

Greater Crysmal's Spells (Both Tiers)

Detect Magic (At Will)

Dimension Door (3/day)

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

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

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Ghost Sound (DC 13) At Will

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

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

Effect illusory sounds

Duration 1 round/level (D)

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

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Mage Hand (At Will)

Sanctuary (DC 14) 3/day

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level

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

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and

is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Silent Image (DC 14) At Will

School illusion (figment); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

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

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with);

Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by

you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Touch of Idiocy (3/day)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Crysmal King's Spells (Tier 8-9)

Detect Magic (At Will)

Dimension Door (3/day)

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

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

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Ghost Sound (DC 14) At Will

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

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

Effect illusory sounds

Duration 1 round/level (D)

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

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Mage Hand (At Will)

Sanctuary (DC 15) 3/day

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level

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

Any opponent attempting to directly attack the warded creature, even with a targeted

spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Silent Image (DC 15) At Will

School illusion (figment); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

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

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with);

Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Touch of Idiocy (3/day)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores.

This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Crysmal Spells (Tier 5-6)

Detect Magic (At Will)

Dimension Door (3/day)

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

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

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Ghost Sound (DC 12) At Will

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

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

Effect illusory sounds

Duration 1 round/level (D)

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

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character.

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Ghost sound can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Mage Hand (At Will)

Sanctuary (DC 13) 3/day

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 round/level

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

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save

succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Silent Image (DC 13) At Will

School illusion (figment); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a bit of fleece)

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

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with);

Spell Resistance no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Touch of Idiocy (3/day)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores.

This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Pech Spells (Tier 5-6)

Stone Shape (3/day)

School transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (soft clay)

Range touch

Target stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stone Tell (3/day)

School divination; **Level** druid 6

Casting Time 10 minutes

Components V, S, DF

Range personal

Target you

Duration 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Pech Shardshaper's Geokineticist Talents (Tier 5-6)

Stone Shape (3/day)

School transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (soft clay)

Range touch

Target stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stone Tell (3/day)

School divination; **Level** druid 6

Casting Time 10 minutes

Components V, S, DF

Range personal

Target you

Duration 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Earth Blast +13 (3d6+8)

Element earth; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** bludgeoning, piercing, or slashing

You shape earth into clumps or shards and send them flying at a foe.

Flesh Of Stone (Defense)

Element earth; **Type** defense (Su); **Level** —; **Burn** 0

Your skin hardens like stone, dampening the impact of most attacks. You gain DR 1/adamantine. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the DR by 1 until the next time your burn is removed, to a maximum DR equal to your kineticist level. Whenever you accept burn while using an earth wild talent, the energy surging through you causes your damage reduction to change from DR/adamantine to DR/— for 1 round. You can dismiss and restore this effect as an immediate action.

Bowling Infusion (CMB +8)

Element aether or earth; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts earth, magma, metal, mud, telekinetic

Saving Throw none

You bowl your foes over with the sheer mass of your kinetic blast. Attempt a trip combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your Combat Maneuver Bonus.

Extended Range

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts any

Saving Throw none

Your kinetic blast can strike any target within 120 feet.

Kinetic Blade

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts any

Saving Throw none

You form a weapon using your kinetic abilities. You create a non-reach, light or one-handed weapon in your hand formed of pure energy or elemental matter. (If you're a telekineticist, you instead transfer the power of your kinetic blast to any object held in one hand.) The kinetic blade's shape is purely cosmetic and doesn't affect the damage dice, critical threat range, or critical multiplier of the kinetic blade, nor does it grant the kinetic blade any weapon special features. The object held by a telekineticist for this form infusion doesn't prevent her from using gather power.

You can use this form infusion once as part of an attack action, a charge action, or a

full-attack action in order to make melee attacks with your kinetic blade. Since it's part of another action (and isn't an action itself), using this wild talent doesn't provoke any additional attacks of opportunity. The kinetic blade deals your kinetic blast damage on each hit (applying any modifiers to your kinetic blast's damage as normal, but not your Strength modifier). The blade disappears at the end of your turn. The weapon deals the same damage type that your kinetic blast deals, and it interacts with Armor Class and spell resistance as normal for a blast of its type. Even if a telekineticist uses this power on a magic weapon or another unusual object, the attack doesn't use any of the magic weapon's bonuses or effects and simply deals the telekineticist's blast damage. The kinetic blade doesn't add the damage bonus from elemental overflow.

Basic Geokinesis

Element earth; **Type** utility (Sp); **Level** 1; **Burn** 0

You can move up to 5 pounds per kineticist level of rocks, loose earth, sand, clay, and other similar materials up to 15 feet as a move action. You can search earthen and stone areas from a distance as if using the *sift*^{APG} cantrip.

Sift

School divination; **Level** bard 0, inquisitor 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area one 10-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You examine an area at range as if you were searching for fine details with the Perception skill. Make a Perception check with a -5 penalty, modified as normal for conditions. No penalty is applied for distance. Apply the result against the DC for any hidden features, such as secret doors, traps, or hidden treasure.

You must be able to see the area you are attempting to search, and you only find details that can be perceived with sight or touch. Sift detects only objects and features, not actual creatures.

Earth Climb

Element earth; **Type** utility (Su); **Level** 2; **Burn** 0

You use your connection to earth to meld slightly into stone and earthen surfaces, granting you a climb speed equal to your base land speed when climbing such surfaces.

Earth Walk

Element earth; **Type** utility (Su); **Level** 1; **Burn**

Because you meld very slightly into the earth, when you are standing on an earthen surface, you ignore difficult terrain caused by rocks, earth, or mud, and while on such surfaces you add your elemental overflow bonus to your CMD against being moved or tripped and on Acrobatics checks to balance.

Pech Prism Warden's Geokineticist Talents (Tier 8-9)

Stone Shape (3/day)

School transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (soft clay)

Range touch

Target stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stone Tell (3/day)

School divination; **Level** druid 6

Casting Time 10 minutes

Components V, S, DF

Range personal

Target you

Duration 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Earth Blast +18 (4d6+13)

Element earth; **Type** simple blast (Sp); **Level** —; **Burn** 0

Blast Type physical; **Damage** bludgeoning, piercing, or slashing

You shape earth into clumps or shards and send them flying at a foe.

Metal Blast +18 (8d6+17)

Element earth; **Type** composite blast (Sp); **Level** —; **Burn** 2

Prerequisites primary element (earth), expanded element (earth)

Blast Type physical; **Damage** bludgeoning, piercing, or slashing

You shape metal into clumps, shards, or blades and send them flying.

Flesh Of Stone (Defense)

Element earth; **Type** defense (Su); **Level** —; **Burn** 0

Your skin hardens like stone, dampening the impact of most attacks. You gain DR 1/adamantine. This DR increases by 1 for every 2 kineticist levels you possess beyond 2nd. By accepting 1 point of burn, you can increase the DR by 1 until the next time your burn is removed, to a maximum DR equal to your kineticist level. Whenever you accept burn while using an earth wild talent, the energy surging through you causes your damage

reduction to change from DR/adamantine to DR/— for 1 round. You can dismiss and restore this effect as an immediate action.

Bowling Infusion (CMB +13)

Element aether or earth; **Type** substance infusion; **Level** 2; **Burn** 2

Associated Blasts earth, magma, metal, mud, telekinetic

Saving Throw none

You bowl your foes over with the sheer mass of your kinetic blast. Attempt a trip combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your Combat Maneuver Bonus.

Pushing Infusion (CMB +13)

Element aether, air, earth, or water; **Type** substance infusion; **Level** 1; **Burn** 1

Associated Blasts air, blizzard, charged water, earth, magma, metal, mud, sandstorm, steam, telekinetic, water

Saving Throw none

The momentum of your kinetic blast knocks foes back. Attempt a bull rush combat maneuver check against each target damaged by your infused blast, using your Constitution modifier instead of your Strength modifier to determine your bonus. This infusion can push a foe back by a maximum of 5 feet. You can increase the burn cost of this infusion to

increase the maximum distance pushed by 5 feet per additional point of burn accepted. You can't use this infusion with a form infusion such as cloud that causes your kinetic blast to lack a clear direction to push.

Extended Range

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts any

Saving Throw none

Your kinetic blast can strike any target within 120 feet.

Kinetic Blade

Element universal; **Type** form infusion; **Level** 1; **Burn** 1

Associated Blasts any

Saving Throw none

You form a weapon using your kinetic abilities. You create a non-reach, light or one-handed weapon in your hand formed of pure energy or elemental matter. (If you're a telekineticist, you instead transfer the power of your kinetic blast to any object held in one hand.) The kinetic blade's shape is purely cosmetic and doesn't affect the damage dice, critical threat range, or critical multiplier of the kinetic blade, nor does it grant the kinetic blade any weapon special features. The object held by a telekineticist for this form infusion doesn't prevent her from using gather power.

You can use this form infusion once as part of an attack action, a charge action, or a full-attack action in order to make melee attacks

with your kinetic blade. Since it's part of another action (and isn't an action itself), using this wild talent doesn't provoke any additional attacks of opportunity. The kinetic blade deals your kinetic blast damage on each hit (applying any modifiers to your kinetic blast's damage as normal, but not your Strength modifier). The blade disappears at the end of your turn. The weapon deals the same damage type that your kinetic blast deals, and it interacts with Armor Class and spell resistance as normal for a blast of its type. Even if a telekineticist uses this power on a magic weapon or another unusual object, the attack doesn't use any of the magic weapon's bonuses or effects and simply deals the telekineticist's blast damage. The kinetic blade doesn't add the damage bonus from elemental overflow.

Kinetic Whip

Element universal; **Type** form infusion; **Level** 3; **Burn** 2

Prerequisite kinetic blade

Associated Blasts any

Saving Throw none

You form a long tendril of energy or elemental matter. This functions as kinetic blade but counts as a reach weapon appropriate for your size. Unlike most reach weapons, the kinetic whip can also attack nearby creatures. The kinetic whip disappears at the beginning of your next turn, but in the intervening time, it threatens all squares within its reach, allowing you to make attacks of opportunity that deal the whip's usual damage.

Basic Geokinesis

Element earth; **Type** utility (Sp); **Level** 1; **Burn** 0

You can move up to 5 pounds per kineticist level of rocks, loose earth, sand, clay, and other similar materials up to 15 feet as a move action. You can search earthen and stone areas from a distance as if using the *sift*^{APG} cantrip.

Sift

School divination; **Level** bard 0, inquisitor 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area one 10-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You examine an area at range as if you were searching for fine details with the Perception skill.

Make a Perception check with a –5 penalty, modified as normal for conditions. No penalty is applied for distance. Apply the result against the DC for any hidden features, such as secret doors, traps, or hidden treasure. You must be able to see the area you are attempting to search, and you only find details that can be perceived with sight or touch. Sift detects only objects and features, not actual creatures.

Earth Climb

Element earth; **Type** utility (Su); **Level** 2; **Burn** 0

You use your connection to earth to meld slightly into stone and earthen surfaces, granting you a climb speed equal to your base land speed when climbing such surfaces.

Earth Walk**Element** earth; **Type** utility (Su); **Level** 1; **Burn**

Because you meld very slightly into the earth, when you are standing on an earthen surface, you ignore difficult terrain caused by rocks, earth, or mud, and while on such surfaces you add your elemental overflow bonus to your CMD against being moved or tripped and on Acrobatics checks to balance.

Kinetic Cover**Element** aether, earth, or water; **Type** utility (Sp); **Level** 1; **Burn** 0

You call up elemental matter to defend yourself and your allies from attacks. As a standard action, you can select one face of a square within 30 feet of you and move elemental matter to block that face, providing total cover from that direction. The face you select must be supported by the ground, and the kinetic cover cannot support more than 5 pounds of weight.

Water, ice, and telekinetic force are translucent, but earth, metal, mud, and the like are opaque and block line of sight. A creature who strikes the cover can easily destroy it. Regardless of its composition, the cover has hardness 0, AC 5, and 2 hit points per kineticist level you possess. You can have a number of kinetic covers in existence equal to your Constitution modifier + 1/2 your kineticist level.

Tremorsense**Element** earth; **Type** utility (Su); **Level** 3; **Burn** 0

You can take a move action to gain tremorsense 30 feet for 1 round on any earth or stone surface that you touch. You can accept 1 point of burn to increase the duration to 1 round per kineticist level you possess. While benefiting from this tremorsense, your earth blasts and composite blasts that include earth components don't suffer a miss chance from concealment or total concealment against creatures you detect with your tremorsense.

Pech Cavern Seer's Witch Spells (Tier 8-9)

Cackle (Su):

A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Fortune (Su):

The witch can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Healing (Su):

A witch can soothe the wounds of those she touches. This acts as a *cure light wounds* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts like *cure moderate wounds*.

Slumber (Su):

A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Bull's Strength

School transmutation; **Level** cleric 2, druid 2, paladin 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)

Range touch

Target creature touched

Duration 1 min./level

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

Resistance yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Cure Light Wounds

Detect Magic

Divine Favor

School evocation; **Level** cleric 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute

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

Glitterdust (DC 16)

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (ground mica)

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

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All

within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

Guidance

Ill Omen

School enchantment (compulsion) [mind-affecting]; **Level** witch 1

Casting Time 1 standard action

Components V, S, M (hair from a black cat)

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

Target one creature

Duration 1 round/level or until discharged

Saving Throw none; **Spell Resistance** yes

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

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

Mage Armor

Meld Into Stone

School transmutation [earth]; **Level** cleric 3, druid 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 min./level

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast

spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying. *Stone to flesh* expels you and deals you 5d6 points of damage. *Stone shape* deals 3d6 points of damage but does not expel you. *Transmute rock to mud* expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, *passwall* expels you without damage.

Message

Ray of Exhaustion (DC 17)

School necromancy; **Level** sorcerer/wizard 3

Casting Time 1 standard action

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

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

Effect ray

Duration 1 min./level

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

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Share Senses (DC 17)

School divination (scrying); **Level** sorcerer/wizard 4, witch 3

Casting Time 1 full round

Components V, S, M (a hair, scale, or feather from your familiar)

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

Target your familiar

Duration 1 minute/level (D)

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

Spending a moment in meditation and conjuring an image of the creature to mind, you reshape your link with your familiar, causing it to function like a scrying sensor. Upon casting this spell you can hear, see, or smell (any one, your choice) what your familiar is experiencing. You gain the benefits of any nonmagical special abilities your familiar has tied to the chosen sense (such as low-light vision or scent), but use your own Perception skill. You don't need line of sight or line of effect to your familiar, but you must have an active empathic link. You may change the sense you are sharing as a standard action. Unlike other scrying spells, share senses does not allow magically or supernaturally enhanced senses to work through it, and you are unable to see in magical or natural darkness unless your familiar possesses the ability to see in such conditions.

The sensory link with your familiar can be detected as though it were a scrying sensor.

Stabilize

Stone Shape (3/day)

School transmutation [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (soft clay)

Range touch

Target stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with *stone shape*, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Stone Call

School conjuration (creation) [earth]; **Level** druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

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

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

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

Stone Tell (3/day)

School divination; **Level** druid 6

Casting Time 10 minutes

Components V, S, DF

Range personal

Target you

Duration 1 min./level

You gain the ability to speak with stones, which relate to you who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details you are looking for. You can speak with natural or worked stone.

Web (DC 16)

School conjuration (creation); **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (spider web)

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

Effect webs in a 20-ft.-radius spread

Duration 10 min./level (D)

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

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled

by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A *flaming weapon* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Cure Light Wounds, Wand of (10 charges)

Stoneskin, wand of (2 charges)

School abjuration; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (granite and diamond dust worth 250 gp)

Range touch

Target creature touched

Duration 10 min./level or until discharged

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

Resistance yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.