

Sinuhotep 14 – Abilities & Gear

<p>Combat Casting Feat</p> <p>You are adept at spellcasting when threatened or distracted.</p> <p>Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.</p>	<p>Channel Resistance +4 Unknown</p> <p>A creature with this special quality (usually an undead) is less easily affected by channel energy. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).</p>
<p>Craft Wondrous Item Feat</p> <p>You can create wondrous items, a type of magic item.</p> <p>Prerequisite: Caster level 3rd.</p> <p>Benefit: You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Magic Items for more information.</p> <p>You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.</p>	<p>Damage Reduction (15/bludgeoning) Unknown</p> <p>You have Damage Reduction against all except Bludgeoning attacks.</p> <p>Damage Reduction (15/magic) Unknown</p> <p>You have Damage Reduction against all except Magic attacks.</p>
<p>Great Fortitude Feat</p> <p>You are resistant to poisons, diseases, and other maladies.</p> <p>Benefit: You get a +2 bonus on all Fortitude saving throws.</p>	<p>Darkvision (60 feet) Racial Ability,Senses (Lich)</p> <p>A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.</p>
<p>Improved Initiative Feat</p> <p>Your quick reflexes allow you to react rapidly to danger.</p> <p>Benefit: You get a +4 bonus on initiative checks.</p>	<p>Fear Aura (DC 21) Racial Ability (Lich)</p> <p>Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for a number of rounds equal to the lich's Hit Dice. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours. This is a mind-affecting fear effect.</p>
<p>Iron Will Feat</p> <p>You are more resistant to mental effects.</p> <p>Benefit: You get a +2 bonus on all Will saving throws.</p>	<p>Immunity to Ability Drain Unknown</p> <p>Immunity to ability drain</p> <p>Immunity to Bleed Unknown</p> <p>You are immune to bleed.</p>
<p>Lightning Reflexes Feat</p> <p>You have faster reflexes than normal.</p> <p>Benefit: You get a +2 bonus on all Reflex saving throws.</p>	<p>Immunity to Cold Unknown</p> <p>You are immune to cold damage.</p> <p>Immunity to Death Effects Unknown</p> <p>You are immune to death effects.</p>
<p>Quicken Spell Feat</p> <p>You can cast spells in a fraction of the normal time.</p> <p>Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.</p> <p>A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.</p> <p>Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.</p>	<p>Immunity to Disease Unknown</p> <p>You are immune to diseases.</p> <p>Immunity to Electricity Unknown</p> <p>You are immune to electricity damage.</p>
<p>Toughness Feat</p> <p>You have enhanced physical stamina.</p> <p>Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).</p>	<p>Immunity to Energy Drain Unknown</p> <p>Immune to energy drain</p> <p>Immunity to Exhausted Unknown</p> <p>You are immune to the exhausted condition.</p>
	<p>Immunity to Fatigue Unknown</p> <p>You are immune to the fatigued condition.</p> <p>Immunity to Mind-Affecting effects Unknown</p> <p>You are immune to Mind-Affecting effects.</p>
	<p>Immunity to Nonlethal Damage Unknown</p> <p>You are immune to Nonlethal Damage</p> <p>Immunity to Paralysis Unknown</p> <p>You are immune to paralysis.</p>
	<p>Immunity to Physical Ability Damage Unknown</p> <p>Immune to ability damage to your physical abilities.</p>

Sinuhotep 14 – Abilities & Gear

Immunity to Poison **Unknown**

You are immune to poison.

Immunity to Polymorph **Unknown**

You are immune to Polymorph effects.

Immunity to Sleep **Unknown**

You are immune to sleep effects.

Immunity to Stunning **Unknown**

You are immune to being stunned.

Paralyzing Touch (1d8+7 negative energy damage) **Racial Ability (Lich)**

Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Rejuvenation (Su) **Racial Ability (Lich)**

When a lich is destroyed, its phylactery (which is generally hidden by the lich in a safe place far from where it chooses to dwell) immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.

Undead Traits **Racial Ability**

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Detect Thoughts (Sp) **Class Ability (Psychic)**

At 2nd level, a psychic can use *detect thoughts* as a spell-like ability once per day. She can also expend any unused spell slot of 1st level or higher to cast *detect thoughts*. If she does so, she uses the level of the spell slot expended to determine the Will save DC. When a psychic gains this ability, if she knows *detect thoughts*, she can learn a different 1st-level spell in place of *detect thoughts*, losing the old spell in exchange for the new one.

Dispelling Pulse (Ex) **Class Ability (Psychic)**

The psychic can spend 3 points from her phrenic pool to entwine dispelling magic with a targeted spell. If the target is hit by the linked spell or fails its saving throw, it's affected as though the psychic had cast a targeted *dispel magic* spell on it. This effect can dispel only spells of the linked spell's level or lower. If the linked spell doesn't already require an attack roll or allow a saving throw, the target can attempt a Will saving throw to avoid the dispelling effect only; the DC is calculated using the linked spell's level (and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can be linked only to a spell that targets one creature or object.

Appears In: Occult Adventures

Focused Force (Su) **Class Ability (Psychic)**

When casting a force spell, the psychic can increase the spell's damage by spending 1 point from her phrenic pool. Increase the die size for the spell's damage by one step (from 1d4 to 1d6, 1d6 to 1d8, 1d8 to 1d10, or 1d10 to 1d12). This increases the size of each die rolled, so a spell that dealt 4d6+3 points of force damage would deal 4d8+3 points of force damage instead. This amplification can be linked only to spells that deal force damage, and only if that damage includes a die value. A spell that already uses d12s for damage can't be amplified in this way.

Appears In: Occult Adventures

Illuminating Answers (2/day) (Su) **Class Ability (Psychic)**

You can glean deeper truths from advice you magically obtain, even if the information itself is specious. When you use a spell or spell-like ability that allows you to get answers to questions (such as *augury*, *blood biography*^{APG}, or *contact other plane*) and get at least one answer, you regain 1 point in your phrenic pool. You regain this point even if the answer is false or vague. The maximum number of points you can regain in this way per day is equal to your Wisdom modifier.

Memory Palace (14 10-ft. cubes, 1/day) (Su) **Class Ability (Psychic)**

At 13th level, you mentally construct an extradimensional library to house mental constructs representing the volumes of lore you've studied. This ability functions as *mage's magnificent mansion*, with the following adjustments: the memory palace is limited in size to a number of 10-foot cubes equal to your psychic level; your memory palace doesn't contain any furniture other than bookcases and a few desks and sofas where you and your visitors can study; and there is no food within, though the memory palace does contain a number of *unseen servants* equal to 1/2 your psychic level, which function solely as librarians. The library keeps the same layout each time you summon it, though you can alter its appearance each time you gain a level or by spending 15 minutes concentrating. You can reshape the memory palace in your mind, so it doesn't need to currently be in effect for you to alter it. You can create your memory palace once per day.

Choose one type of Knowledge skill when you gain this ability. Consulting your memory palace gives anyone who studies within—including you—a +4 circumstance bonus on Knowledge checks of that type, and the memory palace counts as an extensive library for people attempting Knowledge checks of that type untrained. You gain a +2 circumstance bonus on checks with the chosen skill when you're not consulting the palace (including when the palace isn't in effect). At 14th level and at each additional level thereafter, choose another Knowledge skill to which your memory palace's library bonuses apply.

Memory Palace Skill (-Choose-) (Su) **Class Ability (Psychic)**

Selected skill gets a +4 circumstance bonus when you are in your memory palace, +2 otherwise.

Memory Palace Skill (-Choose-) (Su) **Class Ability (Psychic)**

Selected skill gets a +4 circumstance bonus when you are in your memory palace, +2 otherwise.

Mnemonic Cache (75 pages/95 minutes) (S) Class Ability (Psychic)

You can memorize a piece of information and later recall it perfectly. Your mnemonic cache can hold roughly 10 pages of written information, including images and maps, or 30 minutes' worth of speech or music. (Memorizing music doesn't confer the ability to perform it properly.) The amount you can store increases by 5 pages and 5 minutes at 2nd level, and at every psychic level thereafter. You can hold only one piece of information in your mnemonic cache at a time. The information doesn't go away when you recall it, but when you put a new piece of information in the cache, the old piece becomes as imperfect any other memory. Memorizing magical writing (such as a scroll or a page from a spellbook) doesn't confer the ability to borrow, duplicate, or retain any of the magic in the writing. You could reproduce the spell in writing to allow someone who prepares spells from a spellbook to prepare it, though this functions as using a borrowed spellbook for anyone other than you. If you're in telepathic contact with another creature (through *telepathic bond*, for example), you can transfer the information directly into its mind as a free action. For this creature, the information functions like a normal memory, not one with perfect clarity.

You can attempt to sequester a written magical trap (such as *explosive runes* or *sepia snake sigil*) in your mnemonic cache and destroy it. Treat this as a Disable Device check to disarm a magical trap (as though you had the trapfinding class feature). Your bonus on this roll is equal to either your Disable Device modifier or the sum of 5 + your psychic level + your Wisdom modifier, whichever is higher. If you succeed, instead of being disabled, the trap is erased and destroyed. This ability can't destroy symbol traps; it functions only if written text is involved.

Overpowering Mind (Ex) Class Ability (Psychic)

The psychic can spend 2 points from her phrenic pool to increase the Will save DC of the linked spell by 1. At 8th level, she can choose to instead spend 4 points to increase the DC by 2. At 15th level, she can choose to instead spend 6 points to increase the DC by 3. This amplification can be linked only to spells that have the mind-affecting descriptor and require a Will saving throw.

Appears In: Occult Adventures

Phrenic Pool (9/day) (Su) Class Ability (Psychic)

A psychic has a pool of supernatural mental energy that she can draw upon to manipulate psychic spells as she casts them. The maximum number of points in a psychic's phrenic pool is equal to 1/2 her psychic level + her Wisdom or Charisma modifier, as determined by her psychic discipline. The phrenic pool is replenished each morning after 8 hours of rest or meditation; these hours don't need to be consecutive. The psychic might be able to recharge points in her phrenic pool in additional circumstances dictated by her psychic discipline. Points gained in excess of the pool's maximum are lost.

Space-rending Spell (Su) Class Ability (Psychic)

The psychic can warp space with her mind, teleporting herself as she casts her linked spell. She teleports herself 10 feet per point she spends from her phrenic pool (as *dimension door*). The maximum number of points she can spend in this way is equal to the linked spell's level.

Appears In: Occult Adventures

Superior Automatic Writing +16 (Ex) Class Ability (Psychic)

At 5th level, when attempting checks for the automatic writing occult skill unlock (see page 194), you can treat your psychic level + your Wisdom bonus as your number of Linguistics skill ranks. At 8th level, you gain an additional option when using automatic writing, and can attempt a DC 35 check to gain information as though you'd used *commune* instead of *augury* or *divination*. This type of *commune* requires no material component, and the duration equals 1 round per psychic class level you possess. You connect to a distant being of great intellect, a fragment of the Akashic Record (see page 244), or a similar bastion of knowledge instead of to a deity.

Telepathic Bond (Sp) Class Ability (Psychic)

At 9th level, a psychic can use *telepathic bond* as a spell-like ability once per day, using her psychic level as her caster level. She can't leave herself out of a bond created in this way. She can also expend any unused spell slot of 4th level or higher to cast *telepathic bond*. Casting the spell using a higher-level spell slot gives no benefit on its own, but the psychic can apply metamagic feats that would increase the spell level to the appropriate level. For instance, if the psychic knows *Extend Spell*, she can use a 5th-level spell slot to cast extended *telepathic bond* as a full-round action. When a psychic who knows *telepathic bond* gains this ability, she can learn a different 4th-level spell in place of *telepathic bond*, losing the old spell in exchange for the new one.

Ring of protection +1 Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Cloak of resistance +2 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 2,000 gp

Headband of mental prowess +2 (Int, Cha, Wondrous Item (Headband))

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*; **Cost** 5,000 gp

Sinuhotep 14, Psychic 14 – Spells

Arcane Mark	Psychic 0	Detect Magic	Psychic 0
School: Universal		School: Divination	
Components: T, E		Components: T, E	
Casting Time: 1 action		Casting Time: 1 action	
Range: Touch		Range: 60 ft.	
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.		Area: Cone-shaped emanation	
Duration: Permanent		Duration: Concentration, up to 1 min./level (D)	
Save: None		Save: None	
Resistance: No		Resistance: No	

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Dancing Lights	Psychic 0
School: Evocation [Light]	
Components: T, E	
Casting Time: 1 action	
Range: Medium (100 + 10 ft./level)	
Effect: Up to four lights, all within a 10-ft.-radius area	
Duration: 1 minute (D)	
Save: None	
Resistance: No	

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a *permanency* spell.

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see *Spellcraft*).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Sinuhotep 14, Psychic 14 – Spells

Grave Words

Psychic 0

School: Necromancy [language-dependent]

Components: E

Casting Time: 1 minute

Range: Touch

Target: One dead creature

Duration: 1 round

With this spell and a touch, you can force a corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse will start babbling for 1 round, spitting out random sentences. There is a 10% chance this information is of some use to the caster, but it is difficult to distinguish whether the information is useful (the GM makes the percentile roll in secret).

Useful information may include warnings about dangers deeper in a dungeon, the command word to a magic item, or even vague and spectral warnings of your or your companions' future. The GM decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subject to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the head of the corpse must have a mouth in order to speak at all. This spell doesn't affect a corpse that has been turned into an undead creature.

Appears in: Occult Adventures

Know Direction

Psychic 0

School: Divination

Components: T, E

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Mage Hand

Psychic 0

School: Transmutation

Components: T, E

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One nonmagical, unattended object weighing up to 5 lbs.

Duration: Concentration

Save: None

Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Message

Psychic 0

School: Transmutation / Air Elemental [language-dependent]

Components: T, E, F (a piece of copper wire)

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: One creature/level

Duration: 10 min./level

Save: None

Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Open/Close

Psychic 0

School: Transmutation

Components: T, E, F (a brass key)

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: Object weighing up to 30 lbs. or portal that can be opened or closed

Duration: Instantaneous

Save: DC 16 Will negates (object)

Resistance: Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Read Magic

Psychic 0

School: Divination

Components: T, E, F (a clear crystal or mineral prism)

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Sinuhotep 14, Psychic 14 – Spells

Burst Of Adrenaline

Psychic 1

School: Transmutation
Components: T, E
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Save: None
Resistance: No

You draw upon your body's inner reserves of strength, leaving you winded. When you are about to make a d20 roll based on Strength, Dexterity, or Constitution, you can cast this spell to gain a +8 enhancement bonus to Strength, Dexterity, or Constitution for that roll, but you are fatigued for 1 round afterward.

Appears in: Occult Adventures

Comprehend Languages

Psychic 1

School: Divination
Components: T, E, M/DF (pinch of soot and salt)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Mage Armor

Psychic 1

School: Conjuration (Creation) [Force]
Components: T, E, F (a piece of cured leather)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Save: Will negates (harmless)
Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Aura

Psychic 1

School: Illusion (Glamour)
Components: T, E, F (a small square of silk that must be passed over the object that receives the aura)
Casting Time: 1 action
Range: Touch
Target: One touched object weighing up to 5 lbs./level
Duration: 1 day/level (D)
Save: None; see text
Resistance: No

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

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

Magic Missile

Psychic 1

School: Evocation [Force]
Components: T, E
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Save: None
Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Shield

Psychic 1

School: Abjuration / Void Elemental [Force]
Components: T, E
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 min./level (D)

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Sinuhotep 14, Psychic 14 – Spells

Blindness/Deafness

Psychic 2

School: Necromancy
Components: T
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: Permanent (D)
Save: DC 18 Fortitude negates
Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

False Life

Psychic 2

School: Necromancy
Components: T, E, M (a drop of blood)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Hypercognition

Psychic 2

School: Divination
Components: T
Casting Time: 1 action
Range: Personal
Target: You
Duration: See text

You rapidly catalog and collate all available data on a person, place, thing, or event, calling to mind scraps of memory and assembling clues in a logical and systematic order. Immediately after casting the spell, you can begin spending the necessary time to perform an Intelligence check, a Linguistics check to detect a forgery or decipher a hidden message, or a Knowledge check. If the check requires at least 3 rounds, you can perform it five times as quickly (minimum 1 round). If the check required fewer than 3 rounds, you can perform it instantly. Either way, you gain an insight bonus on the check equal to your caster level (maximum bonus +10), but this bonus can't raise your result above what you could have achieved on a natural 20.

Appears in: Occult Adventures

Invisibility

Psychic 2

School: Illusion / Void Elemental (Glamer)
Components: T, E, M/DF (an eyelash encased in gum arabic)
Casting Time: 1 action
Range: Personal or touch
Target: You or a creature or object weighing no more than 100 lbs./level
Duration: 1 min./level (D)
Save: Will negates (harmless) or Will negates (harmless, object)
Resistance: Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Resist Energy

Psychic 2

School: Abjuration / All Elements
Components: T, E, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Fortitude negates (harmless)
Resistance: Yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

See Invisibility**Psychic 2****School:** Divination / Void Elemental**Components:** T, E, M (talc and powdered silver)**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Arcane Sight**Psychic 3****School:** Divination / Void Elemental**Components:** T, E**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly. You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use. As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a permanency spell.

Dispel Magic**Psychic 3****School:** Abjuration / Void Elemental**Components:** T, E**Casting Time:** 1 action**Range:** Medium (100 + 10 ft./level)**Target:** One spellcaster, creature, or object**Duration:** Instantaneous**Save:** None**Resistance:** No

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonework (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonework (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonework would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Sinuhotep 14, Psychic 14 – Spells

Force Punch

Psychic 3

School: Evocation [Force]
Components: T, E
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: DC 19 Fortitude partial
Resistance: Yes

This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (-5 feet for Large, -10 feet for Huge, -15 for Gargantuan, and -20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

Appears in: Ultimate Magic

Speak with Dead

Psychic 3

School: Necromancy [language-dependent]
Components: T, E, DF
Casting Time: 10 minutes
Range: 10 ft.
Target: One dead creature
Duration: 1 min./level
Save: DC 19 Will negates; see text
Resistance: No

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Tongues

Psychic 3

School: Divination / Wood Elemental
Components: T, M/DF (a clay model of a ziggurat)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: No

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Black Tentacles

Psychic 4

School: Conjuration (Creation)
Components: T, E, M (octopus or squid tentacle)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: 20-ft.-radius spread
Duration: 1 round/level (D)
Save: None
Resistance: No

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Confusion

Psychic 4

School: Enchantment (Compulsion) [Mind-Affecting]
Components: T, E, M/DF (three nutshells)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: All creatures in a 15-ft.-radius burst
Duration: 1 round/level
Save: DC 20 Will negates
Resistance: Yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% - Behavior
01-25 - Act normally
26-50 - Do nothing but babble incoherently
51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand
76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Sinuhotep 14, Psychic 14 – Spells

Freedom of Movement

Psychic 4

School: Abjuration
Components: T, E, M (a leather strip bound to the target), DF
Casting Time: 1 action
Range: Personal or touch
Target: You or creature touched
Duration: 10 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Mind Probe

Psychic 4

School: Divination [Mind-Affecting]
Components: T, E
Casting Time: 1 minute
Range: Close (25 + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Save: DC 20 Will negates;
Resistance: Yes

You gain access to the subject's memories and knowledge. You can attempt to learn the answer to one question per round. A successful Will save ends the spell. Otherwise, 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 whatever it chooses, and you believe that wrong answer to be true. Your questions are purely telepathic inquiries, and the answers to those questions are imparted directly to 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.

Appears in: Occult Adventures

Mindwipe

Psychic 4

School: Enchantment (Compulsion) [Mind-Affecting]
Components: T
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous; see text
Save: DC 20 Will negates;
Resistance: Yes

You erase a portion of the target's mind and experiences, inflicting 2 temporary negative levels on the target for 1 day per caster level. If the target is a spellcaster who must choose and prepare spells in advance, each negative level imposed by *mindwipe* also causes the target to lose one prepared spell from her highest level of spells known for each of her spellcasting classes for which she must prepare spells. These lost spells are no longer considered known by the target until the corresponding negative levels are removed.

If the target is a spontaneous spellcaster, each negative level inflicted by *mindwipe* causes her to lose one spell slot of her highest level of spells for each spontaneous spellcasting class in which she has levels and to lose knowledge of one random spell known of that level (or the next lowest level if she has already lost knowledge of all spells known of that level, and so on). The target cannot use the lost spell slots and spells known as long as the corresponding negative levels last. When the target loses a spell known, the spell remains on her class list but she cannot prepare or cast the spell.

If the negative levels from *mindwipe* cause the target's total number of negative levels to equal or exceed her character level, instead of dying, she enters a catatonic state as long as the negative levels from *mindwipe* continue to cause her total number of negative levels to equal or exceed her character level.

Appears in: Occult Adventures

Hold Monster

Psychic 5

School: Enchantment (Compulsion) [Mind-Affecting]
Components: T, E, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: 1 round/level (D); see text
Save: DC 21 Will negates; see text
Resistance: Yes

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

Hold Person

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the 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.

Overland Flight**Psychic 5**

School: Transmutation / Air Elemental
Components: T, E
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Fly

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Retrocognition**Psychic 5**

School: Divination
Components: T, E
Casting Time: 1 minute
Range: Personal
Target: You
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 duration, followed by impressions from the next hour back the next minute you concentrate, and so on. If a psychically traumatic or turbulent event happened during that time period, you must succeed at a concentration check (DC = 20, 30, or 40, depending on the severity of the psychic disturbance) or lose concentration on the spell.

At caster level 13th 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.

Caster Level Time Period

13th–15th 1 week per minute

16th–18th 1 year per minute

19th+ 1 century per minute

Appears in: Occult Adventures

Wall of Sound**Psychic 5**

School: Evocation [Sonic]
Components: T, E, M (a tuning fork and a quartz crystal)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration: Concentration + 1 round/level
Save: None
Resistance: Yes

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a wind wall spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A silence spell suppresses the wall within its area, but the wall reappears when the silence ends.

Appears in: Ultimate Magic

Blade Barrier**Psychic 6**

School: Evocation [Force]
Components: T, E
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high
Duration: 1 min./level (D)
Save: DC 22 Reflex half or Reflex negates; see text
Resistance: Yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Sinuhotep 14, Psychic 14 – Spells

Legend Lore

Psychic 6

School: Divination / Void Elemental

Components: T, E, M (incense worth 250 gp), F (four pieces of ivory each worth 50 gp)

Range: Personal

Target: You

Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *legend lore* result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better *legend lore* result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Mind Thrust VI

Psychic 6

School: Divination [Mind-Affecting]

Components: E

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Save: DC 22 Will half;

Resistance: Yes

This functions as *mind thrust IV*, but the target takes 1d8 points of damage per caster level (maximum 20d8) and is exhausted and stunned for 1 round if it fails its save. This spell can be undercast.

Appears in: Occult Adventures

Arcane Sight, Greater

Psychic 7

School: Divination

Components: T, E

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 min./level (D)

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see. Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Arcane Sight

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly. You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use. As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a *permanency* spell.

Power Word Blind

Psychic 7

School: Enchantment (Compulsion) [Mind-Affecting]

Components: T

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One creature with 200 hp or less

Duration: See text

Save: None

Resistance: Yes

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