

SKILL CHECK DCS

Subtier	Easy	Average	Hard
7–8 (4 players)	16	21	26
7–8 (5+ players)	18	23	28
10–11 (4 players)	19	25	31
10–11 (5+ players)	21	27	33

Siphoned Sage Jewels

Aryana Tahari draws the following powers from the *sage jewels*. When a *sage jewel* is destroyed or its sage's mindscape is closed, Tahari loses that power.

Amethyst: Tahari can cast her spells without verbal or somatic components.

Diamond: Tahari gains 50 temporary hit points (100 in Subtier 10–11) at the beginning of each round. These last for 1 round and stack with other sources of temporary hit points, such as *vampiric touch*.

Emerald: The saving throw DCs of Tahari's spells with the curse or disease descriptor (*Pathfinder RPG Ultimate Magic* 137) increase by 5.

Onyx: Tahari can cast spells with a casting time of 1 standard action as though their casting time were 1 move action.

Sapphire: When attempting any saving throw, Tahari can roll twice and take the better result. If she also draws power from the *spinel sage jewel*, she instead automatically succeeds at all saving throws.

Spinel: When attempting any saving throw, Tahari can roll twice and take the better result. If she also draws power from the *sapphire sage jewel*, she instead automatically succeeds at all saving throws.

Topaz: Tahari's spells and abilities affect her targets as though her alignment were neutral or neutral evil, whichever is more advantageous to her.

Suffocation

School [necromancy](#); Level [sorcerer/wizard](#) 5, [witch](#) 5; Subdomain [murder](#) 5; Elemental School [air](#) 5

CASTING

Casting Time 1 [standard action](#)

Components V, S, M (a vial containing a bit of the caster's breath)

EFFECT

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

Targets one living creature

Duration 3 rounds

Saving Throw [Fortitude](#) partial; **Spell Resistance** yes

DESCRIPTION

This spell extracts the air from the target's lungs, causing swift suffocation.

The target can attempt to resist this spell's effects with a [Fortitude](#) save—if he succeeds, he is merely [staggered](#) for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls [unconscious](#) and is reduced to 0 [hit points](#). One round later, the target drops to -1 [hit points](#) and is [dying](#). One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful [Fortitude](#) save, but the spell continues for 3 rounds, and each time a target fails his [Fortitude](#) save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath—if the victim fails the initial Saving Throw, the [air](#) in his lungs is extracted.

Howling Agony

School [necromancy](#) [death, pain]; Level [bloodrager](#) 3, [inquisitor](#) 2, [mesmerist](#) 2, [psychic](#) 2, [sorcerer/wizard](#) 3, [spiritualist](#) 3, [witch](#) 3

CASTING

Casting Time 1 [standard action](#)

Components V, S, M (a needle and a dried eyeball)

EFFECT

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

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

Duration 1 round/level

Saving Throw [Fortitude](#) negates; **Spell Resistance** yes

DESCRIPTION

You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a –2 penalty to AC, attacks, melee damage rolls, and [Reflex](#) saving throws, and must succeed at a [concentration](#) check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a [move action](#) screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

Create Pit

School [conjuration](#) (creation); **Level** [sorcerer/wizard](#) 2, [summoner/unchained summoner](#) 2; **Subdomain** [caves](#) 2; **Elemental School** [earth](#) 2

CASTING

Casting Time 1 [standard action](#)
Components V, S, F (miniature shovel costing 10 gp)

EFFECT

Range medium (100 ft. + 10 ft./level)
Effect 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration 1 round + 1 round/level
Saving Throw [Reflex](#) negates; **Spell Resistance** no

Editor's Note

"Any creature standing in the area where you first conjured the pit must make a [Reflex saving throw](#) to **jump to safety in the nearest open space**."

DESCRIPTION

You create a 10-foot-by-10-foot [extra-dimensional](#) hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a [Reflex saving throw](#) to avoid falling into it (see *Editor's Note*). In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a [Reflex saving throw](#) with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as [bull rush](#)) do not get a [saving throw](#) to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take [falling damage](#) as normal. The pit's coarse stone walls have a [Climb](#) DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Aura of Cowardice (Su)

At 3rd level, an antipaladin radiates a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on [saving throws](#) against fear effects. Creatures that are normally immune to fear lose that [immunity](#) while within 10 feet of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is [unconscious](#) or [dead](#).

Sirocco

School [evocation](#) [air, fire]; **Level** [druid](#) 6, [magus](#) 6, [sorcerer/wizard](#) 6; **Subdomain** [storms](#) 6; **Elemental School** [air](#) 6, [fire](#) 6, [wood](#) 4

CASTING

Casting Time 1 [standard action](#)
Components V, S, M/DF (handful of fine sand cast into the air)

EFFECT

Range medium (100 ft. + 10 ft./level)
Area cylinder (20-ft. radius, 60 ft. high)
Duration 1 round/level (D)
Saving Throw [Fortitude](#) partial, see text; **Spell Resistance** yes

DESCRIPTION

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per [caster level](#) to all creatures in the area and knocking them [prone](#). A successful [Fortitude](#) save halves the fire damage and negates being knocked [prone](#). Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 [Fly](#) check, in which case they remain at their original altitude.

Any creature that takes damage from a *sirocco* becomes [fatigued](#) (or [exhausted](#), if already [fatigued](#), such as from a previous round of exposure to a *sirocco* spell). Creatures with the water subtype take a –4 penalty on all [saving throws](#) against this spell and take double normal damage.

Frigid Touch

School [evocation](#) [cold]; **Level** [bloodrager](#) 2, [druid](#) 2, [magus](#) 2, [sorcerer/wizard](#) 2

CASTING

Casting Time 1 [standard action](#)
Components V, S

EFFECT

Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

This spell causes your hand to glow with a pale blue radiance.

Your melee [touch attack](#) deals 4d6 points of cold damage and causes the target to be [staggered](#) for 1 round. If the attack is a [critical hit](#), the target is [staggered](#) for 1 minute instead.