoccupied by any creatures or objects. When you finish casting this spell, the singularity immediately draws all Medium and smaller creatures and unattended objects of no more than light bulk within 30 feet toward it. Each round on your turn, the singularity makes a single special combat maneuver against creatures within 30 feet with an attack bonus equal to 4 + your caster level + your key ability modifier. Compare the result to each creature's KAC + 8. If the singularity is successful, that creature is moved 5 feet toward the singularity plus 5 additional feet for every 5 by which the result exceeds a target's KAC + 8. Unattended objects are automatically moved 10 feet toward the singularity each round. If a creature or object is moved into the square that contains the singularity, it is sucked inside it and takes 12d6 damage at the end of its turn each round it remains within that space. A creature drawn into the singularity can take no actions except a full action to try to escape (it still takes damage during the rounds it attempts to escape). A creature must succeed at either an Athletics check (DC = 15 + 1-1/2 × your mystic level) or a DC 22 Strength check to escape the

## GRAVITATIONAL SINGULARITY, CONT.

singularity. The singularity can hold up to four Medium creatures or objects (two Small creatures or objects count as one Medium creature, and so on); if it would pull in additional creatures, those creatures are simply pulled into a square adjacent to the singularity. A creature within 50 feet of the singularity has its speed reduced by half when it moves away from the singularity. However, it can move at double its normal speed when moving toward the singularity. If a creature moves within 30 feet of the singularity at any point in its movement, it is subject to the combat maneuver described above. A creature that moves neither toward nor away from the singularity moves at its normal speed. When this spell ends, the singularity disappears, and creatures and objects that were sucked into the singularity appear in the space where you conjured it (or as close as possible to that space, if they can't all fit within it).

# INFLECT PAIN, MASS

LEVEL 6

**School** enchantment (mind-affecting, pain)

**Casting Time** 1 standard action

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

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

**Duration** 1 round/level

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

You telepathically rack the targets' mind and body with agonizing pain that imposes a -2 penalty to ability checks, attack rolls, and skill checks. A target that succeeds at a Will saving throw reduces the duration to 1 round.

# MIND THRUST

LEVEL 6

**School** divination (mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

**6th:** When you cast *mind thrust* as a 6th-level spell, it deals 17d10 damage to the target. The target is exhausted and stunned for 1 round if it fails its save, and it is fatigued for 1 round if it succeeds at its saving throw.

# MYSTIC CURE

LEVEL 6

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch

**Targets** one living creature

**Duration** instantaneous

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

With a touch, you heal and invigorate your target, restoring a number of Hit Points. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing. *Mystic cure* restores  $11d8 +$  your Wisdom modifier of Hit Points to your target. In addition, unlike most healing, when you cast *mystic cure* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to restore an extra  $9d8$  Hit Points with a 6th-level *mystic cure* spell. The second option is to bring a target that died within 2 rounds back to life. In addition to healing such a creature, the spell returns the target to life, and the target takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on. Casting this spell doesn't provoke attacks of opportunity.



# MYSTIC CURE, MASS

LEVEL 6

**School** conjuration (healing)

**Casting Time** 1 standard action

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

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

**Duration** instantaneous

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

You restore a number of Hit Points to a number of targets. Choose one of these targets within 10 feet of you; if that target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all of that target's Hit Points, you can transfer any number of your own Hit Points to that target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing. The number of Hit Points *mass mystic cure* restores to each target depends on the spell's level.

**6th:** 5d8 + your Wisdom modifier



# PLANAR BINDING

# LEVEL 6

**School** conjuration (calling); see text

**Casting Time** 10 minutes

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

**Targets** see text

**Duration** instantaneous; see text

**Saving Throw** Will negates;

**Spell Resistance** yes; see text

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. 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 CR of the outsider you can call with *planar binding* depends on the spell's level (6th: One outsider of CR 10 or lower).

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it 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 using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel.

## PLANAR BINDING, CONT.

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 convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues 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. It never agrees to unreasonable commands.

Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions.

When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

# PLANAR BARRIER

LEVEL 6

**School** abjuration

**Casting Time** 6 rounds

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

**Area** one 60-ft. cube/level (S)

**Duration** 24 hours

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

*Planar barrier* seals an area against all planar travel into or within it. This includes all teleportation spells, summoning spells, plane shifting, astral travel, and ethereal travel. Such effects simply fail automatically. Starships cannot enter or emerge from Drift travel in an area affected by this spell. *Dispel magic* does not dispel your *planar barrier* effect unless the caster level of the creature attempting to dispel it is at least as high as your own. You can't have multiple overlapping *planar barrier* effects. If *planar barrier* effects would overlap, the more recent effect stops at the boundary of the older effect. A *planar barrier* can be made permanent with a special ritual, which takes 1 hour and requires materials worth 15,000 credits per 60-foot cube.

# PLANE SHIFT

LEVEL 6

**School** conjuration (teleportation)

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature, or up to eight willing or unconscious creatures

**Duration** instantaneous

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

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing or unconscious creatures are linked by hand in a circle, as many as eight can be affected by a single casting of *plane shift*. Arriving at a precise location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane (except for the Drift), though you appear 5 to 500 miles (5d<sup>9</sup>) from the last place one of the targets (your choice) was located last time that target traveled to that plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane, though you can use other means of transit, such as *interplanetary teleport*, to travel on the new plane. Mystics must have an object attuned to a specific plane or native to that plane in order to use *plane shift* to travel to a plane. A technomancer requires a planar navigational program for a specific plane in order to travel to that plane with *plane shift*. Special rituals, jealously hoarded by powerful technomancers and mystics, can allow you to travel to specific locations on the chosen plane, or even to unknown worlds.

# PSYCHIC SURGERY

LEVEL 6

**School** enchantment (mind-affecting)

**Casting Time** 10 minutes

**Range** touch

**Targets** one willing or unconscious, living creature

**Duration** instantaneous

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

*Psychic surgery* heals the target of all Intelligence, Wisdom, and Charisma damage, and it restores all points permanently drained from the target's Intelligence, Wisdom, and Charisma scores. It also eliminates all ongoing confusion, fear, and insanity effects. *Psychic surgery* also removes any mental afflictions that could be removed with *dispel magic*, as well as mental diseases. *Psychic surgery* removes all effects magically altering the target's memory, even instantaneous effects, and it can restore a memory to perfect clarity (even if the memory loss is due to the mundane passage of time).

# REGENERATE

# LEVEL 6

**School** conjuration (healing)

**Casting Time** 3 rounds

**Range** touch

**Targets** one living creature

**Duration** instantaneous

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

The target's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs (including eyes) grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. *Regenerate* also restores 12d8 Hit Points, rids the target of exhaustion and fatigue, and eliminates all nonlethal damage the target has taken. It has no effect on nonliving creatures (including undead).

# RESISTANT ARMOR, GREATER LEVEL 6

**School** abjuration

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature wearing armor

**Duration** 10 minutes/level

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

*Greater resistant armor* grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 15/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 15 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.



# SHADOW WALK

# LEVEL 6

**School** illusion (shadow)

**Casting Time** 1 standard action

**Range** touch

**Targets** up to one Medium creature or vehicle/level

**Duration** 1 hour/level (D)

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

To use *shadow walk*, you must be in an area of dim light. You and any creature or vehicle you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. All targets affected must be in direct contact with one another. A Large target counts as two Medium targets, a Huge target counts as four Medium targets, and so forth. Creatures you transport this way can opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if the creatures are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow can attempt a Will saving throw to negate the effect. In the region of shadow, you move at a rate of 200 miles per hour. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted  $1d10 \times 100$  feet in a random horizontal direction from your desired



## SHADOW WALK, CONT.

endpoint. If this would place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no saving throw). *Shadow walk* can also be used to travel to other planes that border on the Plane of Shadow (except for the Drift), but this usage requires you to travel across the Plane of Shadow to arrive at a border with another plane of reality, which takes 1d4 hours.

## SNUFF LIFE

## LEVEL 6

**School** necromancy (death)

**Casting Time** 1 standard action

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

**Targets** up to one creature/2 levels, no two of which can be more than 30 ft. apart

**Duration** instantaneous

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

You twist the essence of life that flows through your targets, snuffing the spark out of weaker creatures and debilitating or disabling others. This spell's effects depend on each target's CR. A creature of CR 5 or lower is slain by this spell. If it succeeds at a Fortitude saving throw, it is instead reduced to 1 Hit Point. A creature of CR 6–10 takes 10d20 damage and is stunned for 3 rounds. If it succeeds at a Fortitude saving throw, it takes half damage and negates the stunned effect. A creature of CR 11–14 takes 8d20 damage and is staggered for 3 rounds. If it succeeds at a Fortitude saving throw, it takes half damage and negates the staggered effect. A creature of CR 15 or higher takes 6d20 damage. If it succeeds at a Fortitude saving throw, it takes half damage. Regardless of whether the target succeeds at its saving throw, it still might die from the damage this spell deals, though in this case the spell is not a death effect.

# SUBJECTIVE REALITY

# LEVEL 6

**School** illusion (mind-affecting)

**Casting Time** 1 standard action

**Range** personal

**Duration** 1 round/level (D)

Choose one object or creature you can see within long range (400 feet + 40 feet/level). You alter your perceptions to become convinced the target is an illusion. For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target unimpeded and the target can move through you. The target's nonmagical attacks can't harm you, and the target's magical attacks deal half damage to you. The target's non-damaging magical abilities have only a 50% chance of affecting you, and you are immune to all its sonic, language-dependent, and scent-based attacks. However, your attacks deal no damage to the target, and your magical abilities don't affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *charm monster* spell, if you charmed another creature that then attacked the target creature, the target would not be immune to the damage from that attack.

# SUGGESTION, MASS

LEVEL 6

**School** enchantment (compulsion, language-dependent, mind-affecting)

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

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

This spell functions as *suggestion*, except it can affect more creatures. All of the affected creatures are subject to the same suggestion.

# TELEPATHIC JAUNT

LEVEL 6

**School** conjuration (teleportation)

**Casting Time** 1 standard action

**Range** touch

**Targets** you and touched objects and other touched willing or unconscious creatures

**Duration** instantaneous

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

*Telepathic jaunt* thrums along the mental connection you have with a creature with which you currently have an active telepathic bond via your mystic telepathic bond class feature (but not via the *telepathic bond* spell), and it instantly teleports you to that creature. This spell teleports you to a random, unoccupied square adjacent to the creature with which you have the telepathic bond. If no such square is available, you teleport to the closest eligible square; if the nearest eligible square is more than 50 feet away from the creature, this spell fails. You can be transported any distance within a plane, even across the galaxy, but you can't travel between planes, and you can't transport yourself to a creature if one of you is traveling via Drift travel and the other isn't. In addition to yourself, you can transport any objects you carry as long as their weight doesn't exceed your maximum load. You can also bring up to six additional willing or unconscious Medium or smaller creatures (each carrying gear or objects up to its maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as two Large creatures. 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. There must be sufficient space near the creature with which you have the telepathic bond for all the creatures you are teleporting, or this spell fails.

# TRUE SEEING

LEVEL 6

**School** divination

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 1 minute/level

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

You confer upon the target the ability to see all things within 120 feet as they actually are. The target sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects that are invisible or displaced, sees through illusions, and sees the true form of changed or transmuted things. Further, the target can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). *True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

**School** divination

**Casting Time** 1 standard action

**Range** personal

**Duration** see text

You pose a question about some person, place, or object while casting this spell. If the person or object is at hand or if you are in the place in question and you succeed at a caster level check ( $1d20 + \text{your caster level}$ , DC 20), you receive a vision about that person, place, or object. The information gained includes everything available about the target that could be discovered by spending weeks in dedicated research with excellent-quality but standard reference works. If the person or object is not at hand or you are not in the place and you know only detailed information about the person, place, or object, the DC of the caster level check is 25 and the information gained is incomplete (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *vision* result next time). If you know only rumors, the DC is 30 and the information gained is vague (though it often directs you to more detailed information, thus allowing a better *vision* result next time). In most circumstances, you can't glean information about what occurred during the Gap with this spell. Casting this spell requires access to a computer or similar device, which displays the information gained. Additionally, casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

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