Kurshu the Undying's Spells

Spell-Like Abilities (CL 10th; concentration +17) <mark>(CL 12th; concentration +19)</mark>

Alter Self (humanoid only, SLA)
School transmutation (polymorph); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)
Range personal
Target you
Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Cure Serious Wounds (3/day) (3d8+10)

Detect Magic (At Will)

Dispel Magic (3/day)
School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell 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 *stoneskin* (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 *stoneskin* (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 *stoneskin* 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.

Displacement (3/day)
School illusion (glamer); **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, M (a small loop of leather)
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

Fireball (DC 20) (3/day)
School evocation [fire]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a ball of bat guano and sulfur)
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Floating Disk (At Will)

Hold Person (DC 20) (3/day)
School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, F/DF (a small, straight piece of iron)
Range medium (100 ft. + 10 ft./level)
Target one humanoid creature
Duration 1 round/level (D); see text
Saving Throw Will negates; see text; **Spell Resistance** yes

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.

Lightning Bolt (DC 20) (3/day)
School evocation [electricity]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (fur and a glass rod)
Range 120 ft.
Area 120-ft. line
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level

(maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Limited Wish (3/day)

School universal; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (diamond worth 1,500 gp)
Range see text
Target, Effect, Area see text
Duration see text
Saving Throw none, see text; **Spell Resistance** yes

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

• Duplicate any sorcerer/wizard spell of 6th level or lower, provided the spell does not belong to one of your opposition schools.

• Duplicate any non-sorcerer/wizard spell of 5th level or lower, provided the spell does not belong to one of your opposition schools.

• Duplicate any sorcerer/wizard spell of 5th level or lower, even if it belongs to one of your opposition schools.

• Duplicate any non-sorcerer/wizard spell of 4th level or lower, even if it belongs to one of your opposition schools.

• Undo the harmful effects of many spells, such as or *insanity*.

• Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. When a *limited wish* spell duplicates a spell with a material component that costs more than 1,000 gp, you must provide that component (in addition to the 1,500 gp diamond component for this spell).

Baleful Polymorph (DC 25)

School *transmutation (polymorph);* **Level** *druid 5, sorcerer/wizard 5*
Casting Time *1 standard action*
Components *V, S*
Range *close (25 ft. + 5 ft./2 levels)*
Target *one creature*
Duration *permanent*
Saving Throw: *Fortitude negates, Will partial, see text;* **Spell Resistance**: *yes*

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving there from (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Mage Hand (At Will)

Magic Missile (3/day)
School evocation [force]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets up to five creatures, no two of which can be more than 15 ft. apart
Duration instantaneous
Saving Throw none; **Spell 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.

Plane Shift (DC 24) (3/day)
School conjuration (teleportation); **Level** cleric 5, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a forked metal rod attuned to the plane of travel)
Range touch
Target creature touched, or up to eight willing creatures joining hands
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

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

Read Magic (At Will)

Slow (DC 20) (3/day)
School transmutation; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a drop of molasses)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste*.

Stinking Cloud (DC 20) (3/day)
School conjuration (creation); **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude negates; see text; **Spell Resistance** no

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in

the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Teleport, Greater (3/day)

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

This spell functions like *teleport,* except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleport
School conjuration (teleportation); **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V
Range personal and touch
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

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

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

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

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

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

On Target: You appear where you want to be.

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

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

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

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

Tongues (At Will)

School divination; **Level** bard 2, cleric 4, sorcerer/wizard 3
Casting Time 1 standard action
Components V, M/DF (a clay model of a ziggurat)
Range touch
Target creature touched
Duration 10 min./level

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

Vampiric Touch (3/day)

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Vandiana the Lashmistress's Cleric spells

Arcane School Spell-Like Abilities (CL 7th; concentration +9) (CL 9th; concentration +12)
Domain Spell-Like Abilities (CL 6th; concentration +10) (CL 8th; concentration +12)

Blast Rune (Sp): **(1d6+1 energy damage, 3 rounds) 7/day**

As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every two cleric levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your cleric level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Lore Keeper (Sp): **(22) At Will**

You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Wisdom modifier.

Summoner's Charm (Su): **(2 rounds)**

Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by Extend Spell. At 20th level, you can change the duration of all *summon monster* spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

Acid Dart (Sp): **(1d6+2 acid) 5/day 6/day**

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

***

Cleric Spells Prepared (CL 6th; concentration +10) (CL 8th; concentration +12) (Knowledge, Rune)
Conjurer Spells Prepared (CL 7th; concentration +9) (CL 9th; concentration +12)

Alarm

Arcane Sight
School divination; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
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.

Baleful Polymorph (DC 18)

School transmutation (polymorph); **Level** druid 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw: Fortitude negates, Will partial, see text; **Spell Resistance**: yes

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving there from (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Bleed (DC 14)

School necromancy; **Level** cleric 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates; **Spell Resistance**: yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Blindness/Deafness (DC 17)

School necromancy; **Level** bard 2, cleric 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

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

Chill Touch (x2 DC 13) (DC 14)

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Targets creature or creatures touched (up to one/level)
Duration instantaneous
Saving Throw Fortitude partial or Will negates; see text; **Spell Resistance** yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Command (DC 15)
School enchantment (compulsion) [language-dependent, mindaffecting];
Level cleric 1
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Command Undead (DC 14) <mark>(DC 15)</mark>

Comprehend Languages

Confusion (DC 16) <mark>(DC 17)</mark>
School enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (three nutshells)
Range medium (100 ft. + 10 ft./level)
Targets all creatures in a 15-ft.-radius burst
Duration 1 round/level
Saving Throw Will negates; **Spell 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).

<mark>Cure Critical Wounds (4d8+6)</mark>

Darkness
School evocation [darkness]; **Level** bard 2, cleric 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, M/DF (bat fur and a piece of coal)
Range touch
Target object touched
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than *darkness*.

If *darkness* is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. *Darkness* can be used to counter or dispel any light spell of equal or lower spell level.

Darkvision

Detect Thoughts (DC 16)
School divination [mind-affecting]; **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F/DF (a copper piece)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)

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

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts 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.

Dimension Door
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.

Dispel Magic
School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell 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 *stoneskin* (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 *stoneskin* (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 *stoneskin* 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.

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.

Eagle's Splendor
School transmutation; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (feathers or droppings from an eagle)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Enervation
School necromancy; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray of negative energy
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from *enervation* don't last long enough to do so.

An undead creature struck by the ray gains 1d4 × 5 temporary hit points for 1 hour.

Explosive Runes
School abjuration [force]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target one touched object weighing no more than 10 lbs.
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** yes

You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The *explosive runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *explosive runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a Reflex save for half damage. The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *explosive runes.* Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *explosive runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. A character with the trapfinding class feature (only) can use Disable Device to thwart *explosive runes*. The DC to find magic traps using Perception and to disable them is 25 + spell level, or 28 for *explosive runes*.

False Life
School necromancy; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a drop of blood)
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).

Glitterdust (DC 15) <mark>(DC 16)</mark>
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.

Glyph of Warding
School abjuration; **Level** cleric 3
Casting Time 10 minutes
Components V, S, M (powdered diamond worth 200 gp)
Range touch
Target or Area object touched or up to 5 sq. ft./level
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** no (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A *glyph of warding* can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to

class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead*, *polymorph*, and *nondetection* (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. *Read magic* allows you to identify a *glyph of warding* with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as *glyph of warding* are hard to detect and disable. A character with trapfinding can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for *glyph of warding*.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A *blast glyph* deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Grease (x2)

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (butter)
Range close (25 ft. + 5 ft./2 levels)
Target one object or 10-ft. square
Duration 1 min./level (D)
Save see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Guidance

Haste
School transmutation; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a shaving of licorice root)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level

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

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow.*

Hold Person (DC 16)

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, F/DF (a small, straight piece of iron)
Range medium (100 ft. + 10 ft./level)
Target one humanoid creature
Duration 1 round/level (D); see text
Saving Throw Will negates; see text; **Spell Resistance** yes

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.

Mage Armor

Mage's Faithful Hound
School conjuration (creation); **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Range close (25 ft. + 5 ft./2 levels)
Effect phantom watchdog
Duration 1 hour/caster level or until discharged, then 1 round/caster level; see text
Saving Throw none; **Spell Resistance** no

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature (see *invisibility*).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Magic Circle Against Good
School abjuration [evil]; **Level** cleric 3, sorcerer/wizard 3

This spell functions like *magic circle against evil,* except that it is similar to *protection from good* instead of *protection from evil*, and it can imprison a nonevil called creature.

Magic Circle against Evil
School abjuration [good]; *Level* cleric 3, paladin 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range touch
Area 10-ft.-radius emanation from touched creature
Duration 10 min./level
Saving Throw Will negates (harmless); *Spell Resistance* no; see text

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it

can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell
on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from evil and vice versa.

Message

Obscuring Mist
School conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 20 ft.
Effect cloud spreads in 20-ft. radius from you, 20 ft. high
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball, flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

<mark>Order's Wrath</mark> **(DC 18)**
School evocation [lawful]; **Level** cleric 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area nonlawful creatures within a burst that fills a 30-ft. cube
Duration instantaneous (1 round); see text
Saving Throw Will partial; see text; **Spell Resistance** yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Read Magic

Remove Fear

Resist Energy
School abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Fortitude negates (harmless); **Spell 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.

Resistance

Sanctuary (DC 15)

Sleet Storm
School conjuration (creation) [cold]; **Level** druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF (dust and water)
Range long (400 ft. + 40 ft./level)
Area cylinder (40-ft. radius, 20 ft. high)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

Slow (DC 16)
School transmutation; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a drop of molasses)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A *slowed* creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *slow* effects don't stack. *Slow* counters and dispels *haste.*

Sound Burst (DC 16)

School evocation [sonic]; **Level** bard 2, cleric 2
Casting Time 1 standard action
Components V, S, F/DF (a musical instrument)
Range close (25 ft. + 5 ft./2 levels)
Area 10-ft.-radius spread
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Stabilize

Summon Monster III

School conjuration (summoning); **Level** bard 3, cleric 3, sorcerer/wizard 3

This spell functions like *summon monster I,* except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster I
School conjuration (summoning) [see text];
Level bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 round
Components V, S, F/DF (a tiny bag and a small candle)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Touch of Fatigue (DC 12) (DC 13)

School necromancy; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (a drop of sweat)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Unholy Blight (DC 18)

School evocation [evil]; **Level** cleric 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration instantaneous (1d4 rounds); see text
Saving Throw Will partial; **Spell Resistance** yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal,* but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Web (DC 15) (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.

Wind Wall
School evocation [air]; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF (a tiny fan and an exotic feather)
Range medium (100 ft. + 10 ft./level)
Effect wall up to 10 ft./level long and 5 ft./level high (S)
Duration 1 round/level
Saving Throw none; see text; **Spell Resistance** yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small f lying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wind wall.* Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss

chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wind walls* to enclose specific points.

***

Cat's Grace, potion of

Dark Naga Spells

Spells Known (CL 7th)

3rd (5/day)
2nd (7/day)
1st (7/day)

Cat's Grace

Daze (DC 13)
School enchantment (compulsion) [mind-affecting]; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (a pinch of wool or similar substance)
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Detect Magic

Detect Thoughts (Constant)
School divination [mind-affecting]; **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F/DF (a copper piece)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw Will negates; see text; **Spell Resistance** no

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts 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.

Displacement
School illusion (glamer); **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, M (a small loop of leather)
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

Expeditious Retreat
School transmutation; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that

increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Invisibility
School illusion (glamer); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (an eyelash encased in gum arabic)
Range personal or touch
Target you or a creature or object weighing no more than 100 lbs./level
Duration 1 min./level (D)
Saving Throw Will negates (harmless) or Will negates (harmless, object); **Spell 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.

Light

Lightning Bolt (DC 16)
School evocation [electricity]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (fur and a glass rod)
Range 120 ft.
Area 120-ft. line
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.
The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Mage Hand

Magic Missile
School evocation [force]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets up to five creatures, no two of which can be more than 15 ft. apart
Duration instantaneous
Saving Throw none; **Spell 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.

Open/Close

Ray of Enfeeblement (DC 14)
School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 round/level
Saving Throw Fortitude half; **Spell Resistance** yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Ray of Frost
School evocation [cold]; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Scorching Ray
School evocation [fire]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one or more rays
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Shield

Silent Image (DC 14)
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.

Runelord Krune's Spells

To accommodate players who explicitly opted into having an extra challenge, do not expend any of Krune's spells as a result of the PCs' disabling his rune foci. Add 75,000 gp of diamonds to his inventory. He knows *wish* and may cast it through his arcane focus. Replace one of his quickened *summon monster V* spells with *summon monster IX*.

Arcane School Spell-Like Abilities (CL 17th; concentration +27)

Acid Dart (Sp): **(1d6+8 acid) 13/day**

As a standard action you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Dimensional Steps (Sp): **(At Will) 510 feet/day**

At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

***

Conjurer Spells Prepared (CL 17th; concentration +27)

Acid Arrow
School conjuration (creation) [acid]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (rhubarb leaf and an adder's stomach), F (a dart)
Range long (400 ft. + 40 ft./level)
Effect one arrow of acid
Duration 1 round + 1 round per three levels
Saving Throw none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Acid Fog (x2)
School conjuration (creation) [acid]; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (powdered peas and an animal hoof)
Range medium (100 ft. + 10 ft./level)
Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

Acid fog creates a billowing mass of misty vapors like the *solid fog* spell. In addition to slowing down creatures and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Acid Splash
School conjuration (creation) [acid]; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one missile of acid
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals

1d3 points of acid damage. This acid disappears after 1 round.

Arcane Mark

Arcane Sight
School divination; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
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.

Black Tentacles
School conjuration (creation); **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (octopus or squid tentacle)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 round/level (D)
Saving Throw: none; **Spell 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.

Black Tentacles (Quickened)
School conjuration (creation); **Level** sorcerer/wizard 4
Casting Time 1 swift action
Components V, S, M (octopus or squid tentacle)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 round/level (D)
Saving Throw: none; **Spell 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.

Blindness/Deafness (x2 DC 22)

School necromancy; **Level** bard 2, cleric 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

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

Cloudkill (DC 27)

School conjuration (creation); **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 min./level
Saving Throw Fortitude partial; see text; **Spell Resistance** no

This spell generates a bank of fog, similar to a *fog cloud,* except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6

HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with more than 6 HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

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

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

Cloudkill (Empowered) (DC 27 +50%)

School conjuration (creation); **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 min./level
Saving Throw Fortitude partial; see text; **Spell Resistance** no

This spell generates a bank of fog, similar to a *fog cloud,* except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with more than 6 HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is

10 feet farther away from the point of origin where you cast the spell.

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

Detect Thoughts (DC 22)
School divination [mind-affecting]; **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F/DF (a copper piece)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw Will negates; see text; **Spell Resistance** no

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts 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.

Dimension Door (x2)
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.

Dimension Door (Quickened)

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4
Casting Time 1 swift 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.

Dispel Magic (x2)

School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S

Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell 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 *stoneskin* (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 *stoneskin* (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 *stoneskin* 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.

Dispel Magic **(Quickened)**
School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3
Casting Time 1 swift action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell 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 *stoneskin* (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 *stoneskin* (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 *stoneskin* 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.

Dispel Magic, Greater
School abjuration; **Level** bard 5, cleric 6, druid 6, sorcerer/wizard 6
Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the

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

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

Erase
School transmutation; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one scroll or two pages
Duration instantaneous
Saving Throw see text; **Spell Resistance** no
Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove *explosive runes,* a *glyph of warding,* a *sepia snake sigil,* or an *arcane mark*, but not *illusory script* or a *symbol* spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%.

Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase *explosive runes*, a *glyph of warding*, or a *sepia snake sigil*, you accidentally activate that writing instead.

Explosive Runes
School abjuration [force]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target one touched object weighing no more than 10 lbs.
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** yes
You trace mystic runes upon a book, map, scroll, or similar object bearing written information. The *explosive runes* detonate when read, dealing 6d6 points of force damage. Anyone next to the *explosive runes* (close enough to read them) takes the full damage with

no saving throw; any other creature within 10 feet of the *explosive runes* is entitled to a Reflex save for half damage. The object on which the *explosive runes* were written also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *explosive runes.* Likewise, you can remove the *explosive runes* whenever desired. Another creature can remove them with a successful *dispel magic* or *erase* spell, but attempting to dispel or erase the *explosive runes* and failing to do so triggers the explosion.

Magic traps such as *explosive runes* are hard to detect and disable. A character with the trapfinding class feature (only) can use Disable Device to thwart *explosive runes*. The DC to find magic traps using Perception and to disable them is 25 + spell level, or 28 for *explosive runes.*

Fear (DC 24)
School necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (the heart of a hen or a white feather)
Range 30 ft.
Area cone-shaped burst
Duration 1 round/level or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes
An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Fly
School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, F (a wing feather)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
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*.

Fog Cloud
School conjuration (creation); **Level** druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft. level)
Effect fog spreads in 20-ft. radius
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Foresight
School divination; **Level** druid 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M/DF (a hummingbird's feather)
Range personal or touch
Target see text
Duration 10 min./level
Saving Throw none or Will negates (harmless); **Spell Resistance** no or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Freedom of Movement
School abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4
Casting Time 1 standard action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell 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.

Glitterdust (x2 DC 24)

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.

Glitterdust (Quickened)

School conjuration (creation); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 swift 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.

Globe of Invulnerability

School abjuration; **Level** sorcerer/wizard 6
This spell functions like *lesser globe of invulnerability,* except that it also excludes 4th-level spells and spell-like effects.

Globe of Invulnerability, Lesser

School abjuration; *Level* sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a glass or crystal bead)
Range 10 ft.
Area 10-ft.-radius spherical emanation, centered on you
Duration 1 round/level (D)
Saving Throw none; *Spell Resistance* no

An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Grease (x2 DC 23)

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (butter)
Range close (25 ft. + 5 ft./2 levels)
Target one object or 10-ft. square
Duration 1 min./level (D)
Save see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Grease (Quickened) (DC 23)

School conjuration (creation); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 swift action
Components V, S, M (butter)
Range close (25 ft. + 5 ft./2 levels)
Target one object or 10-ft. square
Duration 1 min./level (D)
Save see text; **SR** no

A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Horrid Wilting (DC 28)

School necromancy; **Level** sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M/DF (a bit of sponge)
Range long (400 ft. + 40 ft./level)
Targets living creatures, no two of which can be more than 60 ft. apart
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Hostile Juxtaposition (DC 27)

School conjuration (teleportation); **Level** sorcerer/wizard 5, summoner 4, witch 5
Casting Time 1 standard action
Components V, S, M (a coin)
Range close (25 ft. + 5 ft./2 levels)
Target one creature of your size or smaller
Duration 1 round/level or until discharged
Saving Throw Will negates; **Spell Resistance** yes

You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

Mage Armor

Mage Hand

Mage's Faithful Hound

School conjuration (creation); **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Range close (25 ft. + 5 ft./2 levels)
Effect phantom watchdog
Duration 1 hour/caster level or until discharged, then 1 round/caster level; see text
Saving Throw none; **Spell Resistance** no

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature (see *invisibility*).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Obscuring Mist

School conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 20 ft.
Effect cloud spreads in 20-ft. radius from you, 20 ft. high
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball, flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Phase Door
School conjuration (creation); **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V
Range touch
Effect ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration one usage per two levels
Saving Throw none; **Spell Resistance** no

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

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

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

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

Planar Binding (DC 28)
School conjuration (calling) [see text for *lesser planar binding*]; **Level** sorcerer/wizard 6
Components: V, S
Targets up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

This spell functions like *lesser planar binding,* except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a saving throw, makes an independent attempt to

escape, and must be individually persuaded to aid you.

Planar Binding, Lesser
School conjuration (calling) [see text]; **Level** sorcerer/wizard 5
Casting Time 10 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels); see text
Target one elemental or outsider with 6 HD or less
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** no and yes; see text

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

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

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

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by

means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

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

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

Protection From Energy
School abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless);
Spell Resistance yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

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

Read Magic

See Invisibility
School divination; **Level** bard 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (talc and powdered silver)
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.

Shield

Sleet Storm
School conjuration (creation) [cold]; **Level** druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF (dust and water)
Range long (400 ft. + 40 ft./level)
Area cylinder (40-ft. radius, 20 ft. high)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

Solid Fog
School conjuration (creation); **Level** sorcerer/wizard 4
Components: V, S, M (powdered peas and an animal hoof)
Duration 1 min./level
Spell Resistance no

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that it impedes movement. Creatures moving through a *solid fog* move at half their normal speed and take a –2

penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in *solid fog*. *Solid fog*, and effects that work like *solid fog*, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

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

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. *Spell turning* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

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

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

Stinking Cloud **(x2 DC 25)**
School conjuration (creation); **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude negates; see text;
Spell Resistance no

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Stoneskin
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.

Summon Monster I
School conjuration (summoning) [see text];
Level bard 1, cleric 1,sorcerer/wizard 1
Casting Time 1 round
Components V, S, F/DF (a tiny bag and a small candle)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster IV (x2)
School conjuration (summoning); **Level** bard 4, cleric 4, sorcerer/wizard 4

This spell functions like *summon monster I,* except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IV (Quickened)
School conjuration (summoning); **Level** bard 4, cleric 4, sorcerer/wizard 4

This spell functions like *summon monster I,* except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V (x2)
School conjuration (summoning); **Level** bard 5, cleric 5, sorcerer/wizard 5

This spell functions like *summon monster I,* except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster V (Quickened) x2
School conjuration (summoning); **Level** bard 5, cleric 5, sorcerer/wizard 5

This spell functions like *summon monster I,* except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI
School conjuration (summoning); **Level** bard 6, cleric 6, sorcerer/wizard 6

This spell functions like *summon monster I,* except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VI (Empowered)
School conjuration (summoning); **Level** bard 6, cleric 6, sorcerer/wizard 6

This spell functions like *summon monster I,* except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster VII
School conjuration (summoning); **Level** cleric 7, sorcerer/wizard 7

This spell functions like *summon monster I,* except that you can summon one

creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster IX ==HARD MODE ONLY, REPLACE 1 QUICKENED SUMMON MONSTER V==

School conjuration (summoning); **Level** cleric 9, sorcerer/wizard 9

This spell functions like *summon monster I,* except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Teleport, Greater

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

This spell functions like *teleport,* except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleport

School conjuration (teleportation); **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V
Range personal and touch
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

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

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

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

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

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

On Target: You appear where you want to be.

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

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

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

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

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

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

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

True Strike (x2)
School divination; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, F (small wooden replica of an archery target)
Range personal
Target you
Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Unseen Servant
School conjuration (creation); **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a piece of string and a bit of wood)
Range close (25 ft. + 5 ft./2 levels)
Effect one invisible, mindless, shapeless servant
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

An *unseen servant* is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Wall of Stone
School conjuration (creation) [earth]; **Level** cleric 5, druid 6, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M/DF (a small block of granite)
Range medium (100 ft. + 10 ft./level)
Effect stone wall whose area is up to one 5-ft. square/level (S)
Duration instantaneous
Saving Throw see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it

occupies the same space as a creature or another object.

Unlike a *wall of iron,* you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Wall of Stone (Quickened)
School conjuration (creation) [earth]; **Level** cleric 5, druid 6, sorcerer/wizard 5
Casting Time 1 swift action
Components V, S, M/DF (a small block of granite)
Range medium (100 ft. + 10 ft./level)
Effect stone wall whose area is up to one 5-ft. square/level (S)
Duration instantaneous
Saving Throw see text; **Spell Resistance** no

This spell creates a wall of rock that merges into adjoining rock surfaces. A *wall of stone* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron,* you can create a *wall of stone* in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Waves of Fatigue
School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw no; **Spell Resistance** yes

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

Web (x2 DC 24)
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.

Wish <mark>HARD MODE ONLY, CAST THROUGH ARCANE FOCUS, +75K GP</mark>

School universal; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (diamond worth 25,000 gp)
Range see text
Target, Effect, Area see text
Duration see text
Saving Throw none, see text; **Spell Resistance** yes

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even

wish, however, has its limits. A *wish* can produce any one of the following effects.

• Duplicate any sorcerer/wizard spell of 8th level or lower, provided the spell does not belong to one of your opposition schools.

• Duplicate any non-sorcerer/wizard spell of 7th level or lower, provided the spell does not belong to one of your opposition schools.

• Duplicate any sorcerer/wizard spell of 7th level or lower, even if it belongs to one of your opposition schools.

• Duplicate any non-sorcerer/wizard spell of 6th level or lower, even if it belongs to one of your opposition schools.

• Undo the harmful effects of many other spells, such as *geas/quest* or *insanity*.

• Grant a creature a +1 inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two *wishes* for a +2 inherent bonus, three *wishes* for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. *Note*: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.

• Remove injuries and afflictions. A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same *wish*.

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

• Transport travelers. A *wish* can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

• Undo misfortune. A *wish* can undo a single recent event. The *wish* forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a

wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a *wish* to produce greater effects than these, but doing so is dangerous. (The *wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM's discretion.)

Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

When a *wish* duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component (in addition to the 25,000 gp diamond component for this spell).

***

Acid Arrow, wand of (CL 9th, 23 charges)

School conjuration (creation) [acid]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (rhubarb leaf and an adder's stomach), F (a dart)
Range long (400 ft. + 40 ft./level)
Effect one arrow of acid
Duration 1 round + 1 round per three levels
Saving Throw none; **Spell Resistance** no

An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round.

Summon Monster III, wand of (12 charges)

School conjuration (summoning); **Level** bard 3, cleric 3, sorcerer/wizard 3

This spell functions like *summon monster I,* except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster I
School conjuration (summoning) [see text];
Level bard 1, cleric 1,sorcerer/wizard 1
Casting Time 1 round

Components V, S, F/DF (a tiny bag and a small candle)
Range close (25 ft. + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

***

Boots of Speed

Aura moderate transmutation; **CL** 10th
Slot feet; **Price** 12,000 gp; **Weight** 1 lb.
Description

As a free action, the wearer can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

Construction Requirements Craft Wondrous Item, *haste*; **Cost** 6,000 gp

Pearl of Power (8th)

Aura strong transmutation; **CL** 17th
Slot none; **Price** 64,000 gp (8th); **Weight** —
Description

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that she had prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction Requirements Craft Wondrous Item, creator must be able to cast spells of the spell level to be recalled; **Cost** 32,000 gp (8th)

Ring of Spell Turning

Aura strong abjuration; **CL** 13th
Slot ring; **Price** 100,000 gp; **Weight** —
Description

Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon him.

Construction Requirements Forge Ring, *spell turning*; **Cost** 50,000 gp

Krune's Rune-Carved Rod (Minor Artifact)

Aura strong (all schools); **CL** 18th **Slot** held;
Weight 5 lbs.
DESCRIPTION

Krune's rune-carved rod is an evenly cut two-foot shaft of weathered dark gray stone inscribed with hundreds of runes that constantly shift, morph, crawl about its surface while held. The rod functions as a *greater metamagic rod* with two exceptions. First, the rod is not limited to a single metamagic effect; it can apply the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Silent Spell, Still Spell, and Widen Spell. When the wielder casts a spell, he may apply up to three additional metamagic effects as it is cast. Second, the rod has 10 charges that are renewed every 24 hours. Adding a metamagic effect to a spell uses up a number of charges equal to the number of spell levels increased by the metamagic feat.

DESTRUCTION

Krune's rune-carved rod can only be destroyed if Lissala or her herald personally destroys every mention of its existence in writing. The rod can then be easily sundered by an illiterate rune giant.

Empower Spell (Metamagic)

You can increase the power of your spells, causing them to deal more damage.

Benefit: All variable, numeric effects of an empowered spell are increased by half, including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Enlarge Spell (Metamagic)

You can increase the range of your spells.

Benefit: You can alter a spell with a range of close, medium, or long to increase its range by 100%. An enlarged spell with a range of close now has a range of 50 ft. + 5 ft./ level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range spells have a range of 800 ft. + 80 ft./level. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Extend Spell (Metamagic)

You can make your spells last twice as long.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Maximize Spell (Metamagic)
Your spells have the maximum possible effect.
Benefit: All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels
higher than the spell's actual level.
An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Silent Spell (Metamagic)
You can cast your spells without making any sound.
Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.
Special: Bard spells cannot be enhanced by this feat.

Still Spell (Metamagic)
You can cast spells without moving.
Benefit: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell's actual level.

Widen Spell (Metamagic)
You can cast your spells so that they occupy a larger space.
Benefit: You can alter a burst, emanation, or spread-shaped spell to increase its area. Any numeric measurements of the spell's area increase by 100%. A widened spell uses up a spell slot three levels higher than the spell's actual level.
Spells that do not have an area of one of these four sorts are not affected by this feat.