

From Arcane to Psionic

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2 Magic Overview

Magical powers spring from sentient minds. Even an undead creature or a being that has no physical form can have the reserve of inner strength necessary to cast spells, as long as it has an Intelligence score of at least 1. A spell is a one-time magical effect. Spellcasting characters and creatures need not prepare their spells for use ahead of time. They either have sufficient spell points to cast a spell, or they do not. A spell is cast when a spellcasting character pays its spell point cost. Some innately magical creatures automatically cast spells, called spell-like abilities, without paying a spell point cost. Other creatures pay spell points to cast their spells, just as characters do.

Each spell has a specific effect. A spell known to a spellcasting character can be used whenever he or she can spend the spell points to pay for it.

Magic has one fundamental rule. This most fundamental rule of magic is as follows:

The maximum number of spell points you can
spend on a spell is equal to your caster level.

Spell points and caster levels are explained in detail below.

2.1 Casting Spells

Spellcasting characters and magical creatures cast spells. Whether they cost spell points when cast by a spellcasting character, or are cast as spell-like abilities, spells' effects remain the same.

2.1.1 Choosing a Spell

First you must choose which spell to cast. You can select any spell you know, provided you are capable of casting spells of that level or higher. To cast a spell, you must pay spell points, which count against your daily total. You can cast the same spell multiple times if you have points left to pay for it.

2.1.2 Concentration

To cast a spell, you must concentrate. If something threatens to interrupt your concentration while you're casting a spell, you must succeed on a Concentration check or lose the spell points without casting the spell. The more distracting the interruption and the higher the level of the spell that you are trying to cast, the higher the DC. (Higher-level spells require more mental effort.)

Injury: Getting hurt or being affected by hostile magic while trying to cast a spell can break your concentration and ruin a spell. If you take damage while trying to cast a spell, you must make a Concentration check (DC 10 + points of damage taken + the level of the spell you're casting). The interrupting event strikes during casting if it occurs between when you start and when you complete casting a spell (for a spell with a casting time of 1 round or longer) or if it comes in response to your casting the spell (such as an attack of opportunity provoked by the casting of the spell or a contingent attack from a readied action). If you are taking continuous damage half the damage is considered to take place while

you are casting a spell. You must make a Concentration check (DC $10 + 1/2$ the damage that the continuous source last dealt + the level of the spell you're casting). If the last damage dealt was the last damage that the effect could deal then the damage is over, and it does not distract you. Repeated damage does not count as continuous damage.

Spell: If you are affected by a spell while attempting to cast a spell of your own, you must make a Concentration check or lose the spell you are casting. If the spell affecting you deals damage, the Concentration DC is $10 +$ points of damage + the level of the spell you're casting. If the spell interferes with you or distracts you in some other way, the Concentration DC is the spell's save DC + the level of the spell you're casting. For a spell with no saving throw, it's the DC that the spell's saving throw would have if a save were allowed.

Grappling or Pinned: To cast a spell while grappling or pinned, you must make a Concentration check (DC $20 +$ the level of the spell you're casting) or lose the spell. You can not provide a somatic component (see components, below) while grappling, and if pinned, you may not be able to provide a verbal component, at the option of the creature that has you pinned.

Vigorous Motion: If you are riding on a moving mount, taking a bouncy ride in a wagon, on a small boat in rough water, belowdecks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC $10 +$ the level of the spell you're casting) or lose the spell.

Violent Motion: If you are on a galloping horse, taking a very rough ride in a wagon, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC $15 +$ the level of the spell you're casting) or lose the spell.

Violent Weather: If you are in a high wind carrying blinding rain or sleet, the DC is $5 +$ the level of the spell you're casting. If you are in wind-driven hail, dust, or debris, the DC is $10 +$ the level of the spell you're casting. In either case, you lose the spell if you fail the Concentration check. If the weather is caused by a spell, use the rules in the spell subsection above.

Casting spells on the Defensive: If you want to cast a spell without provoking attacks of opportunity, you need to dodge and weave. You must make a Concentration check (DC $15 +$ the level of the spell you're casting) to succeed. You lose the spell points without successful casting if you fail. Entangled: If you want to cast a spell while entangled in a net or while affected by a spell with similar effects you must make a DC 15 Concentration check to cast the spell. You lose the spell if you fail.

2.1.3 Caster Level

The variables of a spell's effect often depend on its caster level, which is (usually) equal to your spellcasting class level. A spell that can be augmented for additional effect is also limited by your caster level (you can't spend more spell points on a spell than your caster level). See Augment under Descriptive Text, below. You can cast a spell at a lower caster level than normal, but the caster level must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. In the event that a class feature or other special ability provides an adjustment to your caster level, this adjustment applies not only to all effects based on caster level (such as range, duration, and augmentation potential) but also to your caster level

check to overcome your target's spell resistance and to the caster level used in dispel checks (both the dispel check and the DC of the check).

2.1.4 Spell Failure

If you try to cast a spell in conditions where the characteristics of the spell (range, area, and so on) cannot be made to conform, the spell fails and the spell points are wasted. Spells also fail if your concentration is broken (see Concentration, above).

2.1.5 The Spell's Result

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

2.1.6 Special Spell Effects

Certain special features apply to all spells.

Attacks: Some spells refer to attacking. All offensive combat actions, even those that don't damage opponents, such as disarm and bull rush, are considered attacks. All spells that opponents can resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are considered attacks. [Summon Monster](#) and similar spells are not considered attacks because the spells themselves don't harm anyone.

Bonus Types: Many spells give creatures bonuses to ability scores, Armor Class, attacks, and other attributes. Each bonus has a type that indicates how the spell grants the bonus. The important aspect of bonus types is that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, and racial bonuses, only the better bonus works (see Combining Magical Effects, below). The same principle applies to penalties - a character taking two or more penalties of the same type applies only the worst one. If the type of a bonus is not specified, it is an "untyped" bonus, which stacks with everything but another instance of what granted the untyped bonus.

Bringing Back the Dead: Some powerful spells have the ability to restore slain characters to life. When a living creature dies, its soul departs the body, leaves the Material Plane, travels through the Astral Plane, and goes to abide on the plane where the creature's deity resides. If the creature did not worship a deity, its soul departs to the plane corresponding to its alignment. Bringing someone back from the dead means retrieving his or her soul and returning it to his or her body.

Level Loss: The passage from life to death and back again is a wrenching journey for a being's soul. Consequently, any creature brought back to life usually loses one level of experience. The character's new experience point total is midway between the minimum needed for his or her new (reduced) level and the minimum needed for the next one. If the character was 1st level at the time of death, he or she loses 2 points of Constitution instead of losing a level. This level loss or Constitution loss cannot be repaired by any mortal means, even the spells wish or miracle. A revived character can regain a lost level by earning

XP through further adventuring. A revived character who was 1st level at the time of death can regain lost points of Constitution by improving his or her Constitution score when he or she attains a level that allows an ability score increase.

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead. Keeping the body being the most elementary, though the most powerful of spells can bypass this limitation. See individual spell descriptions.

Revivification Against One's Will: A soul cannot be returned to life if it does not wish to be. A soul knows the name, alignment, and patron deity (if any) of the character attempting to revive it and may refuse to return on that basis.

2.1.7 Combining Magical Effects

Psionics-Magic Transparency: The default rule for the interaction of psionics and magic is simple: Powers interact with spells and spells interact with powers in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as psionics-magic transparency. Though not explicitly called out in the spell descriptions or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect psionics do affect psionics. When the rule about psionics-magic transparency is in effect, it has the following ramifications. Spell resistance is effective against powers, using the same mechanics. Likewise, power resistance is effective against spells, using the same mechanics as spell resistance. If a creature has one kind of resistance, it is assumed to have the other. (The effects have similar ends despite having been brought about by different means.) All spells that dispel magic have equal effect against powers of the same level using the same mechanics, and vice versa. The spell detect magic detects powers as if they were spells. Dead magic areas are also dead psionics areas.

Multiple Effects: Spells or magical effects usually work as described no matter how many other spells, magical effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains the effect (and vice versa for spells that affect spells). Several other general rules apply when spells, spells, magical effects, or magical effects operate in the same place.

Stacking Effects: Spells that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different spells. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different spells stack if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 insight bonus") stacks with any bonus but another instance of the same effect that granted the bonus.

Same Effect More than Once in Different Strengths: In cases when two or more similar or identical effects are operating in the same area or on the same target, but at different strengths, only the best one applies. If one spell is dispelled or its duration runs out, the other spell remains in effect (assuming its duration has not yet expired).

Same Effect with Differing Results: The same spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

One Effect Makes Another Irrelevant: Sometimes, a spell can render another spell irrelevant.

Multiple Mental Control Effects: Sometimes magical effects that establish mental control render one another irrelevant. Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Spells with Opposite Effects: Spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some spells negate or counter each other. This is a special effect that is noted in a spell's description.

Instantaneous Effects: Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

2.2 The Spell Point Reserve

Spellcasting characters fuel their abilities through a pool, or reserve, of spell points. Your spell point reserve is equal to your base spell points gained from your class, bonus spell points from a high key ability score (see Abilities and Spellcasters, below), and any additional bonus spell points from sources such as your character race and feat selections.

2.2.1 Multiclass Spellcasting Characters

If you have levels in more than one spellcasting class, you combine your spell points from each class to make up your reserve. You can use these spell points to cast spells from any spellcasting class you have. While you maintain a single reserve of spell points from your class, race, and feat selections, you are still limited by the caster level you have achieved with each spell you know.

2.2.2 Abilities and spellcasters

The ability that your spells depend on - your key ability score as a spellcaster - is related to what spellcasting class (or classes) you have levels in: Intelligence (Wizard) The modifier for this ability is referred to as your key ability modifier. If your character's key ability score is 9 or lower, you can't cast spells from that spellcasting class.

How To Determine Bonus Spell Points: Your key ability score grants you additional spell points equal to your key ability modifier \times your caster level $\times \frac{1}{2}$.

2.2.3 Daily Spell Point Acquisition:

To regain used daily spell points, a spellcasting character must have a clear mind. To clear his mind, he ¹ must first sleep for 8 hours. The character does not have to slumber for every minute of the time, but he must refrain from movement, combat, casting spells, skill use, conversation, or any other demanding physical or mental task during the rest period. If his rest is interrupted, each interruption adds 1 hour to the total amount of time he has to rest to clear his mind, and he must have at least 1 hour of rest immediately prior to regaining lost spell points. If the character does not need to sleep for some reason, he still must have 8 hours of restful calm before regaining spell points.

Recent Casting Limit/Rest Interruptions: If a spellcasting character has cast spells recently, the drain on his resources reduces his capacity to regain spell points. When he regains spell points for the coming day, all spell points he has used within the last 8 hours count against his daily limit.

Peaceful Environment: To regain spell points, a spellcasting character must have enough peace, quiet, and comfort to allow for proper concentration. The spellcasting character's surroundings need not be luxurious, but they must be free from overt distractions, such as combat raging nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might incur while concentrating on regaining spell points.

Regaining Spell Points: Once the character has rested in a suitable environment, it takes an act of concentration spanning 1 full round to regain all power points of the spellcasting character's daily limit. This can be an instant's meditation, a prayer to the character's deity, or any other minor ritual the character performs at the start of each day.

Death and Spell Points: If a character dies, all daily spell points stored in his mind are wiped away. A potent effect (such as Wish) can recover the lost spell points when it recovers the character.

2.2.4 Gain Magical Focus

Merely holding a reservoir of magical spell points in mind gives spellcasting characters a special energy. Spellcasting characters can put that energy to work without actually paying a spell point cost - they can become magically focused as a special use of the Concentration skill.

If you have 1 or more spell points available, you can meditate to attempt to become magically focused. The DC to become magically focused is 20. Meditating is a full-round action that provokes attacks of opportunity. When you are magically focused, you can expend your focus on any single Concentration check you make thereafter. When you expend your focus in this manner, your Concentration check is treated as if you rolled a 15. It's like taking 10, except that the number you add to your Concentration modifier is 15. You can also expend your focus to gain the benefit of a magical feat - many magical feats are activated in this way.

¹A number of lines in this documents tend to assume that the character is male and if not human, at least humanoid-shaped. This is because I, the document's author, am a human male. Bear with me, please.

Once you are magically focused, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance, in the case of elves), or until your spell point reserve drops to 0.

2.2.5 Using Stored Spell Points

A variety of magical items exist to store spell points for later use, in particular a storage device called a *Pearl of Power*. Regardless of what sort of item stores the spell points, all spellcasting characters must follow strict rules when tapping stored spell points.

A Single Source: When using spell points from a storage item to cast a spell, a spellcasting character may not pay the spell's cost with spell points from more than one source. He must either use an item, his own spell point reserve, or some other discrete spell point source to pay the casting cost.

Recharging: Most spell point storage devices allow spellcasting characters to "recharge" the item with their own spell points. Doing this depletes the character's spell point reserve on a 1-for-1 basis as if he had casted a spell; however, those spell points remain indefinitely stored. The opposite is not true - spellcasting characters may not use spell points stored in a storage item to replenish their own spell point reserves.

2.3 Adding Spells

Spellcasting characters can learn new spells when they attain a new level. A Wizard can learn any spell from the Wizard list, including spells only available to members of his school of specialization. A Cleric can learn any spell from a domain he knows.

Spells Gained at a New Level: Wizards and other spellcasting characters perform a certain amount of personal research, prayer or meditation between adventures in an attempt to unlock latent mental abilities. Each time a spellcasting character attains a new level, he or she learns additional spells according to his class description. These spells represent abilities unlocked from latency. The spells must be of levels the characters can cast (see the class table for each class).

Independent Research: A Wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one. If characters are allowed to develop new spells, use these guidelines to handle the situation. Any kind of caster can create a new spell. The research involved requires access to a retreat conducive to uninterrupted research, prayer, or meditation. Research involves an expenditure of 200 XP per week and takes one week per level of the spell. At the end of that time, the character makes a Spellcraft check (DC 10 + spell level). If that check succeeds, the character learns the new spell if her research produced a viable spell. If the check fails, the character must go through the research process again if she wants to keep trying.

Cast an Unknown Spell from a Source: A spellcasting character can attempt to cast a spell from a source other than his own knowledge (usually a scroll). To do so, the character must first read the source, a process requiring a spellcraft check against a DC of 15 + the level of the spell to be cast. (If the spell has a verbal component, the source must be read aloud.) Reading requires 1 full round of uninterrupted concentration, which can provoke attacks of opportunity. Once

the source is read, the character becomes aware of all the spells stored on the scroll up to the highest level of spell the contactor knows himself. Next, the spellcasting character must choose one of the spells available and make a second Spellcraft check (DC 15 + the spell's level) to see if will manage to cast the spell correctly. If the spell is not on his class list, he automatically fails this check. Upon successfully making the check, the character can immediately attempt to cast that spell even if he doesn't know it (and assuming he has spell points left for the day). He can attempt to cast the spell normally on his next turn. He retains the ability to cast the selected spell for only 1 round. If he doesn't cast the spell, fails the Spellcraft check, or casts a different spell, he loses his chance to cast that spell unless the source is read again.

2.4 Special Abilities

Magical creatures can create magical effects without having levels in a spellcasting class (although they can take a spellcasting class to further enhance their abilities); such creatures have the magical subtype. Characters using wands and other magical items can also create magical effects.

2.4.1 Spell-like Abilities

The casting of spells by creatures without a spellcasting class (creatures with the magical subtype, also simply called magical creatures) is considered a spell-like ability (Sp).

Usually, a magical creature's spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described. Spell-like abilities have no verbal or somatic components, but do they require an XP cost if the equivalent power has an XP cost. The user activates them mentally.

A spell-like ability has a casting time of 1 standard action unless noted otherwise in the ability description. In all other ways, a spell-like ability functions just like a spell. However, a magical creature does not have to pay a spell-like ability's spell point cost.

Spell-like abilities are subject to spell resistance and to being dispelled by dispel magic. They do not function in areas where magic is suppressed or negated.

2.4.2 Supernatural Abilities

Some creatures have magical abilities that are considered supernatural (Su). Magical feats are also supernatural abilities.

These abilities cannot be disrupted in combat, as spells can be, and do not provoke attacks of opportunity (except as noted in their descriptions).

Supernatural abilities are not subject to spell resistance and cannot be negated or dispelled; however, they do not function in areas where magic is suppressed.

2.5 Magical Maladies

2.5.1 Ability Burn

This is a special form of ability damage that cannot be magically healed. It is caused by the use of certain magical feats and spells. It returns only through natural healing.

2.5.2 Disease, Cascade Flu

Spread by brain moles and other vermin; injury; DC 13; incubation one day; damage magical cascade.

A magical cascade is a loss of control over magical abilities. Using spell points becomes dangerous for a character infected by cascade flu, once the incubation period has run its course. Every time an afflicted character casts a spell, she must make a DC 16 Concentration check. On a failed check, a magical cascade is triggered. The spell operates normally, but during the following round, without the character's volition, two additional spells she knows are cast randomly, and their spell cost is deducted from the character's reserve. During the next round, three additional spells are cast, and so on, until all the magical character's spell points are drained. Spells with a range of personal or touch always affect the diseased character. For other spells that affect targets, roll d%: On a 0150 result, the spell affects the diseased character, and 5100 indicates that the spell targets other creatures in the vicinity. Magical creatures (those that cast their spells without paying points) cascade until all the spells they know have been cast at least twice. As with any disease, a spellcasting character who is injured or attacked by a creature carrying a disease or parasite, or who otherwise has contact with contaminated material, must make an immediate Fortitude save. On a success, the disease fails to gain a foothold. On a failure, the character takes damage (or incurs the specified effect) after the incubation period. Once per day afterward, the afflicted character must make a successful Fortitude save to avoid repeating the damage. Two successful saving throws in a row indicate she has fought off the disease.

2.5.3 Disease, Cerebral Parasites

Spread by contact with infected magical or spellcasting creatures; contact; DC 15; incubation 1d4 days; damage 1d8 spell points.

Cerebral parasites are tiny organisms, undetectable to normal sight. An afflicted character may not even know he carries the parasites - until he discovers he has fewer spell points for the day than expected. Magical creatures with cerebral parasites are limited to using each of their known spells only once per day (instead of freely casting them). See the note about diseases under Cascade Flu, above.

2.5.4 Negative Levels

Spellcasting characters can gain negative levels just like members of other character classes. A spellcasting character loses access to one spell per negative level from the highest level of spell he can cast; he also loses a number of spell points equal to the cost of that spell. If two or more spells fit these criteria, the caster

decides which one becomes inaccessible. The lost spell becomes available again as soon the negative level is removed, providing the caster is capable of using it at that time. Lost spell points also return.

2.6 Spell Descriptions

The description of each spell is presented in a standard format. Each category of information is explained and defined below.

2.6.1 Name

The first line of every spell description gives the name by which the spell is generally known. A spell might be known by other names in some locales, and specific casters might have names of their own for their spells.

2.6.2 School (Subschool)

Beneath the spell name is a line giving the school of magic (and the subschool, if appropriate) that the spell belongs to. Every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways.

Abjuration Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence. If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

Conjuration Each conjuration spell belongs to one of four subschools. Conjurations bring manifestations of objects, creatures, or some form of energy to you (the summoning subschool), actually transport creatures from another plane of existence to your plane (calling), transport creatures or objects over great distances (teleportation), or create objects or effects on the spot (creation). Creatures you conjure usually, but not always, obey your commands. A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

Calling: A calling spell transports a creature from another plane to the plane you are on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed. The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled. A called creature cannot use any innate summoning or calling abilities it may have. A called creature always refuses to use any spell or other ability with an XP cost.

Creation: A creation spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Summoning: A summoning spell instantly conjures a creature or object in a place you designate. When the spell ends or is dispelled, a summoned creature disappears, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also disappears if it is killed or if its hit points drop to 0 or lower. When the spell that summoned a creature ends and the creature disappears, all the spells it has cast expire. A summoned creature cannot use any innate summoning or calling abilities it may have. A summoned creature always refuses to use any spell or other ability with an XP cost.

Teleportation: A teleportation spell transports one or more creatures or objects a great distance. The most powerful of these spells can cross planar boundaries. The transportation is (unless otherwise noted) one-way and not dispellable. Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Divination Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells. Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

Scrying: A scrying spell creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any spells or effects that target you, but not spells or effects that emanate from you. However, the sensor is treated as a separate, independent sensory organ of yours, and thus it functions normally even if you have been blinded, deafened, or otherwise suffered sensory impairment. Any creature with an Intelligence score of 12 or higher can notice the sensor by making a DC 20 Intelligence check. The sensor can be dispelled as if it were an active spell. Lead sheeting or magical protection blocks a scrying spell, and you sense that the spell is so blocked.

Enchantment Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

Charm: A charm spell changes how the subject views you, typically making it see you as a good friend.

Compulsion: A compulsion spell forces the subject to act in some manner or changes the way her mind works. Some compulsion spells determine the subject's actions or the effects on the subject, some compulsion spells allow you to determine the subject's actions when you cast the spell, and others give you ongoing control over the subject.

Evocation Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language you can speak. If you try to duplicate a language you cannot speak, the image produces gibberish. Likewise, you cannot make a visual copy of something unless you know what it looks like. Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. A figment's AC is equal to $10 + \text{its size modifier}$.

Glamour: A glamour spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real from extradimensional energy. Such illusions can have real effects. Damage dealt by a shadow illusion is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion usually do not receive a saving throw to recognize it as illusory until they study it carefully or interact with it in some fashion. A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline. A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Necromancy Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

Healing: Certain divine necromancy spells heal creatures or even bring them back to life.

Transmutation Transmutation spells change the properties of some creature, thing, or condition.

Polymorph: Some Transmutation spells change the subject's form into that of another creature entirely. When under a Polymorph subschool spell, the subject loses most class and racial features. Of the class features, you retain your own hit dice (and thereby your HP total), your skill points, your base attack bonus, your bonus feats, and weapon and armor proficiencies. Of your racial features, you retain your bonus feats, bonus skill points, skill bonuses, your racial bonus feats, and racial weapon proficiencies. All other class and racial features (notably including your spellcasting, if any) are lost. You retain your own type and subtypes. You retain all feats you have gained from advancing in hit dice (including the feat every intelligent creature gains at its first HD). Unless otherwise noted, your ability scores and natural armor bonus are unchanged from that of your natural form. You retain your ability to speak. Magic items not feasibly capable of being worn, held or carried by your new form meld into your body, continuing to provide their benefits. A creature can never be the subject of more than one Polymorph spell simultaneously. If multiple Polymorph spells are cast on a creature in succession, the older spells are suppressed while the newest is in effect. Recognizing that a creature is under a Polymorph spell (rather than being normal, average member of the creature type the subject morphed into) is generally a DC 20 spot check, or DC 15 for members of the creature type that the subject morphed into.

2.6.3 Descriptor

Appearing on the same line as the school and subschool (when applicable) is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor, some have none. Descriptors are shown in brackets.

The descriptors that apply to spells are *acid*, *air*, *chaotic*, *cold*, *darkness*, *death*, *earth*, *electricity*, *evil*, *fear*, *fire*, *force*, *good*, *language-dependent*, *lawful*, *light*, *mind-affecting*, *sonic*, and *water*. Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A language-dependent spell uses intelligible language as a medium.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

2.6.4 Level

The next line of the spell description gives a spell's level, a number between 1 and 9 that defines the spell's relative strength. This number is preceded by the name of the class whose members can cast the spell.

2.6.5 Components

When a spell is cast, a component may be needed to facilitate the spell. This component may be somatic or verbal. Dispense with Displays: Despite the fact

that almost every spell has a component, a spellcasting character can always choose to cast the spell without the flashy accompaniment of magical words and hand gestures, usually to avoid attention or to circumvent a condition that prevents him from using components (see below). To cast a spell without any components (no matter how many components the spell might have), a caster must make a Concentration check (DC 20 + twice the level of the spell). This check is part of the action of casting the spell. If the check is unsuccessful, the components are needed if the spell is to go off. Even if a caster casts a spell without a component, he is still subject to attacks of opportunity in appropriate circumstances. (Of course, another Concentration check can be made as normal to either cast defensively or maintain the power if attacked.)

Verbal (V)

A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. Asilencespell or a gag spoils the incantation (and thus the spell). A spellcaster who has beendeafenedhas a 20% chance to spoil any spell he tries to cast with a verbal component.

Somatic (S)

A somatic component is a measured and precise movement of the hand. You must have at least one hand free to provide a somatic component.

2.6.6 Casting Time

Most spells have a casting time of 1 standard action. Others take 1 round or more, while a few require only a free action. A spell that takes 1 round to cast requires a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed. A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action, as noted above for 1-round casting times). These actions must be consecutive and uninterrupted, or the spell points are lost and the spell fails. When you use a spell that takes 1 round or longer to cast, you must continue the concentration from the current round to just before your turn in the next round (at least). If you lose concentration before the casting time is complete, the spell points are lost and the spell fails. You make all pertinent decisions about a spell (range, target, area, effect, version, and so forth) when the spell comes into effect.

2.6.7 Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the area would extend beyond the range, that area is wasted. Standard ranges include the following.

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets.

You can touch as many willing targets as you can reach, but all targets of the spell must be touched in the same round that you cast the spell.

Close: The spell reaches as far as 25 feet away from you. The maximum range increases 5 feet for every two caster levels you have.

Medium: The spell reaches as far as 100 feet + 10 feet per caster level.

Long: The spell reaches as far as 400 feet + 40 feet per caster level.

Range Expressed in Feet: Some spells have no standard range category, just a range expressed in feet.

2.6.8 Aiming a Spell

You must make some choice about whom the spell is to affect or where the spell's effect is to originate, depending on the type of spell. The next entry in a spell description defines the spell's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some spells have a target or targets. You cast these spells on creatures or objects, as defined by the spell itself. You must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish casting the spell. If you cast a targeted spell on the wrong type of target the spell has no effect. If the target of a spell is yourself (the spell description has a line that reads Target: You), you do not receive a saving throw and spell resistance does not apply. The Saving Throw and Spell Resistance lines are omitted from such spells. Some spells can be cast only on willing targets. Declaring yourself as a willing target is something that can be done at any time (even if you're flat-footed or it isn't your turn). Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing. The Saving Throw and spell Resistance lines are usually omitted from such spells, since only willing subjects can be targeted.

Effect: Some spells, such as most conjuration spells, create things rather than affect things that are already present. Unless otherwise noted in the spell description, you must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile, it can move regardless of the spell's range once created.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit, as you do with a targeted spell. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at. If a ray spell has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray spell deals damage, you can score a critical hit just as if it were a weapon. A ray spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit.

Spread: Some effects spread out from a point of origin (which may be a grid intersection, or may be the caster) to a distance described in the spell. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the effect may take. When determining distance for spread effects, count around walls, not through them. As with movement, do not trace diagonals across corners. You must designate the point of origin for such an effect (unless the effect is centered on you), but you need not have line of effect (see below) to all portions of the effect.

(S) Shapeable: If an Effect line ends with (S) you can shape the spell. A shaped effect can have no dimension smaller than 10 feet.

Area: Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the spell originates, but otherwise you usually don't control which creatures or objects the spell affects. The point of origin of a spell that affects an area is always a grid intersection. When determining whether a given creature is within the area of a spell, count out the distance from the point of origin in squares just as you do when moving a character or when determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection. You can count diagonally across a square, but every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area touches only the near edge of a square, however, anything within that square is unaffected by the spell.

Burst, Emanation, or Spread: Most spells that affect an area function as a burst, an emanation, or a spread. In each case, you select the spell's point of origin and measure its effect from that point.

A burst spell affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped.

A burst's area defines how far from the point of origin the spell's effect extends.

An emanation spell functions like a burst spell, except that the effect continues to radiate from the point of origin for the duration of the spell.

A spread spell spreads out like a burst but can turn corners. You select the point of origin, and the spell spreads out a given distance in all directions. Figure the area the spell effect fills by taking into account any turns the effect takes.

Cone, Line, or Sphere: Most spells that affect an area have a particular shape, such as a cone, line, or sphere.

A cone-shaped spell shoots away from you in a quarter-circle in the direction you designate. It starts from any corner of your square and widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

A line-shaped spell shoots away from you in a line in the direction you designate. It starts from any corner of your square and extends to the limit of its range or until it strikes a barrier that blocks line of effect. A line-shaped spell affects all creatures in squares that the line passes through or touches.

A sphere-shaped spell expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Other: A spell can have a unique area, as defined in its description.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a spell can affect. A solid barrier cancels a line of effect, but it is not blocked by fog, darkness, and other factors that limit normal sight. You must have a clear line of effect to any target that you cast a spell on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast. A burst, cone, or emanation spell affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, or an emanation's point of origin). An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for the purpose of determining a spell's line of effect.

2.6.9 Duration

A spell's Duration line tells you how long the magical energy of the spell lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magical energy sustaining the effect fades, and the spell ends. If a spell's duration is variable it is rolled secretly.

Instantaneous: The magical energy comes and goes the instant the spell is cast, though the consequences might be long-lasting or permanent.

Permanent: The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration: The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end. You can't cast a spell while concentrating on another one. Some spells may last for a short time after you cease concentrating. In such a case, the spell keeps going for the given length of time after you stop concentrating, but no longer. Otherwise, you must concentrate to maintain the spell, but you can't maintain it for more than a stated duration in any event. If a target moves out of range, the spell reacts as if your concentration had been broken.

Subjects, Effects, and Areas: If the spell affects creatures directly the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to when its duration ends. If the spell affects an area then the spell stays with that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Touch Spells and Holding the Charge: In most cases, if you don't discharge a touch spell on the round you cast it, you can hold the charge (postpone the discharge of the spell) indefinitely. You can make touch attacks round after round. If you touch anything with your hand while holding a charge, the spell discharges. If you cast another spell, the touch spell dissipates. Some touch spells allow you to touch multiple targets as part of the spell. You can't hold

the charge of such a spell; you must touch all the targets of the spell in the same round that you finish casting the spell. You can touch one friend (or yourself) as a standard action or as many as six friends as a full round action.

Discharge: Occasionally a spell lasts for a set duration or until triggered or discharged.

(D) Dismissible: If the Duration line ends with (D), you can dismiss the spell at will. You must be within range of the spell's effect and must mentally will the dismissal, which uses the same components as when you first cast the spell. Dismissing a spell is a standard action that does not provoke attacks of opportunity. A spell that depends on concentration is dismissible by its very nature, and dismissing it does not take an action or require a component, since all you have to do to end the spell is to stop concentrating on your turn.

2.6.10 Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates: The spell has no effect on a subject that makes a successful saving throw.

Partial: The spell causes an effect on its subject, such as death. A successful saving throw means that some lesser effect occurs (such as being dealt damage rather than being killed).

Half: The spell deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.

(object): The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell, in which case the object uses the creature's saving throw bonus unless its own bonus is greater. (This notation does not mean that a spell can be cast only on objects. Some spells of this sort can be cast on creatures or objects.) A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.

(harmless): The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class:

A saving throw against your spell has a DC 10 + one-half the number of spell points spent on the spell (round up) + your key ability modifier (Intelligence for a wizard, Charisma for a Sorcerer variant Wizard, Wisdom for a Cleric). Count all spell points spent on augmenting a spell in order to determine its spell point cost for this purpose, but do not count the additional spell point cost incurred by adding a metamagic feat to a spell.

Succeeding on a Saving Throw: A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Failing a Saving Throw against Mind-Affecting Spells: If you fail your save, you are unaware that you have been affected by a spell.

Table 1: Spell Points by Spell Level

Spell Level	1	2	3	4	5	6	7	8	9
Spell Point Cost	1	3	5	7	9	11	13	15	17

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure, and the spell may deal damage to exposed items (see Items Surviving after a Saving Throw, below). A natural 20 (the d20 comes up 20) is always a success.

Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a spell's result. Even a character with a special resistance to magic can suppress this quality. A creature can under no conditions whatsoever be directly forced to give up its saving throw, even with Enchantment spells or the control granted over a Called creature.

Items Surviving after a Saving Throw: Unless the descriptive text for the spell specifies otherwise, all items carried or worn by a creature are assumed to survive a magical attack.

2.6.11 Spell Resistance

Spell resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level check (d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance functions like an Armor Class against magical attacks.² Include any adjustments to your caster level on this caster level check. The Spell Resistance line and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place. The terms object and harmless mean the same thing for spell resistance as they do for saving throws. A creature with spell resistance must voluntarily lower the resistance (a standard action) to be affected by a spell noted as harm less. In such a case, you do not need to make the caster level check described above.

2.6.12 Spell Points

All spells have a Spell Points line, indicating the spell's cost. This is the minimum number of spell points that must be paid in order to cast the spell. The spellcasting character class tables show how many spell points a character has access to each day, depending on level. A spell's cost is determined by its level, as shown on table 1. Every spell's cost is noted in its description for ease of reference.

Spell Point Limit: The spell point cost mentioned in each spell's description is the minimum number of spell points needed to cast the spell. You can, if you wish, spend more than this minimum number on a spell, usually to increase the spell's saving throw DC, or to use an augment the spell may have. The maximum number of points you can spend on a spell (for any reason) is equal to your caster level (the fundamental rule of magic).

²Power resistance is equivalent to spell resistance unless the Psionics Is Different option is in use.

XP Cost (XP): On the same line that the spell point cost of a spell is indicated, the spell's experience point cost, if any, is noted. Particularly powerful effects entail an experience point cost to you. No spell or spell can restore XP lost in this manner. You cannot spend so much XP that you lose a level, so you cannot cast a spell with an XP cost unless you have enough XP to spare. However, you can, on gaining enough XP to attain a new level, use those XP for casting a spell rather than keeping them and advancing a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

2.6.13 Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous lines in the description included see text, this is where the explanation is found. If the spell you're reading about is based on another spell you might have to refer to a different spell for the see text information. If a spell is the equivalent of a spell an entry of see spell text directs you to the appropriate spell description.

Augment: Many spells have variable effects based on the number of spell points you spend when you cast them. The more points spent, the more powerful the spell. How this extra expenditure affects a spell is specific to the spell. Some augmentations allow you to increase the number of damage dice, while others extend a spell's duration or modify a spell in unique ways. Each spell that can be augmented includes an entry giving how many spell points it costs to augment and the effects of doing so. However, you can spend only a total number of points on a spell equal to your caster level. Augmenting a spell takes place as part of another action (casting a spell). Unless otherwise noted in the Augment section of an individual spell description, you can augment a spell only at the time you cast it. Some Augments radically alter the spell's characteristics.

3 Spellcasting Classes

3.1 The Wizard

Alignment: Any

Hit Die: d4

Class skills: The Wizard's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int). In addition, a Wizard gains access to additional class skills based on his Specialization:

- *Abjurer:* Diplomacy (Cha), Heal (Wis), Speak Language (N/A), and Survival (Wis)
- *Conjurer:* Appraise (Int), Craft (Int), Disable Device (Int), and Forgery (Int)
- *Diviner:* Decipher Script (Int), Gather Information (Cha), Listen (Wis), and Spot (Wis).
- *Enchanter:* Bluff (Cha), Diplomacy (Cha), Gather Information (Cha) and Sense Motive (Wis).
- *Evoker:* Autohypnosis (Wis), Disable Device (Int), Intimidate (Cha) and Tumble (Dex).
- *Illusionist:* Disguise (Cha), Forgery (Int), Hide (Dex), and Move Silently (Dex)
- *Necromancer:* Bluff (Cha), Disguise (Cha), Heal (Wis), and Sense Motive (Wis).
- *Transmuter:* Balance (Dex), Climb (Str), Jump (Str) and Swim (Str).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$. Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

3.1.1 Class Features

All the following are class features of the Wizard.

Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not, however, interfere with the casting of spells.

Spell Points/Day: A Wizard's ability to cast spells is limited by the spell points he has available. His base daily allotment of spell points is given on Table: 2. In addition, he receives bonus spell points per day if he has a high Intelligence score³. His race may also provide bonus spell points per day, as may certain feats and items.

³**Variant: Sorcerer**

Some users of magic are not the careful, studious folk that populate most mage guilds - they are simply born. These mages are called Sorcerers. Their magic comes intuitively, and thus they use their Charisma score rather than their Intelligence score to determine their spells' saving throw DCs, their bonus spell points, and the maximum spell level they have access to.

Table 2: The Wizard

Level	BAB	Fort	Ref	Will	Special	SP/day	Spells Known	Maximum level
1st	+0	+0	+0	+2	Bonus feat, specialization	2	2+P	1st
2nd	+1	+0	+0	+3	-	6	4	1st
3rd	+1	+1	+1	+3	-	11	5	2nd
4th	+2	+1	+1	+4	-	17	7	2nd
5th	+2	+1	+1	+4	Bonus feat	25	8	3rd
6th	+3	+2	+2	+5	-	35	10	3rd
7th	+3	+2	+2	+5	-	46	11	4th
8th	+4	+2	+2	+6	-	58	13	4th
9th	+4	+3	+3	+6	-	72	14	5th
10th	+5	+3	+3	+7	Bonus feat	88	16	5th
11th	+5	+3	+3	+7	-	106	17	6th
12th	+6/+1	+4	+4	+8	-	126	19	6th
13th	+6/+1	+4	+4	+8	-	147	20	7th
14th	+7/+2	+4	+4	+9	-	170	22	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	23	8th
16th	+8/+3	+5	+5	+10	-	221	25	8th
17th	+8/+3	+5	+5	+10	-	250	26	9th
18th	+9/+4	+6	+6	+11	-	280	27	9th
19th	+9/+4	+6	+6	+11	-	311	28	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	29	9th

Specialization: Every Wizard must decide at 1st level which school of magic he will specialize in. Choosing a specialization provides a Wizard with access to the class skills associated with that school (see above), as well as the spells restricted to that school. However, choosing a discipline also means that the Wizard can not learn spells that are restricted to other schools. He can't even use such spells by employing magical items.

Spells Known: A Wizard begins play knowing the [Prestidigitation](#) spell, and two other wizard spells of your choice. Each time he achieves a new level, he unlocks the knowledge of new spells. Choose the spells known from the full Wizard spell list, excepting those spells marked as "specialist only" spells for schools other than his own. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a Wizard to learn spells marked as specialist only spells, or even spells of other classes.) A Wizard can cast any spell he knows that has a spell point cost equal to or lower than his caster level. The number of times a Wizard can cast spells in a day is limited only by his daily spell points. A Wizard simply knows his spells; they are ingrained in his mind, though he must get a good night's sleep each day to regain all his spent spell points. The Difficulty Class for saving throws against Wizard spells is $10 + \text{the spell's level} + \text{the Wizard's Intelligence modifier}$.

Maximum Spell Level Known: A Wizard begins play with the ability to learn 1st-level spells. As he attains higher levels, a Wizard may gain the ability to master more complex spells, as shown on table 2. To learn or cast a spell, a Wizard must have an Intelligence score of at least $10 + \text{the spell's level}$.

Bonus Feats: A Wizard gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a magical feat, a metamagic feat,

or an item creation feat. These bonus feats are in addition to the feats that a character of any class gains every three levels. A Wizard is not limited to magic feats, metamagic feats, and an item creation feats when choosing these other feats.

3.1.2 Magical Schools

A school is one of eight groupings of spells, each defined by a common theme. The eight schools are Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy and Transmutation. The schools are described in detail in section 2.6.2, and summarized below.

- *Abjuration*: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.
- *Conjunction*: Spells that bring creatures or materials to the caster. A conjunction specialist is called a conjurer.
- *Divination*: Spells that reveal information. A divination specialist is called a diviner.
- *Enchantment*: Spells that imbue the recipient with some property or grant the caster power over another being. An enchantment specialist is called an enchanter.
- *Evocation*: Spells that manipulate energy or create something from nothing. An evocation specialist is called an evoker.
- *Illusion*: Spells that alter perception or create false images. An illusion specialist is called an illusionist.
- *Necromancy*: Spells that manipulate, create, or destroy life or life force. A necromancy specialist is called a necromancer.
- *Transmutation*: Spells that transform the recipient physically or change its properties in a more subtle way. A transmutation specialist is called a transmuter.

4 Magical feats

Magical feats are available only to characters and creatures with the ability to cast spells. (In other words, they either have a spell point reserve or have spell-like abilities.) Because magical feats are supernatural abilities - a departure from the general rule that feats do not grant supernatural abilities - they cannot be disrupted in combat (as spells can be) and generally do not provoke attacks of opportunity (except as noted in their descriptions). Supernatural abilities are not subject to spell resistance and cannot be dispelled; however, they do not function in areas where magic is suppressed, such as in an antimagic field. Leaving such an area immediately allows magical feats to be used. Many magical feats can be used only when you are magically focused; others require you to expend your magic focus to gain their benefit. Expending your magic focus does not require an action; it is part of another action (such as using a feat). When you expend your magic focus, it applies only to the action for which you expended it.

4.1 Metamagic Feats

As a caster's knowledge of magic grows, he can learn to cast spells in ways slightly different from how the spells were originally designed or learned. Of course, casting a spell while using a metamagic feat is more expensive than casting the spell normally.

- **Casting Time:** Spells cast using metamagic feats take the same time as casting the spells normally unless the feat description specifically says otherwise.
- **Casting Cost:** To use a metamagic feat, a caster must both expend his magical focus (see 2.2.4) and pay an increased spell point cost as given in the feat description.
- **Limits on Use:** As with all spells, you cannot spend more spell points on a spell than your caster level. Metamagic feats merely let you cast spells in different ways; they do not let you violate this rule.
- **Effects of Metamagic Feats on a Spell:** In all ways, a metamagic spell operates at its original spell level, even though it costs additional spell points. The modifications to a spell made by a metamagic feat have only their noted effect on the spell. A caster can't use a metamagic feat to alter a spell being cast from a scroll, wand, or other device.

Casting a spell modified by the Quicken Spell feat does not provoke attacks of opportunity. Some metamagic feats apply only to certain spells, as described in each specific feat entry.

Magical Items and Metamagic Spells: With the right item creation feat, you can store a metamagic spell in a scroll, potion, or wand. Level limits for potions apply as if the spell point increase actually raised the level of the spell. A character doesn't need the appropriate metamagic feat to activate an item in which a metamagic spell is stored, but does need the metamagic feat to create such an item.

4.1.1 Familiar Feats

The companions of spellcasters have focuses different from those of most adventurers, and a unique magical link to their master that grants them special powers. Some of these are represented by familiar feats. Only familiars (not their hosts) can take these feats.

When the description of a familiar feat refers to the master's level, it refers to his number of levels in spellcasting classes.

4.2 Feat Descriptions

4.2.1 Arcane Meditation [Magical]

You can focus your mind faster than normal, even under duress.

Prerequisite: Wis 13, Concentration 7 ranks.

Benefit: You can take a move action to become magically focused.

Normal: A character without this feat must take a full-round action to become magically focused.

4.2.2 Burrowing Spell [Metamagic]

Your spells sometimes bypass barriers.

Benefit: To use this feat, you must expend your magical focus. You can attempt to cast your spells against targets that are sheltered behind a wall or force effect. Your spell briefly skips through the Astral Plane to bypass the barrier. The strength and thickness of the barrier determine your chance of success. To successfully bypass the barrier with your spell, you make a Spellcraft check against a DC equal to 10 + the hardness of the barrier + 1 per foot of thickness (minimum 1). Assign a hardness of 20 to barriers without a hardness rating, such as force effects. Force walls are assumed to have less than 1 foot of thickness unless noted otherwise. If a spell requires line of sight (which includes most spells that affect a target or targets instead of an area), you cannot cast it as a burrowing spell unless you can somehow see the target. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

4.2.3 Brew Potion [Item Creation]

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level \times its caster level \times 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from

the base price, you must expend the material component or pay the XP when creating the potion.

4.2.4 Careful Push [Magical]

You can push spells with less cost to yourself.

Prerequisite: Pushing the Limits, caster level 5th.

Benefit: To use this feat, you must expend your magical focus. When casting a spell of 3rd level or lower, you do not take damage from overchanneling.

4.2.5 Chain Spell [Metamagic]

You can cast spells that arc to hit other targets in addition to the primary target.

Benefit: To use this feat, you must expend your magical focus. You can chain any spell that species a single target and has a range greater than touch. After the primary target is struck, the spell can arc to a number of secondary targets equal to your caster level (maximum twenty). You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). If the chained spell deals damage, the secondary targets each take half as much damage. Each target gets to make a saving throw as normal, if one is allowed by the spell. For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level.

4.2.6 Craft Magic Arms And Armor [Item Creation]

Prerequisite: Caster level 5th.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features total price in XP and use up raw materials costing one-half of this total price.

The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

4.2.7 Craft Wand [Item Creation]

You can create slender sticks called wands than cast spells when charges are expended.

Prerequisite: Caster level 5th.

Benefit: You can create a wand of any spell you know (barring exceptions, as noted in a spell's description). Crafting a wand takes one day for each 1,000 gp in its base price. The base price of a wand is its caster level \times the power level \times 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with an XP cost also carries a commensurate cost. In addition to the XP cost derived from the base price, you must pay fifty times the XP cost.

4.2.8 Craft Wondrous Item [Item Creation]

You can create various wondrous items.

Prerequisite: Caster level 3rd.

Benefit: You can create any wondrous item whose prerequisites you meet. Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

4.2.9 Delay Spell [Metamagic]

You can cast spells that go off up to 5 rounds later.

Benefit: To use this feat, you must expend your magical focus. You can cast a spell as a delayed spell. A delayed spell doesn't activate immediately. When you cast the spell, you choose one of three trigger mechanisms:

1. The spell activates when you take a standard action to activate it;
2. It activates when a creature enters the area that the spell will affect (only spells that affect areas can use this trigger condition); or
3. It activates on your turn after 5 rounds pass.

If you choose one of the first two triggers and the conditions are not met within 5 rounds, the spell activates automatically on the fifth round. Only area and personal spells can be delayed. Any decisions you would make about the delayed spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the delay period ends. A delayed spell can be dispelled normally during the delay, and can be detected normally in the area or on the target by the use of spells that can detect magical effects. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

4.2.10 Empower Spell [Metamagic]

You can cast spells to greater effect.

Benefit: To use this feat, you must expend your magical focus. You can empower a spell. All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal,

cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented spells can also be empowered (multiply 1-1/2 times the damage total of the augmented spell). For example, a Scorching Ray [Fire] spell augmented to cost 5 spell points would deal $1.5 \times 5d6 + 5$ points of damage. Saving throws and opposed checks (such as the one you make when you cast dispel magic) are not affected, nor are spells without random variables. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

4.2.11 Enlarge Spell [Metamagic]

You can cast spells farther than normal.

Benefit: To use this feat, you must expend your magical focus. 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 has a range of 50 feet + 5 feet per level, a medium-range spell has a range of 200 feet + 20 feet per level, and a long-range spell has a range of 800 feet + 80 feet per level. Spells whose ranges are not defined by distance, as well as spells whose ranges are not close, medium, or long, are not affected. Using this feat does not increase the spell point cost of the spell.

4.2.12 Expanded Knowledge [Magical]

You learn another spell.

Prerequisites: Caster level 3rd.

Benefit: Add to your spells known one additional spell of any level up to one level lower than the highest-level spell you can cast. You can choose any spell, including spells normally restricted to specialists of other schools, or even from another class's list. Special: You can gain this feat multiple times. Each time, you learn one new spell at any level up to one less than the highest-level spell you can cast.

4.2.13 Extend Spell [Metamagic]

You can cast spells that last longer than normal.

Benefit: To use this feat, you must expend your magical focus. You can cast an extended spell. 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. Using this feat increases the spell point cost of the spell by 2. The spell's total cost cannot exceed your caster level.

4.2.14 Familiar [Magical]

You are the master of a small, intelligent animal that does your bidding.

Prerequisites: Caster level 1st.

Benefit: This feat allows you to gain a [Familiar](#).

4.2.15 Familiar Alertness [Familiar]

Your familiar acts as your constant watchdog.

Benefit: Whenever the master and familiar are within 5' of one another, the master gains the benefit of the Alertness feat. In addition, the familiar gains Spot as a “class” skill, even if it is not a class skill for the master.

4.2.16 Familiar Communication [Familiar]

Your familiar can communicate with creatures similar to itself.

Prerequisite: Master must be 6th level.

Benefit: Your familiar can communicate with creatures of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), and Spellstaves with constructs. Such communication is limited by the intelligence of the conversing creatures.

This is a Supernatural ability.

4.2.17 Familiar Evasion [Familiar]

Your familiar isn't easy to blast down.

Benefit: When subjected to an attack that normally allows a Reflex saving throw for half damage, Your familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

4.2.18 Familiar Hardiness [Familiar]

Your familiar is tougher than it seems.

Benefit: The familiar gains a bonus to its natural armor equal to one-half the number of levels its master has in spellcasting classes.

4.2.19 Familiar Sight Link [Familiar]

You and your familiar can see through each others' eyes.

Prerequisite: Master must be 12th level.

Benefit: As a free action, you and your familiar can share your senses, each experiencing everything that the other does for the duration of the effect. Either the familiar or the master can initiate the link, but the master may refuse the link, while the familiar may not. You can maintain the connection for up to one minute per level of the master, divided up between rounds as you wish.

This is a Supernatural ability.

4.2.20 Familiar Spell Delivery [Familiar]

Your familiar can act as an extension of your own body with respect to touch spells.

Prerequisite: Master must be 3rd level.

Benefit: If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

This is a Supernatural ability.

4.2.21 Familiar Spell Link [Familiar]

You and your familiar have a special link when it comes to spells.

Benefit: At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

This is a Supernatural ability.

4.2.22 Familiar Spell Resistance [Familiar]

Your familiar is highly resistant to spells.

Prerequisite: Master must be 12th level.

Benefit: The familiar gains spell resistance equal to the master's level + 10.

4.2.23 Familiar Toughness [Familiar]

Your familiar is as hard to kill as any other creature.

Benefit: Your familiar gains hit points for its HD as any other creature does, receiving the maximum possible result at 1st HD, and rolling thereafter.

Normal: Your familiar receives the minimum possible number of hit points each hit die, including the first.

4.2.24 Greater Magical Endowment [Magical]

You can endow your spells with more concentrated focus.

Prerequisite: Magical Endowment.

Benefit: When you use the Magical Endowment feat, you add +2 to the save DC of a spell you cast instead of +1.

4.2.25 Magical Endowment [Magical]

You can endow your spells with a little bit of extra focus.

Benefit: To use this feat, you must expend your magical focus. You add 1 to the save DC of a spell you cast.

4.2.26 Magical Spark [General]

You were born with the spark of magic in your blood.

Prerequisite: This feat can only be taken at 1st level.

Benefit: You become a Magical character. You gain a reserve of 2 power points, and you can take magical feats, metamagic feats, and item creation feats. If you have or take a class that grants spell points, the spell points gained from Magical Spark are added to your total spell point reserve. When you take this feat, choose one 1st-level spell from any magical class list (but not a Specialist only Wizard spell). You know this spell (it becomes one of your spells known).

You can cast this spell with the spell points provided by this feat if you have a Charisma score of 11 or higher. If you have no levels in a spellcasting class, you are considered a 1st-level spellcaster when casting this spell. If you have spellcasting class levels, you can cast the spell at the highest caster level you have attained, and use the key ability modifier of that class to determine this spell's saving throw DC. If you have no spellcasting class levels, use Charisma to determine how hard your spell is to resist.

4.2.27 Magically Gifted [Magical]

You gain additional spell points to supplement those you already had.

Prerequisite: Having a spell point reserve.

Benefit: When you take this feat for the first time, you gain 2 spell points.

Special: You can take this feat multiple times. Each time you take the feat after the first time, the number of spell points you gain increases by 1.

4.2.28 Maximize Spell [Metamagic]

You can cast spells to maximum effect.

Benefit: To use this feat, you must expend your magical focus. You can maximize a spell. All variable, numeric effects of a spell modified by this feat are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are spells without random variables. Augmented spells can be maximized; a maximized augmented spell deals the maximum damage (or cures the maximum hit points, and so on) of the augmented spell. An empowered and maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. Using this feat increases the spell point cost of the spell by 4. The spell's total cost cannot exceed your caster level.⁴

4.2.29 Opportunity Spell [Metamagic]

You can make spell-enhanced attacks of opportunity.

Benefit: To use this feat, you must expend your magical focus. When you make an attack of opportunity, you can use any spell you know with a range of touch, if you have at least one hand free. Note that this metamagic feat does not increase your natural reach. Casting this spell is an immediate action. You cannot use this feat with a touch spell whose casting time is longer than 1 full-round action. Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level.

Normal: Attacks of opportunity can be made only with melee weapons.

4.2.30 Pushing the Limits [Magical]

You can burn your life force to strengthen your spells.

⁴**When to maximize?**

The canny reader may have realized that simply slapping a damage-enhancing metamagic feat like Empower Spell or Maximize Spell does not always result in more damage, as the metamagic costs prevent you from fully augmenting your spells. See table 4.2.28 for an example comparison.

Table 3: A metamagic comparison

SP cost	Augment dice	Augment average	Empowered average	Maximized average	Emp. & Max. average
1	1d6	3.5	-	-	-
2	2d6	7.0	-	-	-
3	3d6	10.5	5.2	-	-
4	4d6	14.0	10.5	-	-
5	5d6	17.5	15.8	6.0	-
6	6d6	21.0	21.0	12.0	-
7	7d6	24.5	26.2	18.0	7.8
8	8d6	28.0	31.5	24.0	15.5
9	9d6	31.5	36.8	30.0	23.2
10	10d6	35.0	42.0	36.0	31.0
11	11d6	38.5	47.2	42.0	38.8
12	12d6	42.0	52.5	48.0	46.5
13	13d6	45.5	57.8	54.0	54.2
14	14d6	49.0	63.0	60.0	62.0
15	15d6	52.5	68.2	66.0	69.8
16	16d6	56.0	73.5	72.0	77.5
17	17d6	59.5	78.8	78.0	85.2
18	18d6	63.0	84.0	84.0	93.0
19	19d6	66.5	89.2	90.0	100.8
20	20d6	70.0	94.5	96.0	108.5

This uses a hypothetical first level spell that deals 1d6 points of damage, and has an augment that increases its damage by 1d6 per additional SP spent. This does not take into account any external factors, such as metamagic-enhanced spells having lower saving throw DCs than equivalent augmented spells.

Benefit: While casting a spell, you can increase your effective caster level by one, but in so doing you take 1d8 points of damage. At 8th level, you can choose to increase your effective caster level by two, but you take 3d8 points of damage. At 15th level, you can increase your effective caster level by three, but you take 5d8 points of damage. The effective increase in caster level increases all caster level-dependent effects, such as range, duration, and your ability to overcome spell resistance. *However*, unlike most other effects that increase your caster level, this does *not* increase the number of spell points you can spend on a single spell. This is an exception from the fundamental rule of magic (see [Magic Overview](#)).

Normal: Your caster level is equal to your total levels in classes that cast spells.

4.2.31 Quicken Spell [Metamagic]

You can cast a spell with a moment's thought.

Benefit: To use this feat, you must expend your magical focus. You can quicken a spell, reducing the spell's casting time to 1 swift action. A spell whose casting time is longer than 1 full round action cannot be quickened. Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level. Casting a quickened spell does not provoke attacks of opportunity.

4.2.32 Scribe Scroll [Item Creation]

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level \times its caster level \times 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

4.2.33 Scry and Die [Metamagic]

Prerequisite: Must know the [Scrying](#) spell.

Benefit: To use this feat, you must expend your magical focus. After successfully finding a creature with the [Scrying](#) spell, you can cast any targeted spell you know with a range of 10' or more through the sensor on the scryed subject, as if you were located near the creature yourself. You can not cast spells on any other creature than the one you were scrying on, even if it is within the sensor's range of vision. You can not cast any spell on the creature you wouldn't be able to cast if you were physically present. Using this feat doubles the spell's spell point cost. The spell's total cost cannot exceed your caster level.

4.2.34 Silent Spell [Metamagic]

You are an expert in casting spells without making a sound.

Benefit: To use this feat, you must expend your magical focus. This allows you to automatically succeed on any Concentration check required to remove a spell's Verbal component. Using this feat does not increase the spell's spell point cost.

Special: If you also have the Still Spell feat, you can apply the benefits of that feat along with this one, only expending your magical focus once (effectively, making the combination possible without Spellstaff Containment).

4.2.35 Spellstaff Containment [Magical]

Your Spellstaff has advanced enough that it can hold a magical focus that you store within it.

Prerequisites: Spellstaff User, caster level 3rd.

Benefit: You can magically focus your Spellstaff. At any time when you need to expend your magical focus, you can expend your Spellstaff's magical focus instead, as long as the crystal is within 5 feet of you. Magically focusing your Spellstaff works just like focusing yourself (normally a full-round action). The Spellstaff cannot focus itself - only the owner can spend the time to focus the crystal.

4.2.36 Spellstaff User [Magical]

You have created a Spellstaff.

Prerequisites: Caster level 1st.

Benefit: This feat allows you to gain a [Spellstaff](#). Doing so requires the expenditure of materials costing 100 GP in a crafting process that takes 1 hour to complete. Replacing a spellstaff that has been destroyed requires this same amount of time and materials. Replacing a spellstaff like that fully restores its abilities.

4.2.37 Split Ray [Metamagic]

You can affect two targets with a single ray.

Prerequisite: Any other metamagic feat.

Benefit: To use this feat, you must expend your magical focus. You can split rays you cast. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. If the ray deals damage, each target takes as much damage as a single target would take. Using this feat increases the spell point cost of the spell by 2.

4.2.38 Still Spell [Metamagic]

You are an expert in casting spells without moving a muscle.

Benefit: To use this feat, you must expend your magical focus. This allows you to automatically succeed on any Concentration check required to remove a spell's Somatic component. Using this feat does not increase the spell's spell point cost.

Special: If you also have the Silent Spell feat, you can apply the benefits of that feat along with this one, only expending your magical focus once (effectively, making the combination possible without Spellstaff Containment).

4.2.39 Twin Spell [Metamagic]

You can cast a spell simultaneously with another spell just like it.

Benefit: To use this feat, you must expend your magical focus. You can twin a spell. Casting a spell altered by this feat causes the spell to take effect twice on the area or target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as duration, number of targets, and so on) are the same for both of the resulting spells. The target experiences all the effects of both spells individually and receives a saving throw (if applicable) for each. In some cases, such as a twinned [Charm](#), failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect). Using this feat increases the spell point cost of the spell by 6. The spell's total cost cannot exceed your caster level.

4.2.40 Unconditional Spell [Metamagic]

Disabling conditions do not hold you back.

Benefit: To use this feat, you must expend your magical focus. Your mental strength is enough to overcome some otherwise disabling conditions. You can cast an unconditional spell when you are dazed, confused, nauseated, shaken, or stunned. Only personal spells and spells that affect your person can be cast as unconditional spells. Using this feat increases the spell point cost of the spell by 8. The spell's total cost cannot exceed your caster level.

5 Spells

5.1 Spell Listing

5.1.1 1st-Level Wizard Spells

- Abjuration
 - [Alarm](#): Wards an area for 2 hours/level.
 - [Aligned Protection](#): +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - [Endure Elements](#): Exist comfortably in hot or cold environments.
 - [Mage Armor](#): Gives subject +4 armor bonus.
 - [Open/Close](#): Holds door shut or opens it.
 - [Shield \(Specialist only\)](#): Invisible disc gives +4 to AC.
- Conjunction
 - [Grease](#): Makes 10-ft. square or one object slippery.
 - [Mount](#): Summons magical riding horse for 2 hours/level.
 - [Fog](#): Fog surrounds you.
 - [Summon Monster \(Specialist only\)](#): Calls extraplanar creature to fight for you.
 - [Unseen Servant](#): Invisible force obeys your commands.
- Divination
 - [Comprehend Languages \(Specialist only\)](#): You understand all spoken and written languages.
 - [Detect Magic](#): Reveals the presence, strength, and school of magical auras.
 - [Identify](#): Determines properties of magic item.
 - [Read Magic](#): Ease reading of magical text.
 - [True Strike](#): +20 on your next attack roll.
 - [Detect Secret Doors](#): Become aware of all secret doors within your line of sight.
- Enchantment
 - [Charm \(Specialist only\)](#): Makes one creature your friend.
 - [Daze](#): Target creature loses next action.
 - [Mental Link](#): You forge a limited mental bond with another creature.
 - [Sleep](#): Puts 4 HD of creatures into magical slumber.
- Evocation
 - [Scorching Ray \(Specialist only\)](#): Deal 1d6 energy damage with a ranged touch attack.

- [Floating Disk](#): Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.
- [Light](#): Causes object to shine like a torch.
- [Magic Missile](#): Deal 1d4+1 damage, no save, no touch attack.
- [Shocking Grasp](#): Touch delivers 1d6 electricity damage.
- Illusion
 - [Color Spray](#): Knocks unconscious, blinds, and/or stuns weak creatures.
 - [Disguise Self](#): Changes your appearance.
 - [Magic Aura](#): Alters object's magic aura.
 - [Image \(Specialist only\)](#): Creates illusion of your design.
 - [Ventriloquism](#): Makes sounds appear out of nowhere.
- Necromancy
 - [Chill Touch](#): Touch deals 1d6 damage and possibly 1 Str damage.
 - [Fear \(Specialist only\)](#): One creature flees for 1d4 rounds.
 - [Ray of Enfeeblement](#): Ray deals 1d6 +1 per two levels Str damage.
 - [Touch of Fatigue](#): Touch fatigues subject.
- Transmutation
 - [Alter Size \(Specialist only\)](#): Humanoid creature changes size.
 - [Control Fall](#): Objects or creatures fall slowly.
 - [Expeditious Retreat](#): Your speed increases by 30 ft.
 - [Magic Weapon](#): Weapon gains +1 bonus.
 - [Prestidigitation \(Free for Wizards\)](#): Perform minor tricks.
 - [Repair](#): Makes repairs on an object or construct.

5.1.2 2nd-Level Wizard Spells

- Abjuration
 - [Dispelling Touch](#): Dispels a single spell with a touch.
 - [Resistance \(Specialist only\)](#): Grants a Resistance bonus on saving throws.
 - [Protection from Arrows](#): Subject becomes immune to most ranged attacks.
 - [Resist Energy](#): Ignores first 10 (or more) points of damage/attack from specified energy type.
- Conjuraton
 - [Acid Arrow](#): Ranged touch attack for 2d4 acid damage.
 - [Glitterdust](#): Blinds creatures, outlines invisible creatures.

- [Matter Creation](#) (**Specialist only**): Creates one cloth or wood object.
- [Web](#): Creates sticky spiderwebs between two anchor points.
- Divination
 - [Discern Location](#): Senses direction toward object (specific or type).
 - [See Invisibility](#): Reveals invisible creatures or objects.
 - [Clairvoyance](#) (**Specialist only**): See and hear a distant location.
 - [Darkvision](#): See 30 ft. in total darkness.
- Enchantment
 - [Hideous Laughter](#): Subject loses actions for 1 round/level.
 - [Touch of Idiocy](#): Subject takes 1d6 points of Int, Wis, or Cha damage.
 - [Read Thoughts](#) (**Specialist only**): Detect surface thoughts of creatures in range.
- Evocation
 - [Darkness](#): 20-ft. radius of supernatural shadow.
 - [Gust of Wind](#): Blows away and knocks down creatures.
 - [Shatter](#): Sonic vibration damages objects or crystalline creatures.
 - [Fireball](#) (**Specialist only**): Deal 3d6 energy damage in a burst.
- Illusion
 - [Blur](#): Attacks miss subject 20% of the time.
 - [Invisibility](#) (**Specialist only**): Subject is invisible for 1 min./level or until it attacks.
 - [Mirror Image](#): Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
 - [Phantom Trap](#): Makes item seem trapped.
- Necromancy
 - [Blindness](#): Negates one of the subject's senses.
 - [Command Undead](#) (**Specialist only**): Undead creature obeys your commands.
 - [False Life](#): Gain 1d10 temporary hp.
 - [Ghoul Touch](#): Paralyzes one subject, which exudes stench that makes those nearby sickened.
- Transmutation
 - [Alter Self](#): Perform minor physical changes on yourself.
 - [Animal's Movement](#): Grants additional movement capabilities.
 - [Form of the Scout](#) (**Specialist only**): Subject gains the form of a nimble creature.

- [Levitate](#): Subject moves up and down at your direction.
- [Pyrotechnics](#): Turns fire into blinding light or choking smoke.
- [Wombat's Boost](#)⁵: Subject gains +4 to an ability score for 1 min./level.

5.1.3 3rd-Level Wizard Spells

- Abjuration
 - [Dispel Magic](#): Cancels magical spells and effects.
 - [Explosive Runes](#): Deals 6d6 damage when read.
 - [Obfuscate](#) (**Specialist only**): Masks object or creature against scrying.
- Conjuraton
 - [Sepia Snake Sigil](#): Creates text symbol that immobilizes reader.
 - [Sleet Storm](#): Sleet hampers vision and movement.
 - [Noxious Vapors](#) (**Specialist only**): Nauseating vapors, 1 round/level.
 - [Blink](#): Subject randomly vanishes and reappears for 1 round/level.
- Divination
 - [Blindsense](#): Subject can notice things it can not see.
 - [Forced Visions](#): Useless, distracting visions flash before subject's eyes.
 - [Mnemonic Enhancer](#) (**Specialist only**): You magically enhance your own ability to recall information.
- Enchantment
 - [Heroism](#): Gives +2 bonus on attack rolls, saves, skill checks.
 - [Hold Person](#): Paralyzes one humanoid for 1 round/level.
 - [Rage](#): Subjects are thrown into a fit of anger, with various effects.
 - [Suggestion](#) (**Specialist only**): Compels subject to follow stated course of action.
- Evocation
 - [Energy Arrow](#): Arrows deal additional energy damage.
 - [Maneuvering Hand](#) (**Specialist only**): Hand composed of force performs combat maneuvers.
 - [Tiny Hut](#): Creates shelter for ten creatures.
 - [Wind Wall](#): Deflects arrows, knocks down creatures, blocks gases.
- Illusion
 - [Hall of Mirrors](#) (**Specialist only**): Subject's movement is randomized.

⁵Thanks to Fax Celestis @ Giantitp.com for this joke.

- [Shadow Warriors](#): A group of warriors made of shadow matter appears.
- Necromancy
 - [Gentle Repose \(Specialist only\)](#): Preserves one corpse.
 - [Halt Undead](#): Immobilizes undead for 1 round/level.
 - [Vampiric Touch](#): Touch deals 3d6 damage; caster gains damage as hp.
 - [Crisis of Breath](#): Disrupt subject's breathing.
- Transmutation
 - [Fly \(Specialist only\)](#): Subject flies at speed of 40 ft.
 - [Form of the Avian \(Specialist only\)](#): Subject gains the form of a bird.
 - [Form of the Fish \(Specialist only\)](#): Subject gains the form of a water-dwelling creature.
 - [Gaseous Form](#): Subject becomes insubstantial and can fly slowly.
 - [Haste](#): One creature moves faster, +1 on attack rolls, AC, and Reflex saves.
 - [Keen Edge](#): Doubles normal weapon's threat range.
 - [Slow](#): One creature takes only one action/round, -1 to AC, reflex saves, and attack rolls.

5.1.4 4th-Level Wizard Spells

- Abjuration
 - [Dimensional Anchor](#): Bars extradimensional movement.
 - [Globe of Invulnerability \(Specialist only\)](#): Stops low-powered spell effects.
 - [Remove Curse](#): Frees object or person from curse.
 - [Stoneskin](#): Ignore 7 points of damage per attack.
- Conj
 - [Black Tentacles](#): Tentacles grapple all within 20 ft. spread.
 - [Dimension Door \(Specialist only\)](#): Teleports you short distance.
 - [Ice Storm](#): Hail deals 5d6 damage in cylinder 40 ft. across.
- Divination
 - [Arcane Eye](#): Invisible floating eye moves 30 ft./round.
 - [Detect Scrying](#): Alerts you of magical eavesdropping.
 - [Scrying \(Specialist only\)](#): Spies on subject from a distance.
- Enchantment

- [Confusion](#): Subjects behave oddly for 1 round/level.
- [Crushing Despair](#): Subjects take -2 on attack rolls, damage rolls, saves, and checks.
- [Geas](#) (**Specialist only**): Commands subject of 7 HD or less.
- Evocation
 - [Aura of Fire](#): Enemies within range take damage, more if they attack you.
 - [Hand of Force](#): Hand of force manipulates items.
 - [Resilient Sphere](#) (**Specialist only**): Force globe protects but traps one subject.
 - [Shout](#): Deafens all within cone and deals 7d6 sonic damage.
 - [Wall of Fire](#): Deals 2d4 fire damage out to 10 ft. Passing through wall deals 7d6 damage.
 - [Wall of Ice](#): Ice forms a translucent, shapeable wall.
- Illusion
 - [Hallucinatory Terrain](#): Makes one type of terrain appear like another.
 - [Phantasmal Killer](#): Fearsome illusion kills subject or renders it unconscious.
 - [Shadow Conjunction](#) (**Specialist only**): Mimics certain conjurations.
- Necromancy
 - [Animate Dead](#) (**Specialist only**): Creates undead skeletons and zombies.
 - [Bestow Curse](#): -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
 - [Contagion](#): Infects subject with chosen disease.
 - [Enervation](#): Subject gains 1d4 negative levels.
- Transmutation
 - [Form of the Carnivore](#) (**Specialist only**): Subject gains the form of a dangerous beast.
 - [Form of the Vermin](#) (**Specialist only**): Subject gains the form of a vermin.
 - [Form of the Viper](#) (**Specialist only**): Subject gains the form of a spider.
 - [Mold Material](#): Sculpts material into any shape.
 - [Telekinesis](#): Telekinetically throw things around.

5.1.5 5th-level Wizard Spells

5th-Level Sorcerer/Wizard Spells

- Abjuration
 - [Dismissal \(Specialist only\)](#): Forces a creature to return to native plane.
 - [Mage's Private Sanctum](#): Prevents anyone from viewing or scrying an area for 24 hours.
- Conjunction
 - [Planar Binding \(Specialist only\)](#): Traps extraplanar creature of 6 HD or less.
 - [Teleport](#): Instantly transports you as far as 100 miles/level.
 - [Wall of Stone](#): Creates a stone wall that can be shaped.
- Divination
 - [Contact Other Plane \(Specialist only\)](#): Lets you ask question of extraplanar entity.
 - [Prying Eyes](#): Floating eyes scout for you.
 - [Sending](#): Delivers short message anywhere, instantly.
- Enchantment
 - [Dominate \(Specialist only\)](#): Controls humanoid telepathically.
 - [Feeblemind](#): Subject's Int and Cha drop to 1.
 - [Mind Fog](#): Subjects in fog suffer increasing penalties to Will and Wisdom checks.
- Evocation
 - [Cone of Cold \(Specialist only\)](#): 9d6 points of energy damage in a cone, and all in area must save or be stunned.
 - [Interposing Hand](#): Hand provides cover against one opponent.
 - [Wall of Force](#): Create Wall which is immune to damage.
- Illusion
 - [Dream](#): Contact or disturb sleeping creature.
 - [False Vision](#): Fools scrying with an illusion.
 - [Shadow Evocation \(Specialist only\)](#): Mimics certain Evocations.
- Necromancy
 - [Blight](#): Withers one plant or deals 1d6/level damage to plant creature.
 - [Possession \(Specialist only\)](#): You assume a spirit form and take control of another creature's body.
 - [Waves of Fatigue](#): Several targets become fatigued.

- Transmutation
 - [Baleful Polymorph](#): Transforms subject into harmless animal.
 - [Form of the Horror](#) (**Specialist only**): Subject gains the form of a tentacled monstrosity.
 - [Form of the Treant](#) (**Specialist only**): Subject gains the form of a plant creature.
 - [Transmute Rock and Mud](#): Transforms two 10-ft. cubes per level.

5.2 Alphabetical Listing of Spells

5.2.1 Acid Arrow

Conjuration (Creation) [Acid]

Level: Wizard 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Spell Points: 3

A magical 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.

Augment For every two additional spell points you spend, the acid, unless somehow neutralized, lasts for another round. The acid then deals another 2d4 points of damage in that round, on your turn.

5.2.2 Alarm

Abjuration

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 1

Alarm sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm

A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from

normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm

An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

Augment: You can augment the spell in one or both of the following ways:

1. If you spend two additional spell points, ethereal and astral creatures trigger the alarm as well.
2. If you spend one additional spell point, this spell's duration is 4 hours per level rather than 2 hours per level.

5.2.3 Aligned Protection

Abjuration

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Spell Resistance: No; see text

Saving Throw: Will negates (harmless)

Spell Points: 1

When casting this spell, choose an alignment you wish to protect the subject from (Good, Evil, Law, or Chaos). The spell gains the descriptor opposed to that alignment (so for example, if you want to protect a creature from Evil, this spell becomes an Abjuration [Good] spell).

The spell wards a creature from attacks by creatures of the chosen alignment, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures of the chosen alignment.

Second, the barrier blocks any attempt to possess the warded creature (by a [Possession](#) attack, for example) or to exercise mental control over the creature (including enchantment (charm) effects and enchantment (compulsion) effects that grant the caster ongoing control over the subject, such as dominate person). The protection does not prevent such effects from targeting the protected creature unless otherwise noted, but it suppresses the effect for the duration of the protection from evil effect. If the aligned protection effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a

possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures with an alignment opposed to the chosen one (in other words, those with an alignment matching the spell's descriptor) are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Augment: You can augment the spell in one or both of the following ways:

1. If you spend three additional spell points, all creatures within a 10-ft.-radius emanation from the subject of the spell gain the benefit of the aligned protection spell, and no nongood summoned creatures can enter the area either. You must overcome a creature's spell resistance in order to keep it at bay via this generated barrier (as in the third function of the spell), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.
2. If you spend one additional spell point, this spell's duration is 10 minutes per level rather than 1 minute per level.

5.2.4 Alter Self

Transmutation

Level: Transmuter 2

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Spell Points: 3

The spells performs minor physical alterations on the composition of your body. You gain one of the following benefits, chosen at the time of casting:

- *Fluid motions:* +2 competence bonus on Balance, Climb, Jump, and Swim checks.
- *Modify appearance:* +3 on disguise checks. This is a real alteration to your physical form, True Seeing has no effect.
- *Strengthen muscles:* +2 bonus on melee damage rolls.
- *Thickened skin:* +1 increase to your natural armor.

With the exception of the *Modify Appearance* function, the spell performs noticeable magical changes on your body, which can be detected with a successful DC 20 spot check.

Augment: The augmentation options of this spell vary depending on your selected benefit.

- *Fluid motions*: For every additional spell point you spend, the competence bonus increases by 1.
- *Modify appearance*: For every additional spell point you spend, the bonus increases by 1.
- *Strengthen muscles*: For every two additional spell points you spend, the damage bonus increases by 1.
- *Thickened skin*: For every four additional spell points you spend, the natural armor bonus increases by 1.

5.2.5 Alter Size

Transmutation

Level: Transmuter 1

Components: V,S

Casting Time: 1 round

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

Target: One humanoid creature

Duration: 1 min./level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Spell Points: 1

This spell causes instant growth or diminution of a humanoid creature.

If growth is selected, the subject's height is doubled, its weight is multiplied by 8, and the creature's size increases category to the next larger one. The target then gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size.

If diminution is selected, the subject's height is halved, its weight is divided by 8, the creature's size category decreases to the next smaller one. The target then gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size.

A Small humanoid creature whose size decreases to Tiny has a space of $2\frac{1}{2}$ feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

This spell does not change the target's speed.

All equipment worn or carried by a creature has its size similarly altered by the spell. See Table: Larger and Smaller Weapon Damage for effects on the damage of weapons. Any item that leaves the possession of a creature that has had its size altered (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage, and projectiles deal damage based on the size of the weapon that fired them.

Multiple magical effects that change size do not stack,.

Augment: You can augment this spell in one or more of the following ways:

1. For every 2 additional spell points you spend, this spell can affect an additional creature.
2. If you spend an additional 8 spell points, the spell's duration changes to 1 hour per level.
3. If you spend 4 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
4. If you spend 6 additional spell points, this spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

5.2.6 Animal's Movement

Transmutation

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched; See text

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

The spell grants the subject a new form of movement or an enhancement to one of its existing forms of movement, chosen at the time of casting.

- *Cheetah's Legs:* When the subject takes the Run action using its land speed, its speed is multiplied by 5 (using normal multiplier addition. A character with the Run feat thus moves at 10x speed rather than 5x while running, an average character moves at 9x speed, and a character wearing heavy armor runs at 8x speed).
- *Dolpin's Swim:* The subject gains a swim speed of 20'.
- *Hummingbird's Hover:* The subject's flight maneuverability improves by one step.
- *Spider Climb:* The subject gains a climb speed of 20'.

Unlike [Alter Self](#), the enhancement to your modes of movement does not result in a physical change - the improvement is due to a direct magical infusion.

Augment: You can spend additional spell points to gain additional options out of this spell (you can only pick one at each casting).

1. *Badger's Burrow:* The subject gains a burrow speed of 15'. He does not leave behind a tunnel when burrowing. Gaining access to this option requires spending 4 additional spell points.

2. *Whale's Dive*: The subject does not suffer the negative effects of high water pressure, and can hold his breath without penalty for the duration of the spell. You do not gain the ability to enunciate words or provide verbal components for spells while underwater, but you can sing.

5.2.7 Animate Dead

Necromancy [Evil]

Level: Necromancer 4

Components: V,S

Casting Time: 1 standard action

Range: Touch

Targets: One or more corpses touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Points: 7, XP; see text

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice the number of spell points spent on this spell with a single casting of animate dead.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.)

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Experience Cost: You must spend 5 XP per Hit Die of the undead you intend to animate.

5.2.8 Arcane Eye

Divination (Scrying)

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D); see text

Saving Throw: None

Spell Resistance: No

Spell Points: 7

You create an invisible magical sensor that sends you visual information. It can not be destroyed by physical attacks, but it can be dispelled. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

Augment: You can augment this spell in one or more of the following ways:

- If you spend two additional spell points, you do not have to concentrate to see through the eye, allowing you to act unhindered while the spell is in effect.
- If you spend two additional spell points, the spell's duration is increased to 10 minutes per level.

5.2.9 Aura of Fire

Evocation [Fire]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Spell points: 7

This spell wreathes you in flames which cause damage to nearby creatures, more to those that attack you in melee. The flames also protect you from cold-based attacks.

At the time of casting, and at the start of each of your turns for the spell's duration, each enemy creature within 30' takes 4d6 points of fire damage. No saving throw is allowed, but Spell Resistance applies.

In addition, a creature striking you with its body or a handheld weapon takes this damage every time it attacks, regardless of whether the attack hits. Creatures wielding weapons with exceptional reach are not subject to this additional damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (10 feet).

You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful save.

Augment: For every 2 additional spell points you spend, this spell's damage increases by 1d6.

Special: You can choose to create an Aura of Cold rather than an Aura of Flame. This changes the damage dealt by the spell to cold damage, the spell's descriptor to [cold], and the protection from attacks to one against fire-based attacks.

5.2.10 Baleful Polymorph

Transmutation

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Permanent

Saving Throw: Fortitude negates, Will partial; see text

Spell Resistance: Yes

Spell Points: 9

You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the [Sleep](#) spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the subject remains in the new form for 24 consecutive hours, it must attempt a Will save. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Dice and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended.

Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell's effect).

Augment: If you spend 4 additional spell points, the Will save to avoid memory loss and other drawbacks associated with it must be made immediately following the fortitude save, rather than 24 hours later.

5.2.11 Bestow Curse

Necromancy

Level: Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 7

You place a curse on the subject. Choose one of the following three effects.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

The GM may add additional, more unique options to this spell, but they should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a limited wish, miracle, remove curse, or wish spell.

Augment: If you spend an additional 6 spell points, you can select from a different menu of options:

- One of the subject's ability scores are reduced to 1.
- -8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action.

5.2.12 Black Tentacles

Conjuration (Creation)

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 7

This spell conjures a field of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. Thus, its grapple check modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Augment: You can augment this spell in one or both of the following ways:

1. If you spend 2 additional spell points, the tentacles grow **wicked spikes**. The damage dealt by the tentacles changes to piercing and slashing damage, and increases to 1d6 + your caster level.
2. If you spend 4 additional spell points, the tentacles' length increases to 15 feet, and they count as a huge creature. This increases their grapple check modifier to your caster level +12.

5.2.13 Blight

Necromancy [Death, Evil]

Range: Touch

Target: Plant creature touched, or plant touched; see text

Spell Points: 9

This spell functions like the **Death Knell** spell (including Augmentation options), except as outlined below.

Rather than targeting a creature with -1 or fewer hit points, it targets a plant creature.

Plants that are not creatures (most are not) can still be targeted and killed by this spell, but they provide you with no bonuses (just like killing creatures that do not have a full HD). Such a mundane plant receives no saving throw against this spell, it simply withers and dies, regardless of health and size.

5.2.14 Blindness

Necromancy

Level: Wizard 2

Components: V

Casting Time: 1 standard action

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

Target: One living creature

Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes
Spell Points: 3

You call upon the powers of unlife to render one of the subject's primary senses useless. The subject becomes blind or deaf, or loses one "unusual" sense it may have (such as scent, blindsight, blindsense, tremorsense, or mindsight).

The name of the spell stems from its most common usage, as most humanoids rely on their sight more than any other sense.

5.2.15 Blindsense

Divination
Level: Wizard 3
Components: V,S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 3

The subject of this spell gains Blindsense out to 30'.

Augment: You can Augment the spell in one or both of the following ways:

1. For every additional spell point you spend, the range of the blindsense increases by 10'.
2. If you spend two additional spell points, the spell's duration increases to 10 minutes per level.

5.2.16 Blink

Conjuration (Teleportation)
Level: Wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Spell Points: 5

The subject "blinks" back and forth between the Material Plane and the Ethereal Plane, spending roughly half his time on the Material Plane and half on the Ethereal Plane. He looks as though he's winking in and out of reality very quickly and at random (the blinking can be controlled by neither the caster nor the subject).

Blinking has several effects on an opponent's chance to hit, as follows⁶:

⁶ Blink effectively grants two "different" miss chances, although it may not be immediately obvious (one for being simply not there half the time, the other half for not being visible all the time. This means the spell has complicated interactions with other spells that grant similar benefits. Those who intend to use this spell in conjunction with others may want to spend time reading the spell descriptions thoroughly.

- Physical attacks against the subject have a 50% miss chance. The Blind-Fight feat doesn't help opponents, since he is ethereal and not merely invisible.
- If the attacker is capable of striking ethereal creatures, but not *seeing* ethereal creatures, the miss chance is only 20% (for limited concealment). The miss chance is less than that offered by true invisibility, because the subject of the spell is perfectly visible half the time.
- If the attacker can see ethereal creatures, the miss chance is also only 20%. This is because even though the attacker can't hit the subject while he is ethereal, attacks can be timed to mostly hit while the subject is on the material plane.
- For an attacker that can both see and strike ethereal creatures, there is no miss chance.

Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You take only half damage from falling, since you fall only while you are material.

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. You can move at only three-quarters speed (because movement on the Ethereal Plane is at half speed, and you spend about half your time there and half your time material.)

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Augment: If you spend 4 additional spell points, the subject can perfectly predict its own blinking, although it still can not control it. This negates the 20% effective miss chance the subject suffers on attacks, as well as the chance of its spells accidentally going off on the ethereal plane.

5.2.17 Blur

Illusion (Glamer)

Level: Wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject concealment (20% miss chance).

A see invisibility spell does not counteract the blur effect, but a true seeing spell does.

Augment: You can augment this spell in one or both of the following ways:

1. If you spend 4 additional spell points, the creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, this augment does not prevent enemies from targeting the creature normally.
2. If you spend 2 additional spell points, the spell's duration increases to one minute per level.

5.2.18 Charm

Telepathy (Charm) [Mind-Affecting]

Level: Enchanter 1

Components: V,S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 1

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not

allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Augment: You can augment this spell in one or more of the following ways.

1. If you spend 2 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
2. If you spend 6 additional spell points, this spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. If you spend 4 additional spell points, this spell's duration increases to one day per level.

5.2.19 Chill Touch

Necromancy

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Spell Points: 1

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.

5.2.20 Clairvoyance

Divination (Scrying)

Level: Diviner 2

Components: V,S

Casting Time: 1 standard action

Range: See text

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 3

You can see and hear a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place

familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the magical sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect or out to the extent of your natural darkvision. The spell does not work across planes.

5.2.21 Color Spray

Illusion (Pattern) [Mind-Affecting]

Level: Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 1

A vivid cone of clashing colors springs forth from your hand, causing creatures in the affected area to become stunned for 1 round. A successful Will save negates this effect.

Sightless creatures and creatures that are already blind are not affected by color spray.

Augment: Spending additional spell points on this spell allows it to have an overwhelming effect on weaker creatures.

1. Spending five or more spell points than the creature has HD means that on a failed save, the creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)
2. Spending three or more spell points than the creature has HD means that on a failed save, the creature is blinded and stunned for 1d4 rounds, and then stunned for 1 round.

5.2.22 Command Undead

Necromancy

Level: Necromancer 2

Components: V, S, M

Casting Time: 1 standard action

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

Targets: One undead creature

Duration: One day/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 3

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead never resist orders, even suicidal or obviously harmful ones.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

5.2.23 Comprehend Languages

Divination

Level: Diviner 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Spell Points: 1

When casting this spell, select a single language you do not know. For the duration of the spell, you can understand and read (but not speak or write) that language.

Augment: You can augment this spell in one or more of the following ways.

1. If you spend 2 additional spell points, you do not need to select a language when casting the spell, you gain knowledge of all languages.
2. If you spend 4 additional spell points, you gain the ability to speak and write the language(s).
3. If you spend 2 additional spell points, the range of the spell increases to touch, and the target changes to "creature touched".

5.2.24 Cone of Cold

Evocation [See text]

Level: Wizard 5

Components: V,S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex partial, see text

Spell Resistance: Yes

Spell Points: 9

This spell blasts a large area with energy, which originates at your hand and extends outward in a cone. At the time of casting, you choose between cold, electricity, fire, or sonic damage. All creatures in the area take 9d6 points of damage, and are stunned for one round. A successful reflex save negates the stun and halves the damage.

The name of the spell refers to the cold version of the spell, which was the form of the spell originally discovered. Although other forms of the spell were later discovered, "Cone of Cold" remains as its name.

- Cold: A blast of this energy type deals +1 point of damage per die.
- Electricity: Casting a ray of this energy type provides a +2 bonus to the save DC and a +2 bonus on caster level checks for the purpose of overcoming spell resistance.
- Fire: A missile of this energy type deals +1 point of damage per die.
- Sonic: A missile of this energy type deals 1 point of damage per die and ignores an object's hardness.

This spell's subtype is the same as the type of energy you selected.

Augment: For every additional spell point you spend, this spell's damage increases by one die (d6).

5.2.25 Confusion

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

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

Spell Points: 7

This spell causes the targets to become *confused*, making them unable to independently determine what they will do.

Augment: If you spend 6 additional spell points, this spell's duration changes to permanent. Creatures rendered permanently *confused* in this way are referred to as insane.

5.2.26 Contact Other Plane

Divination

Level: Diviner 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

Table 4: Contact Other Plane

Plane Contacted	Avoid Int/Cha Decrease ¹	True Answer ²	Don't Know ³	Lie ⁴	Random Answer ⁵
Elemental Plane (appropriate)	DC 7/1 week (DC 7/1 week)	01-34 (01-68)	35-62 (69-75)	63-83 (76-98)	84-100 (99-100)
Positive/Negative Energy Plane	DC 8/1 week	01-39	40-65	66-86	87-100
Astral Plane	DC 9/1 week	01-44	45-67	68-88	89-100
Outer Plane, demideity	DC 10/2 weeks	01-49	50-70	71-91	92-100
Outer Plane, lesser deity	DC 12/3 weeks	01-60	61-75	76-95	96-100
Outer Plane, intermediate deity	DC 14/4 weeks	01-73	74-81	82-98	99-100
Outer Plane, greater deity	DC 16/5 weeks	01-88	89-90	91-99	100

¹You must succeed on an key ability modifier check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast spells. If you lose Intelligence and Charisma, no answer is received. (The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.)

²You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

³The entity tells you that it doesn't know.

⁴The entity intentionally lies to you.

⁵The entity tries to lie but doesn't know the answer, so it makes one up.

Duration: Instantaneous

Spell Points: 9

You send your mind on a dangerous mental journey to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See table 4 for possible consequences and results of the attempt, which includes the possibility of your intelligence and charisma decreasing.

The powers reply in a language you understand, but they resent such contact and give only very brief answers to your questions (All questions are answered with "yes," "no," "maybe," "never," "irrelevant" or "don't know").

Asking the same question many times in a row is particularly aggravating to the powers. Any attempt ask the same question more than once results in you receiving the same answer you received before, and you are automatically considered to fail the check vs. the ability decrease. The powers are highly intelligent, attempts to circumvent this limitation by rephrasing the question are not likely to succeed.

Contact with minds far removed from the material plane increases the probability that you will incur a decrease to Intelligence and Charisma, but the chance of the power knowing the answer, as well as the probability of the entity answering correctly, are likewise increased by moving to distant planes.

When contacting an outer plane, you must choose an individual deity or demideity to contact. The power of the deity contacted then determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.)

On rare occasions, this divination may be blocked by an act of certain deities or forces.

Table 5: Contagion diseases

Disease	Damage
Blinding sickness	1d4 Str*
Cackle fever	1d6 Wis
Filth fever	1d3 Dex and 1d3 Con
Mindfire	1d4 Int
Red ache	1d6 Str
Shakes	1d8 Dex
Slimy doom	1d4 Con*

*See the disease's description for additional effects.

5.2.27 Contagion

Necromancy [Evil]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched, or one object; see text

Duration: Instantaneous

Saving Throw: Fortitude negates, none; see text

Spell Resistance: Yes

Spell Points: 7

When targeted against a living creature, the subject contracts a disease selected from table 5.2.27, which strikes immediately (no incubation period). Rather than the normal save DCs for the diseases, use the save DC for this spell.

Alternatively, you can "infect" an item with the diseases. The item receives no saving throw, but the creature that becomes the disease's victim does as if that creature were the initial target of the spell.

- **Food:** You can infuse a bit of food with blinding sickness. This can be food up to the amount required to feed a medium-sized creature for a day. When any portion of the food is ingested, the creature contracts the disease.
- **Object:** You can infuse an object weighing up to 1 lbs/level with shakes or slimy doom. The next time a creature touches the object, it contracts the disease.
- **Weapon:** You can infuse a piercing or slashing melee weapon, or one piercing or slashing projectile with filth fever or red ache. The next time the weapon or projectile deals damage to a creature, it contracts the disease.

If a creature fails its saving throw against this spell (and thereby suffering the disease), it may infect others, as indicated in the entries for each individual disease. Those secondary targets use the disease's normal save DC, rather than the save DC for this spell.

Augment: You can augment this spell in one of the following ways:

1. If you spend 2 additional spell points, you can add demon fever and devil chills to the table of diseases available to this spell. You can infuse an weapon with demon fever or devil chills (see above). See the diseases' description for additional effects.
2. If you spend 4 additional spell points, you can add mummy rot to the table of diseases available to this spell. You can infuse an item with mummy rot (see above). See the disease's description for additional effects.

Special: If the setting includes nonmagical diseases other than those outlined here, those should be available through Contagion as well.

5.2.28 Control Fall

Transmutation

Level: Wizard 1

Components: V

Casting Time: 1 immediate action

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

Targets: One Medium or smaller jumping or freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless) or Will negates (object)

Spell Resistance: Yes (object)

Spell Points: 1

The affected creatures or objects fall more slowly. This can be used to reduce falling damage, or to give the subject a bonus on Jump checks.

Control fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. However, when the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as two Large creatures or objects, and so forth.

You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a immediate action, allowing you to cast this spell even when it isn't your turn.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item the object does half normal damage based on its weight, with no bonus for the height of the drop.

In addition to the benefits when falling, described above, the subject of a Control Fall spell receives a +10 enhancement bonus on Jump checks.

Augment: If you spend 4 additional spell points, the enhancement bonus on Jump checks increases to +20. If you instead spend 6 additional spell points, the enhancement bonus on Jump checks increases to +30.

5.2.29 Crisis of Breath

Necromancy [Mind-Affecting]

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

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

Target: One breathing humanoid

Duration: 1 round/level

Saving Throw: Will negates, Fortitude partial; see text

Spell Resistance: Yes

Spell Points: 5

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically function again while the power's duration lasts. If the target succeeds on a Will save when crisis of breath is manifested, it is unaffected by this power. If it fails its Will save, it can still continue to breathe by taking a standard action in each round to gasp for breath. An affected creature can attempt to take actions normally (instead of consciously controlling its breathing), but each round it does so, beginning in the round when it failed its Will save, the subject risks blacking out from lack of oxygen. It must succeed on a Fortitude save at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath. If a subject fails a Fortitude save, it is disabled (0 hp). In the following round, it drops to 1 hit points and is dying. Curing powers or spells can revive a dying subject normally, so long as this power's duration has expired; if the power is still in effect, a revived creature is still subject to Fortitude saves in each round when it does not consciously breathe.

Augment: You can augment this spell in one or more of the following ways.

- If you spend 2 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.
- If you spend 4 additional spell points, this spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
- If you spend 6 additional spell points, this spell can affect up to four creatures all within a 20-ft.-radius burst.

5.2.30 Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 7

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Augment: If you spend an additional 4 spell points, this spell suppresses any immunity to Fear effects the subject may have.

5.2.31 Cure Wounds

Necromancy (Healing)

Level: Healing 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Augment: For every 2 additional spell points you spend, the spell cures an additional 1d8 points of damage.

5.2.32 Darkness

Evocation [Darkness]

Level: Wizard 2

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 3

This spell causes an object to radiate shadowy illumination out to a 20-foot radius (unless the illumination already was darker than shadowy illumination).

All creatures in the area gain concealment, giving everyone attacking a creature within the area a 20% miss chance. The attacks of creatures within the area likewise suffer this miss chance, even if the attack is on a creature outside the area.

Even creatures that can normally see in conditions of poor visibility (such as with darkvision or low-light vision) have the miss chance in an area shrouded in magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area. Magical light taken into an area of magical darkness does

not function unless you have spent fewer spell points on the darkness spell than the caster of the light spell did on his spell. The same applies if the magical darkness is brought into the light spell's radius.

The darkness effect is immobile, but it can be cast on a movable object.

The darkness spell does not block line of sight, a creature standing outside the affected area could use ranged attacks against another creature standing outside the affected area, even if the line of effect passes through the magical darkness.

Augment: You can augment the spell in one of the following ways:

1. If you spend an additional 4 spell points, the darkness becomes pitch black, granting total concealment to those within, and raising the miss chance for all involved to 50%.
2. If you spend an additional 2 spell points, you do not suffer the effects of poor visibility while within the area of your own darkness spell.

To cast this spell, you can spend as many spell points as you wish (minimum 1, limited by your caster level as normal) in order to overcome a light spell.

5.2.33 Darkvision

Divination

Level: Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

The subject gains the ability to see 30 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Augment: You can Augment the spell in one or both of the following ways:

- For every additional spell point you spend, the range of the darkvision increases by 10'. (Note that distance penalties to Spot checks may make this extra range redundant.)
- If you spend four additional spell points, the spell does grant the ability to see in magical darkness.

5.2.34 Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Target: One humanoid creature that has 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 1

This enchantment 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.

Augment: You can augment this spell in one or both of the following ways:

1. For every additional spell point you spend, this spell can affect a target that has Hit Dice equal to 4 + the additional points.
2. If you spend 2 additional spell points, this spell can affect a living creature of any type.

5.2.35 Death Knell

Necromancy [Death, Evil]

Level: Death 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 3

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 morale bonus to Strength. Additionally, you gain a +2 morale bonus on your key ability modifier with respect to spellcasting for the spell's duration, the most notable effect of which is an increase on your spells' save DCs. (You do not gain additional spell points for this increase unless it is in effect during your daily spell point acquisition. See 2.2.3). These effects last for 10 minutes per HD of the subject creature.

The life force of creatures with less than one full HD (such as rats, cats, and most nonmonstrous vermin) is not strong enough to grant any bonuses to you when they die, but they can still be killed by this spell if they are otherwise valid targets.

Augment: You can Augment this spell in one or both of the following ways:

1. If you spend one additional spell point, this spell's range changes to Close.
2. If you spend four additional spell points, this spell affects all applicable targets within range. Bonuses from killing multiple creatures do not stack, as is normal. However, they do increase non-linearly for multiple creatures killed simultaneously, as outlined here:
 - 2-5 creatures: As for one creature, but you gain 2d8 temporary hit points rather than 1d8.

- 6-10 creatures: As for 2-5 creatures, but you gain a +4 morale bonus to Strength rather than +2.
- 11 creatures or more: As for 6-10 creatures, but you also gain a +2 morale bonus to Constitution.

In all cases, the spell's duration is determined by the HD of the strongest creature killed.

5.2.36 Detect Magic

Divination

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Concentration

Spell Points: 1

While under the influence of this spell, you gain the following information:

- The presence or absence of magical auras of every item and creature you can see.
- The strength (caster level) and school of magic of all magical auras you can see.
- The specific spell that created each individual magical aura, if you succeed on a Spellcraft check with a DC of 20 + spell level.

Every item and creature with an active spell on them has a corresponding magical aura. Magic items have magic auras, the spell(s) and caster level involved being those the item requires as part of its crafting process. Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Augment: You can augment this spell in one or both of the following ways:

1. If you spend 4 additional spell points, the duration of this spell becomes 24 hours rather than Concentration.
2. If you spend 2 additional spell points, you can tell whether any creature you can see is a spellcaster (can use spells or invocations, but not other spell-like abilities or supernatural abilities).

5.2.37 Detect Scrying

Divination

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Spell Points: 7

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

Augment: You can Augment this spell in one or both of the following ways.

1. If you spend 2 additional spell points, you and the scrier immediately make opposed caster level checks (1d20 + caster level) whenever this spell causes you to detect a scrying sensor. If you at least match the scrier's result, the scrying spell effectively works both ways, as if you had cast the same spell on the scrier (or centered on his area, as appropriate). This does not end the scrying spell. If the scrier *also* had this augmented version of Detect Scrying active when he cast the spell, he gains awareness of the fact that you are staring back at him (due to the spell's base function, but he does not get another sensor at your location due to you scrying on him).
2. If you spend 2 additional spell points, you can use the scrying sensors you detect as a tunnel into the scrier's mind. If you successfully made a scrying sensor work both ways with the first augment of this spell, you can cast any Mind-Affecting spell on the scryer as if you had line of effect and line of sight to the scryer, and the scrier were within range of the spell.

5.2.38 Detect Secret Doors

Divination

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Spell Points: 1

While under the influence of this spell, you become instantly aware of the presence or absence, as well as the location of secret doors, compartments, caches, and so forth within your line of sight. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell.

Augment: You can augment this spell in one or both of the following ways:

1. If you spend 4 additional spell points, the duration of this spell becomes 24 hours rather than 1 min./level.
2. If you spend 4 additional spell points, you can find traps for the duration of the spell as if you had the Trapfinding Rogue class feature.

5.2.39 Dimensional Anchor

Abjuration

Level: Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (object)

Spell Points: 7

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with shimmering, ethereal-looking chains that completely block extradimensional travel. Forms of movement barred by a dimensional anchor include any spell or ability of the (Teleportation) subschool. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

Augment: If you spend 2 additional spell points, the chains gain effective physical weight, though their appearance remains the same. Their weight is 100 lbs per spell point spent on the spell (minimum 900 lbs).

5.2.40 Dimension Door

Conjuration (Teleportation)

Level: Conjurer 4

Components: V

Casting Time: 1 standard action

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)

Spell Points: 7

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.

Augment: If you spend an additional 6 spell points, you can cast this spell as a move action.

5.2.41 Discern Location

Divination

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Spell Points: 3

You sense the direction towards a well-known or clearly visualized object. The spell does not tell you the distance towards the You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object fools it.

Augment: You can Augment this spell in one or both of the following ways:

1. If you spend 4 extra spell points, the range of the spell (and thereby the radius of the circle) increases to 1 mile per level.
2. If you spend 4 extra spell points, you can locate a familiar creature with this spell. The spell can then locate a specific creature known to you or a creature of a specific kind (race or species). It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once. It can be fooled by mislead, [Obfuscate](#), and polymorph spells.

5.2.42 Disguise Self

Illusion (Glamer)

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Saving Throw: Will Negates (if interacted with)

Spell Points: 1

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between.

You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you get a +10 bonus on the Disguise check.

A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

Augment: You can augment this spell in one or more of the following ways:

1. For every additional spell point you spend, the bonus on Disguise checks increases by 1.
2. If you spend 4 additional spell points, the spell's duration changes to 24 hours.
3. If you spend 2 additional spell points, the spell's range changes to touch, its target changes to "willing creature touched", and it gains a spell resistance entry of "yes". For every 2 spell points you spend beyond that, the spell can affect an additional target.

5.2.43 Dismissal

Abjuration

Level: Abjurer 5

Components: V, S

Casting Time: 1 standard action

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

Target: One extraplanar creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 9

This spell forces an extraplanar creature back to its proper plane if you succeed on a special dismissal check. Roll 1d20 and add the number of spell points you spent on this spell. The DC for the dismissal check is 10 + the number of HD the creature has. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance you present, you gain a +2 bonus on the dismissal check, as well as a +1 bonus on your caster level check to overcome the target's spell resistance (if any).

Augment: If you spend an additional 6 spell points, this spell affects all extraplanar creatures within the spell's range, rather than just one.

5.2.44 Dispel Magic

Abjuration

Level: Wizard 3

Components: V

Casting Time: 1 standard action

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

Target or Area: Creature, object, or spell; or 20-ft.-radius burst

Duration: Instantaneous or 1d4 rounds; see text

Saving Throw: None

Spell Resistance: No

Spell Points: 5

You can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to end ongoing spells (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic, or can be ended only if you cast dispel magic at a high enough caster level. Dispel magic can end spell-like effects just as it does spells (but not supernatural abilities). 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 an area dispel.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against each ongoing spell currently in effect on the object or creature. The DC for this dispel check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell or is under the effect of an ongoing spell, you make a dispel check to end the spell or its effect. If the object that you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional interface 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.

Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius. For each creature within the area that is the subject of one or more spells, you make a dispel check against the spell with the highest caster level (in case multiple spells fit, roll randomly). If that check fails, you make dispel checks against progressively weaker spells until you dispel one spell (which discharges the dispel magic spell so far as that target is concerned) or until you fail all your checks. The creature's magic items are not affected. For each object within the area that is the target of one or more spells, you make dispel checks 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 dispel magic spell, you can make a dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the dispel magic spell, you can make a

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 is in the area, you can make a dispel check to end the spell that created that object or creature in addition to attempting to dispel spells targeting the creature or object. You can choose to automatically succeed on dispel checks against any spell that you have cast.

Augment: For every additional spell point you spend, you gain a +2 bonus on your dispel check (to a maximum bonus of +10 for a 5-point additional expenditure).

5.2.45 Dispelling Touch

Abjuration

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target or Area: Creature or spell

Duration: Instantaneous

Saving Throw: None

Power Resistance: No

Power Points: 3

This spell is similar to [Dispel Magic](#), but with several important differences.

You can use dispelling touch to end ongoing spells that have been cast on a creature or to end ongoing spells. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, (treat immunity to [Dispel Magic](#) as immunity to dispelling touch for this purpose) can't be defeated by dispelling touch, or can be ended only if you cast dispelling touch at a high enough caster level. Dispelling Touch can end spell-like effects just as it does spells (but not supernatural abilities). 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.

One object, creature, or spell is the target of the dispel magic spell. You make a dispel check (1d20 + your caster level, maximum +10) against the spell or against a single ongoing spell on a creature. If you make the check against a creature with multiple spells active on it, the dispel attempt applies against the spell with the highest caster level (in case multiple spells fit, roll randomly). The DC for this dispel check is 11 + the spell's caster level. If you succeed on the check, that spell is dispelled; if you fail, that spell remains in effect. If you target an object or creature that is the effect of an ongoing spell or is under the effect of an ongoing spell, you make a dispel check to end the spell or its effect. You automatically succeed on your dispel check against any spell that you cast yourself.

Augment: You can augment this spell in one or both of the following ways:

1. For every additional spell point you spend, you gain a +2 bonus on your dispel check (to a maximum bonus of +10 for a 5-point additional expenditure).
2. If you spend 2 additional spell points, successfully dispelling a spell that affects a creature does not end the spell, but transfers the spell over to you, as if you had been the original recipient of the spell. The spell's duration

does not change, it is still counted from the time of the original casting. If you are not a valid target for the spell you steal in this fashion, this augment has no effect.

5.2.46 Dominate

Enchantment (Compulsion) [Mind-Affecting]

Level: Enchanter 5

Components: V,S

Casting Time: 1 round

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

Target: One humanoid

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 9

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

[Aligned Protection](#) or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

Augment: You can augment this spell in one or more of the following ways.

1. If you spend 2 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

2. If you spend 4 additional spell points, this spell can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.
3. For every 2 additional spell points you spend, this spell can affect an additional target. Any additional target cannot be more than 15 feet from another target of the spell.
4. If you spend 1 additional spell point, this spell's duration changes to 1 hour. If you spend 2 additional spell points, this spell's duration changes to 1 day. If you spend 4 additional spell points, this spell's duration changes to 1 day per caster level.

5.2.47 Dream

Illusion (Phantasm) [Mind-Affecting]

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 9

You enter another creature's dream, either to deliver a message or to interrupt its sleep. These two functions of the spell work as follows:

- *Deliver message:* You send a ghostly avatar of yourself into the subject's dream, allowing you to communicate as if you were standing face to face. This communication happens instantaneously, regardless of how long the conversation is - time is irrelevant when dreaming. The conversation lasts for as long as you both desire - if one participant wishes the conversation to end, it ends. When the participants wake up, they remember the conversation perfectly. You can not use any spells, magic items, or any class or racial features during this dream conversation. However, the skills Bluff, Diplomacy, Disguise, Intimidate, Knowledge, Sense Motive and Speak Language work perfectly.
- *Nightmare:* You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep, leaving the subject fatigued and unable to regain arcane spells for the next 24 hours. A successful will save negates this effect. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. See the table (6) accompanying the scrying spell. Using this function adds the [Evil] descriptor to the spell. A creature under the influence of an [Aligned Protection](#) spell is immune to this aspect of the spell.

If the recipient is awake when you cast the spell, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon

you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are can not be affected by this spell.

Augment: If you spend 8 additional spell points, the Nightmare function of the spell becomes truly deadly. If the subject fails the Will saving throw, it must also make a Fortitude save using the same DC or die of fright, never waking up again. This adds the [Death] descriptor to the spell, in addition to the [Mind-Affecting] and [Evil] descriptor it already has.

5.2.48 Endure Elements

Abjuration

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 1

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (between -45 and 60 degrees Celcius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Augment: You can augment this spell in one or more of the following ways.

1. If you spend two additional spell points, the subject of the spell does not treat slippery ice, areas of undergrowth, bogs or loose rubble as difficult terrain. The subject does not have to pay extra movement in order to move through such terrain.
2. If you spend two additional spell points, the subject of the spell never risks catching on fire due to environmental fires.
3. If you spend two additional spell points, the subject of the spell is immune to the negative effects of environmental smoke and acid fume inhalation.

5.2.49 Energy Arrow

Evocation [see text]

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

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

Target: Fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

Spell Points: 5

You turn ammunition (such as arrows, bolts, shuriken, or stones) into magical projectiles. Each piece of ammunition gains the benefit of one of the following enhancements: *Flaming*, *Frost* or *Shock*. You choose the energy type at the time of casting. Multiple castings of this spell do not stack, even if different enhancements are selected - if you cast the spell a second time on a projectile before the spell's duration expires, the previous casting is overridden with respect to that projectile. This allows the ammunition to bypass damage reduction as if they were magic weapons, but they do not actually gain an enhancement bonus (unless, of course, they are fired from a magical missile weapon).

This spell's descriptor matches the type of energy you imbue the projectiles with.

Augment: If you spend 4 additional spell points, you can instead select from one of the following enhancements: *Flaming Burst*, *Icy Burst*, and *Shocking Burst*.

5.2.50 Enervation

Necromancy

Level: Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray of negative energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 7

You point your finger and utter the incantation, releasing a black ray of crackling negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels.

If the subject has at least as many negative levels as HD, it dies.

Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities), and causes it to lose 5 hit points. Spellcasters take additional penalties, as detailed in section [2.5.4](#)

Assuming the subject survives, it regains lost levels after 1 hour. Usually, negative levels have a chance of permanently draining the victim's levels, 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.

Augment: For every 3 additional spell points you spend, this spell inflicts an additional negative level on a successful hit.

5.2.51 Expeditious Retreat

Transmutation

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action or 1 swift action; see text

Range: Personal

Target: You

Duration: 1 min./level (D) or 1 round; see text

Spell Points: 1

This spell increases the subject's 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 Jump skill).

At the time of casting, you make a choice. If you cast the spell as a standard action, the duration is 1 minute per level. If you cast it as a swift action, the duration is one round.

Augment: You can augment this spell in one or both of the following ways.

1. For every 2 additional spell points you spend, the bonus to your base land speed increases by 10'.
2. If you spend 2 additional spell points, the spell's range changes to "touch", and the target changes to "creature touched".

5.2.52 Explosive Runes

Abjuration [Force]

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: Yes

You trace these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 5d6 points of force damage. Anyone next to the runes (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the runes is entitled to a Reflex save for half damage. The object on which the runes were written also takes full damage (no saving throw). Any other objects within the 10 foot radius that carry another instance of the explosive runes are burned out, the explosive runes dissipating harmlessly.

You and any characters you specifically instruct can read the protected writing without triggering the runes. Likewise, you can remove the runes whenever desired. Another creature can remove them with a successful [Dispel Magic](#) spell but attempting to dispel the runes and failing to do so triggers the explosion.

Since you automatically succeed on all dispel checks against spells you cast yourself, you can not trigger your own explosive runes with [Dispel Magic](#).

Note: Magic traps such as explosive runes are hard to detect and disable. A rogue (only) can use the Search skill to find the runes and Disable Device to thwart them. The DC in each case is 25 + spell level, or 28 for explosive runes.

Augment: For every additional spell point you spend, this spell's damage increases by 1d6.

5.2.53 False Life

Necromancy

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until depleted; 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 1d10 temporary hit points.

Augment: Every 2 additional spell points spent increase the temporary hit points you gain by 1d10.

5.2.54 False Vision

Illusion (Glamour)

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 9

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image, as defined by you at the time of casting. The false image the scryer sees functions as if generated by an [Image](#) spell, augmented with as many points as were spent on casting the False Vision spell. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

5.2.55 Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 9

If the target creature fails a Will saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

5.2.56 Fear

Necromancy [Fear, Mind-Affecting]

Level: Necromancer 1

Components: V,S

Casting Time: 1 standard action

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

Target: One living creature with 5 or fewer HD

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

Spell Points: 1

The affected creature becomes frightened. If the subject succeeds on a Will save, it is instead shaken for 1 round. Creatures with 6 or more Hit Dice are immune to this effect.

Cause fear counters and dispels remove fear.

Augment: You can augment this spell in one or more of the following ways.

1. If you spend two additional spell points, the range of the spell increases to Medium.
2. For every two additional spell points spent, the spell can affect an additional creature.
3. If you spend two additional spell points, instead of becoming frightened on a failed save, the subject becomes panicked.

In addition, for every additional spell point spent on the spell for any reason (except for metamagic feats) the spell can affect a creature one HD higher,

5.2.57 Fireball

Evocation [see text]

Level: Evoker 2

Components: V,S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half or Fortitude half; see text

Spell Resistance: Yes

Spell Points: 3

A fireball spell is an explosion of energy that detonates with a low roar and deals 3d6 points of damage to every creature within the area. Unattended objects also take this damage.

You choose between cold, electricity, fire, or sonic damage at the time of casting. 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.

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.)

The name of the spell refers to the fire version of the spell, which was the form of the spell originally discovered. Although other forms of the spell were later unearthed, "Fireball" remains as its name.

- **Cold:** A missile of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold missile is a Fortitude save instead of a Reflex save.
- **Electricity:** Casting a ray of this energy type provides a +2 bonus to the save DC and a +2 bonus on caster level checks for the purpose of overcoming spell resistance.
- **Fire:** A missile of this energy type deals +1 point of damage per die.
- **Sonic:** A missile of this energy type deals 1 point of damage per die and ignores an object's hardness.

In addition, the spell has all sideeffects you would normally expect a flash of energy to produce - fire causes small, flammable objects to catch fire, cold causes exposed bodies of water to get a thin coating of ice, and so on. The explosion also creates significant pressure, which has effects of its own. Light, unattended objects are hurled away from the blast radius, and glass windows may break.

This spell's subtype is the same as the type of energy you selected.

Augment: For every additional spell point you spend, this spell's damage increases by one die (d6).

Special: Fireballs are *extraordinarily* hard to dodge. The base saving throw DC against a Fireball spell is 10 + the *full* number of spell points spent on the spell + your key ability modifier, rather than as described in the section on [Saving Throws](#).

5.2.58 Floating Disk

Evocation [Force]

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Effect: 3-ft.-diameter disk of force

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Spell Points: 1

You create a slightly concave, circular plane of force that follows you about and carries loads for you. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 100 pounds of weight per caster level. (If used to transport a liquid, its capacity is 2 gallons.) The disk floats approximately 3 feet above the ground at all times and remains level. You can mentally command it to move around horizontally within spell range. It can move up to twice your normal speed each round (In other words, it can keep up if you perform a single or double move, but not if you run). If not otherwise directed, it maintains a constant interval of 5 feet between itself and you. The disk winks out of existence when the spell duration expires. The disk also winks out if you or the disk attempt to move beyond range or if you try to take the disk more than 3 feet away from the surface beneath it. When the disk winks out, whatever it was supporting falls to the surface beneath it.

Augment: If you spend an additional 6 power points, you can command the disk to move vertically as well as horizontally, and the limit of the disk not being able to move more than 3 feet from the ground no longer applies.

5.2.59 Fly

Transmutation

Level: Transmuter 3

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 5

The subject can fly at a speed of 40 feet (or 30 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.

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.

If the spell is dispelled, or negated by an antimagic field, the subject falls like a rock, taking the appropriate falling damage.

Augment: If you spend 4 additional spell points, the spell's duration increases to 1 hour per level.

When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks).

This means you can cover 64 miles (103 kilometres) in an eight-hour period of flight (or 48 miles (77 kilometres) at a speed of 30 feet).

5.2.60 Fog

Conjuration (Creation)

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: 0 ft.

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Spell Points: 1

A misty vapor arises around you. It is stationary once created. 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.

This spell does not function underwater.

Augment: You can augment the spell in one or more of the following ways:

1. If you spend 2 additional spell points, the spell's duration is 10 minutes per level rather than 1 minute per level.
2. If you spend 2 additional spell points, the spell's range increases to Medium (allowing you to create banks of fog not centered on you).
3. If you spend 6 additional spell points, the fog becomes so thick as to be nearly solid. Anyone attempting to move through a solid fog cloud has his speed reduced to 5 feet (assuming the speed was more than 5 feet to begin with), and takes a -2 penalty on all melee attack rolls with weapons other than piercing weapons. The solid 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 falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.

5.2.61 Forced Visions

Divination [Mind-Affecting]

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

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

Target: One creature with an intelligence score of 3 or more

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 5

Unlike most divination spells, this spell is less about retrieving information than it is to force it upon someone. For the duration of this spell, the subject's mind is haunted by fairly useless (but factually accurate) visions of his past, present, and sometimes even future⁷. Unless he succeeds on a Will save, the subject is stunned for the first round of the spell's duration, the images momentarily overwhelming its conscious mind. Every round thereafter, at the start of his turn, he is confused unless he succeeds on a will save. When such a save succeeds, the subject can suppress the images to the point where it no longer interferes with his actions, effectively ending the spell.

Augment: For every 2 additional spell points you spend, the subject is stunned for one additional round of the spell's duration, rather than just the first. A successful will save in a subsequent round still ends the spell.

5.2.62 Form of the Avian

Transmutation (Polymorph)

Level: Transmuter 3

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

You assume the form of a winged bird, like that of an eagle or a swan. Your size changes to small. Your base strength score changes to 10. Your base dexterity score changes to 16. You gain a bite attack that deals 1d4 points of damage + your strength modifier. This bite can be used as either a primary natural attack or a secondary natural attack. Your avian form has physical wings and can fly at a speed of 60', with good maneuverability. Your land speed changes to 10'. However, it has no hands, preventing you from using weapons and items requiring fine manipulation (although you can use your feet to hold things that can be easily gripped). You gain the benefit of the Weapon Finesse feat.

Augment: You can Augment this spell in one or more of the following ways:

⁷If desired, you can use the following table to determine the kind of vision the subject suffers.

d% result	Vision
1-30	Childhood memories
31-60	Memories regarding the subject's love life
61-70	Memory resulting in the character shouting out an embarrassing fact about himself
71-80	Memories regarding the character's line of work or training
81-90	A vision of the character as an old man (Does not have to imply that he <i>will</i> be old, only that it's a possibility.)
91-95	A vision of the character's surroundings, distorted and confusing
96-99	A vision of the character, as seen from the caster's eyes
100	A truly useful vision of the future

1. For every additional spell point you spend, your fly speed increases by 10'.
2. If you spend 4 additional spell points, your size becomes medium when casting the spell, and your strength score changes to 18 and your dexterity score changes to 14. Your bite and talon attacks (if you have them) have their base damage dice increased by one step.
3. If you spend 2 additional spell points, you gain two talon attacks in addition to your bite attack. These can only be used as secondary natural attacks. Your talons deal 1d3 points of damage + 1/2 your strength modifier.

5.2.63 Form of the Carnivore

Transmutation (Polymorph)

Level: Transmuter 4

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 round./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 7

You assume the form of a large, dangerous beast, like a tiger or a bear. Your size changes to large (long). Your base strength score changes to 22. Your base natural armor changes to 5. You gain two claw attacks that deal 1d8 + your strength modifier, which are primary natural attacks. You gain a bite attack that deals 2d6 points of damage + 1/2 your strength modifier, which is a secondary natural attack.

Your form is that of a quadruped, granting you a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Your land speed changes to 40'. However, your form has no hands, preventing you from using weapons and items requiring fine manipulation.

Augment: You can Augment this spell in one or more of the following ways:

1. For every two additional spell points you spend, the strength score of your assumed form increases by 3.
2. If you spend 6 additional spell points, your size becomes huge when casting the spell, and your strength score changes to 28. Your bite and claw attacks have their base damage dice increased by one step.
3. If you spend 12 additional spell points, your size becomes gargantuan when casting the spell, and your strength score changes to 34. Your bite and claw attacks have their base damage dice increased by two steps.
4. If you spend 2 additional spell points, the base natural armor of your assumed form increases by 1.

5.2.64 Form of the Dragon

Transmutation (Polymorph)

Level: Transmuter 6

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 round./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 11

You assume the form of a majestic metallic or chromatic dragon. Your size changes to large (long). Your base strength score changes to 26. Your base natural armor changes to 7. You gain a bite attack that deals 1d8 points of damage + your strength modifier, which is your primary natural attack. You gain two claw attacks that deal 1d6 + your strength modifier, which are secondary natural attacks. You gain two wing attacks that deal 1d4 + 1/2 your strength modifier, which are secondary natural attacks.

Your form is that of a quadruped, granting you a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Your land speed changes to 30'.

Your draconic form has physical wings and can fly at a speed of 100', with poor maneuverability.

Your form's claws are capable of fine manipulation, enabling you to pick up items as if you had hands. However, you lose proficiency with all weapons and armor, as normal for a Polymorph subschool spell.

Augment: You can Augment this spell in one or more of the following ways:

1. For every additional spell point you spend, the strength score of your assumed form increases by 1.
2. If you spend 4 additional spell points, your size becomes huge when casting the spell, and your strength score changes to 28. Your bite, claw, wing and tail (if you have it) attacks have their base damage dice increased by one step.
3. If you spend 4 additional spell points, you gain a tail attack that deals 1d8 points of damage + 11/2 times your strength modifier, which is a secondary natural attack.

5.2.65 Form of the Elemental

Transmutation (Polymorph)

Level: Transmuter 7

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 13

This spell might be the most subtle of all Polymorph subschool spells. The subject's outward appearance barely changes, although small changes might be revealed (a DC 20 spot check) - its eyes might glow with inner fire, its skin might be unusually creased or translucent, or its hair might sometimes move as in a slight breeze.

Regardless of how little its appearance changes, however, the subject's inner structure is radically altered, being now formed of pure elemental power.

At the time of casting, select an element. The creature gains bonuses according to the selected element.

- *Air Elemental:* The subject gains the benefit of a fully augmented [Fly](#) spell for the duration of the spell.
- *Earth Elemental:* The subject gains the Earth Glide ability, like an actual Earth Elemental.
- *Fire Elemental:* The subject gains immunity to fire, and vulnerability to cold. Those it hits with melee attacks must make a DC 15 reflex save or catch fire. The subject illuminates its surroundings like a torch, although it is not glaringly obvious that the subject is the source of the light.
- *Water Elemental:* The subject gains immunity to cold, and vulnerability to fire. It can breathe water as well as it can breathe air, and gains a swim speed equal to its base land speed.

In addition to the qualities that depend on the selected energy type, the subject gains darkvision out to 60 feet, immunity to poison, sleep effects, paralysis, stunning, critical hits, and flanking.

Since Form of the Elemental Body entails significantly less physical changes than most Polymorph subschool spells do, you are able to retain more of yourself throughout the transformation. You retain all class features except for spellcasting and the ability to manifest psionic powers.

5.2.66 Form of the Fish

Transmutation (Polymorph)

Level: Transmuter 3

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

You assume the form of a water-dwelling creature, such as a tuna or seal. Your size changes to small. Your base strength score changes to 14. You gain a bite attack that deals 1d6 points of damage + 1 1/2 times your strength modifier, which is your primary natural attack.

You lose your land speed, and gain a swim speed of 40'. At your option at the time of casting, you may gain the ability to breathe water, but lose the ability to breathe air for the duration of the spell.

Your aquatic form has no limbs that can be used to manipulate items, but you may be able to hold some items (or even creatures) in your mouth, depending on your size.

Augment: You can Augment this spell in one or both of the following ways:

1. For every 2 additional spell points you spend, the swim speed of your form increases by 10'.
2. For every 3 additional spell points you spend, the strength score of your form increases by 4, and it is one size category larger (to a maximum of colossal, for a 15-point additional expenditure). This increases the damage die of your bite attack by one step.

5.2.67 Form of the Horror

Transmutation (Polymorph)

Level: Transmuter 5

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 round./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 9

You assume the form of a horrific aberration. Your base strength score changes to 18. Your base natural armor changes to 5. You gain two tentacle attacks that deal 1d8 + your strength modifier, which are primary natural attacks. You gain the benefit of the improved grab special attack when making these tentacle attacks. The reach of these tentacles is the same as that of a creature one size category larger than your actual size. They also function as if one size larger than your actual size with regards to grappling (gaining the appropriate size bonus on grapple checks, and allows you to grab larger creatures).

Your aberrant form has no hands, preventing you from using weapons and items requiring fine manipulation. However, your tentacles can be used to hold items.

Augment: You can Augment this spell in one or both of the following ways:

1. For every two additional spell points you spend, you gain an additional tentacle attack.
2. For every four additional spell points you spend, the effective size of your tentacles with respect to reach and grappling increases one additional category above your own.

5.2.68 Form of the Scout

Transmutation (Polymorph)

Level: Transmuter 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 3

You assume the form of a fast, agile creature. Your size changes to tiny. Your base strength score changes to 2. Your base dexterity score changes to 14. You gain no natural attacks. Your form is that of a quadruped, granting you a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Your land speed changes to 30'. Your form has no hands, preventing you from using weapons and items requiring fine manipulation. You may be able to use your mouth to hold items, within the limits of your new strength score. As a tiny creature, you have a +8 size bonus on hide checks. You also gain a +8 racial bonus on move silently checks.

At the time of casting, you choose one enhanced mode of movement from the following list:

- You gain a burrow speed of 20'.
- You gain a climb speed of 20'.
- You gain a swim speed of 20'.
- Your base land speed increases to 50'.

Augment: You can Augment this spell in one or two of the following ways:

1. For every 2 additional spell points you spend, your burrow, climb, swim, or land speed increases by 10'. The mode of movement so augmented is the same as the one you chose to enhance at the time of casting.
2. If you spend 4 additional spell points, your size decreases to diminutive, your base strength score changes to 1, your base dexterity score changes to 16. The racial bonus on move silently checks increases to +12, and as a diminutive creature, you have a +12 size bonus on hide checks.
3. If you spend 12 additional spell points, your size decreases to fine, your base strength score changes to 1, your base dexterity score changes to 20. The racial bonus on move silently checks increases to +16, and as a fine creature, you have a +16 size bonus on hide checks.

5.2.69 Form of the Treant

Transmutation (Polymorph)

Level: Transmuter 5

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 round./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 9

You assume the form of a gigantic, mobile plant creature. Your size changes to large (tall). Your base strength score changes to 22. Your base natural armor changes to 9, and you gain damage reduction 10/slashing. You gain a slam attack that deals 1d8 points of damage + your 11/2 times your strength modifier, which is your primary natural attack. You gain the trample special attack, which follows the normal rules for such attacks. You gain immunity to poison, sleep effects, paralysis, stunning, and critical hits.

Your form is partially rooted when on the ground, granting you a +10 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Your land speed changes to 20'.

You have no limbs capable of fine manipulation while in this form, although you can bend your appendages to pick up objects.

You gain a +16 racial bonus on hide checks when in forested areas, and a +16 bonus on Disguise checks made to pretend being a tree.

Augment: You can Augment this spell in one or more of the following ways:

1. For every additional spell point you spend, the natural armor of your assumed form increases by 1.
2. If you spend 4 additional spell points, your size becomes huge when casting the spell, and your strength score changes to 26. Your slam attack has its base damage die increased by one step.
3. If you spend 8 additional spell points, your size becomes gargantuan when casting the spell, and your strength score changes to 30. Your slam attack has its base damage dice increased by two steps.

5.2.70 Form of the Vermin

Transmutation (Polymorph)

Level: Transmuter 4

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Spell Points: 7

You assume the form of a gigantic insect, arachnid, crustacean or other generally repugnant creature. Your size changes to medium. Your base strength score changes to 18. You gain a sting attack that deals 2d6 points of damage + 11/2 times your strength modifier, which is your primary natural attack. The stinger is poisonous, dealing 1d6 points of primary and secondary dexterity damage. The poison's save DC is equal to the save DC this spell would have if it were an offensive spell. If the spell ends, all poison you have secreted immediately disappears, including poison that you have injected into a creature, but has yet to deal its secondary damage. However, any damage your poison may already

have inflicted remains. Assuming the recipient of the spell is a sapient creature, using this poison is an evil act.

Your form has multiple pairs of legs, granting you a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Your land speed changes to 40'. You gain a climb, swim or burrow speed of 20', chosen at the time of casting. However, your form has no hands, preventing you from using weapons and items requiring fine manipulation.

Augment: You can Augment this spell in one or more of the following ways:

1. If you spend 2 additional spell points, your size becomes large (long) when casting the spell, and your strength score changes to 20. Your sting attack (and claw or slam attacks, if you have them) has its base damage die increased by one step.
2. If you spend 6 additional spell points, your size becomes huge when casting the spell, and your strength score changes to 24. Your sting attack (and claw or slam attacks, if you have them) has its base damage die increased by two steps. The poison's dexterity damage increases to 1d8.
3. If you spend 2 additional spell points, you gain two slam or claw attacks (your choice). These secondary attacks deal 1d6 points of damage + 1/2 your strength modifier.
4. For every additional spell point you spend, the stinger's poison save DC increases by 1 above and beyond that normally offered by a spell of this power.

5.2.71 Form of the Viper

Transmutation (Polymorph)

Level: Transmuter 4

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Spell Points: 7

You assume the form of a dangerous snake. Your size changes to large (long). Your base strength score changes to 20. You gain a bite attack that deals 1d8 points of damage + 11/2 times your strength modifier, which is your primary natural attack. The bite is poisonous, dealing 1d6 points of primary and secondary constitution damage. The poison's save DC is equal to the save DC this spell would have if it were an offensive spell. If the spell ends, all poison you have secreted immediately disappears, including poison that you have injected into a creature, but has yet to deal its secondary damage. However, any damage your poison may already have inflicted remains. Assuming the recipient of the spell is a sapient creature, using this poison is an evil act. You gain the constrict special attack. This deals damage equal to the damage dealt by your bite attack, except the constriction damage is bludgeoning damage, and does not deliver

poison. You do not provoke an attack of opportunity when starting a grapple, as if you had the Improved Grapple feat.

Your form has no legs, granting you immunity to trip attacks, and a +4 bonus on ability checks made to resist being bull rushed when standing on the ground. Your land speed changes to 20'.

Your form has no limbs that can be used to manipulate items, but you may be able to hold some items in your mouth, depending on your size. *Augment:* You can Augment this spell in one or more of the following ways:

1. If you spend 6 additional spell points, your size becomes huge when casting the spell, and your strength score changes to 24. Your bite attack has its base damage die increased by one step.
2. If you spend 12 additional spell points, your size becomes gargantuan when casting the spell, and your strength score changes to 30. Your bite attack has its base damage die increased by two steps.
3. For every additional spell point you spend, the stinger's poison save DC increases by 1 above and beyond that normally offered by a spell of this power.

5.2.72 Gaseous Form

Transmutation

Level: Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Willing corporeal creature touched

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains damage reduction 10/magic and becomes immune to poison and critical hits. It can't attack or provide verbal or somatic components while in gaseous form. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet (maneuverability perfect). It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

The subject of the spell can will itself to resume corporeal form as a standard action,

Augment: You can Augment this spell in one or both of the following ways:

1. If you spend four additional spell points, you can evoke a powerful wind to increase your speed while in gaseous form. At the start of every round of the spell's duration, you can decide whether the wind is active or not. If you decide that it is, your fly speed increases to 600 feet, but your maneuverability drops to clumsy. In rounds when the wind is not active, the fly speed is unchanged.
2. If you spend two additional spell points, the spell's duration increases to 1 hour per level.

5.2.73 Geas

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Enchanter 4

Components: V

Casting Time: 1 round

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

Target: One living creature with 7 HD or less

Duration: Permanent until discharged; see text

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 7

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer Hit Dice and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by limited wish, remove curse, miracle, or wish. Dispel magic does not affect a geas.

Augment: For every additional spell point you spend, this spell's hit dice cap increases by 1.

5.2.74 Gentle Repose

Necromancy

Level: Necromancer 3

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: One day/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Spell Points: 5, XP; see text

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a fallen comrade more pleasant.

The spell also works on severed body parts and the like.

Augment: If you spend an additional 10 spell points and 1000 experience points, the corpse preserved gains an additional quality - the ability to become a receptacle for your soul, should you perish. If you die while you have a corpse preserved with this augmented version of the spell on the same plane as you are currently located, your soul does not travel to its resting place on the outer planes, instead being transferred straight to the corpse. Since the soul does not have to undergo the wrenching interplanar journey, you lose no experience when you die in this manner. After your soul has been transferred to the corpse, the corpse is considered your real body for all purposes. Your "original" body becomes a useless lump of flesh, which you can never return to again (unless you find it, cast the augmented version of this spell on your original body, and die again in your new body). The corpse you used for this purpose is effectively destroyed, it is transformed to serve as your body in all ways (thus, the creature the corpse belonged to previously can never be restored to life via magic that requires a body to function, unless Wish or similarly powerful magic is used to create a new body for it). You gain the appearance of the corpse, but you retain your own statistics (including physical ability scores). You can only augment the spell in this manner when it is being applied to a corpse of your own race, and of a age category no younger than Adult. When you rise after forcing your soul into the corpse, you are conscious, with a number of HP equal to your HD. Other conditions of your new body depend on how the new body died (in other words, how the corpse was transferred into its current state), rather than how your old body died. Any ability scores damaged to 0 on the new body are raised to 1. Normal poison and normal disease are cured, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the corpse must be whole. Otherwise, missing parts are still missing when you rise in your new body. None of your equipment or possessions are affected in any way by this spell. Augmenting the spell in this way adds the [Evil] descriptor to the spell.

5.2.75 Ghoul Touch

Necromancy

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Spell Points: 3

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A neutralize poison spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Augment: If you spend 4 additional spell points, those that would become sickened by the stench instead become nauseated.

5.2.76 Glitterdust

Conjuration (Creation)

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

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

Area: Creatures and objects within 10-ft.-radius burst

Duration: 1 min./level; see text

Saving Throw: Will negates (blinding only)

Spell Resistance: No

Spell Points: 3

A burst of golden particles covers everyone and everything in the area, causing creatures to become blinded and easier to see. Any creature covered by the dust takes a -40 penalty on Hide checks, and is visibly outlined even if invisible.

The dust can be removed (ending the spell with respect to one object or creature) as a full-round action that provokes attacks of opportunity.

The initial burst itself is instantaneous, but the creatures and objects caught in it suffer the effects for the duration of the spell

5.2.77 Globe of Invulnerability

Abjuration

Level: Abjurer 4

Components: V,S

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius spherical emanation, centered on you

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 7

An immobile, faintly shimmering magical sphere surrounds you and excludes all effects of spells whose caster spent 5 or less spell points on casting. Spell points spent on metamagic do not count, only those spell points spent on achieving the spell's basic effect and augments do (in other words, all spells of level 3 or below are blocked, unless they are augmented to cost 6 spell points or more). 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. However, any type of spell can be cast through or out of the magical globe. Spells cast with 7 or more spell points 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 targeted dispel magic spell, but not by an area dispel magic. 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.

Augment: For every 2 additional spell points you spend, the globe blocks spells costing one more spell point.

5.2.78 Grease

Conjuration (Creation)

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Target or Area: One object or a 10-ft. square

Duration: 1 round/level (D)

Saving Throw: See spell text

Spell Resistance: No

Spell Points: 1

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. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Balance 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 Balance skill for details).

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 receives 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 on grapple checks made to resist or escape a grapple or to escape a pin.

5.2.79 Gust of Wind

Evocation [Air]

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: 60 ft.

Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration: Instantaneous

Saving Throw: Special; see text

Spell Resistance: Yes

Spell Points: 3

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

A creature caught in the blast of wind must make a strength check or be knocked backwards. The DC for the strength check is equal to the spell's save DC. For every size category the creature is above medium, it gains a +4 bonus on the strength check. For every size category the creature is below medium, it suffers a -4 penalty on the strength check. Flying creatures suffer a -8 penalty on the strength check (in addition to the modifiers for size, above).

If the creature succeeds on the strength check, it suffers no ill effect. If the creature fails, it is knocked prone, and is pushed back 5 feet for every 2 by which it failed to meet the DC.

A gust of wind can't move a creature beyond the limit of its range. If the movement caused by the gust of wind causes the creature to collide with a solid object, the creature takes 3d6 points of nonlethal damage.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

5.2.80 Hall of Mirrors

Illusion (Phantasm) [Mind-Affecting]

Level: Illusionist 3

Components: V,S

Casting time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will disbelief, then reflex; see text

Spell Resistance: Yes

Spell Points: 5

The subject's perception of its environment is distorted. Every time the subject moves (such as by taking a move action, charging, commanding a mount, or a 5' step), there is a 50% chance of its movement going off as usual (roll randomly). The other 50% of the time, the subject moves in the exact opposite direction of what it intended.

In game terms, this means the spell's subject must plot out every movement on a grid in advance, before rolling. If the movement goes wrong, instead move the subject one square south for every square it attempted to move north, one square east for every square it attempted to move west, and so on. If the

subject is moving in three dimensions, move it one square down for every square it attempted to move up, and vice versa.

If this reversed movement would result in the subject moving into a square it can for some reason not move into using its current form of movement, its movement stops immediately in the square it occupied just before attempting the illegal move, and must make a reflex save or fall prone in that square.

This may cause attacks to be wasted (charge attacks are directed at empty air, which is normally impossible, and so on), but never causes the spell's subject to attack a target it does not wish to attack.

The subject's actions other than those related to movement are not affected. For example, even if the spell's subject ends up in a place it did not intend to end up in after a move action, it might still use its standard action to attack a creature near its new (and unexpected) location, cast a spell, or perform a ranged attack.

The reversed movement provokes attacks of opportunity as normal.

5.2.81 Hallucinatory Terrain

Illusion (Glamer)

Level: Wizard 4

Components: V,S

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Spell Points: 7

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

1. If you spend 2 additional spell points, the changed terrain can be touched, and feels real.
2. If you spend 2 additional spell points, you to make any area appear to be something other than it is. The spell can then alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

5.2.82 Halt Undead

Necromancy [Mind-Affecting]

Target: One undead creature

Saving Throw: Will negates (intelligent undead only); see text

This spell functions like [Hold Person](#) (including augmentation options), except as noted here.

A nonintelligent undead creature receives no saving throw against this spell.

5.2.83 Hand of Force

Evocation [Force]

Level: Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One object at a time

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: No

Spell Points: 7

You evoke a translucent (but not invisible) hand of force that can gently pick up items. In order to have the hand pick up, move, or manipulate an item, you must concentrate on the spell (a standard action). If you cease concentration, the hand stops in place, but does not drop what it is holding.

The hand can move an object weighing no more than 250 pounds up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Strength check, opposed by your key ability modifier check. The hand can be move across the ground or through the air. This spell ends if the hand moves out of range.

You can freely have the hand drop a weight and pick up another during the spell's duration. Assume the hand travels instantaneously within spell range when not holding an object.

An object held by the hand can be manipulated as if you were holding it with one hand.

If you spend at least 5 rounds concentrating on an unattended object, you can have the hand attempt to break or burst it as if making a Strength check, except that you apply your key ability modifier to the check instead of your Strength modifier.

Augment: For every additional spell point you spend, the weight limit of the target increases by 25 pounds.

5.2.84 Haste

Transmutation

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

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

Targets: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 5

The transmuted creature moves and acts 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 any weapon he is holding. 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 weapon of speed, 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.

Augment: For every additional spell point you spend, this spell can affect an additional creature.

5.2.85 Heroism

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 5

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Augment: If you spend an additional 6 spell points, the morale bonus on the relevant rolls increases to +4, and the subject gains an immunity to fear effects.

5.2.86 Hideous Laughter

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

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

Target: One creature; see text

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 3

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

5.2.87 Hold Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

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

Spell Points: 5

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. A creature on solid ground is immobilized in a statue-like manner, not falling down unless pushed.

Augment: If you spend 4 additional spell points, the spell can affect any kind of creature.

5.2.88 Ice Storm

Conjuration (Creation) [Cold]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Cylinder (20-ft. radius, 40 ft. high)

Duration: 1 full round

Saving Throw: None

Spell Resistance: Yes

Spell Points: 7

Great magical hailstones pound down for 1 full round, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. A -4 penalty applies to each Listen check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Augment: For every 2 additional spell points you spend, you gain an additional cylinder of ice you can place anywhere within spell range.

5.2.89 Identify

Divination

Level: Wizard 1

Components: V,S

Casting Time: 8 hours

Range: Touch

Target: One touched object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Points: 1

The spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate), and how many charges are left (if any).

Identify does not function when used on an artifact.

Augment: You can Augment the spell in one of the following ways:

1. If you spend 2 additional spell points, the spell's casting time is reduced to 1 hour.
2. If you spend 10 additional spell points, the spell's casting time is reduced to 1 standard action, and its range is increased to Close, and the target becomes "One or more objects within range".

5.2.90 Image

Illusion (Figment)

Level: Illusionist 1

Components: V, S, F

Casting Time: 1 standard action

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

Spell Points: 1

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 (but see Augments, below). You can move the image within the limits of the size of the effect.

Augment: You can Augment the spell in one or more of the following ways:

1. If you spend 2 additional spell points, sounds (but not understandable speech) are included in the spell effect.
2. If you spend 2 additional spell points, smell and thermal illusions are included in the spell effect.
3. If you spend 2 additional spell points, you can move the image within the spell's range for its duration.
4. If you spend 2 additional spell points, the spell lasts for 1 minute per level, rather than only while you concentrate.

5.2.91 Interposing Hand

Evocation [Force]

Level: Wizard 5

Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes
Spell Points: 5

Interposing hand creates a Large, translucent (but not invisible) magic hand that appears between you and one opponent. This floating, disembodied hand then moves to remain between the two of you, regardless of where you move or how the opponent tries to get around it, providing cover (+4 AC) for you against that opponent. Nothing can fool the hand - it sticks with the selected opponent in spite of darkness, invisibility, polymorphing, or any other attempt at hiding or disguise. The hand does not pursue an opponent, however.

An interposing hand is 10 feet long and about that wide with its fingers outstretched. It has as many hit points as you do when you're undamaged, and its AC is 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't cause damage do not affect it.

The hand never provokes attacks of opportunity from opponents. It cannot push through a wall of force or enter an antimagic field, but it suffers the full effect of a prismatic wall or prismatic sphere. The hand makes saving throws as its caster.

Disintegrate or a successful dispel magic destroys it.

Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed. The hand cannot reduce the speed of a creature weighing more than 2,000 pounds, but it still affects the creature's attacks.

Directing the spell to a new target is a move action.

5.2.92 Invisibility

Illusion (Glamour)
Level: Illusionist 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: You or a creature or object touched weighing no more than 100 lb./level
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless) or Will negates (harmless, object)
Spell Resistance: Yes (harmless) or Yes (harmless, object)
Spell Points: 3

The creature or object touched becomes invisible, vanishing from sight. 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 stepping in a puddle). 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.

Augment: If you spend 4 additional spell points, the spell doesn't end if the subject attacks.

5.2.93 Keen Edge

Transmutation

Level: Wizard 3

Components: V, S

Casting Time: 1 standard action

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

Targets: One weapon or fifty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Spell Points: 5

This spell makes a weapon magically keen, improving its ability to deal telling blows. This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19-20, a threat range of 19-20 becomes 17-20, and a threat range of 18-20 becomes 15-20. The spell can be cast only on piercing or slashing weapons. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. (Treat shuriken as arrows, rather than as thrown weapons, for the purpose of this spell.)

Multiple effects that increase a weapon's threat range (such as the keen edge spell and the Improved Critical feat) don't stack. You can't cast this spell on a natural weapon, such as a claw.

Augment: If you spend 4 additional spell points, all critical threats scored with a weapon or projectile under the effect of this spell are automatically confirmed (assuming the attack that scored the critical threat hits in the first place).

5.2.94 Levitate

Transmutation

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

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

Target: You or one willing creature or one object (total weight up to 100 lb./level)

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: No

Spell Points: 3

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Augment: You can Augment this spell in one or more of the following ways:

- If you spend two additional spell points, the target does not have to be willing.
- If you spend two additional spell points, the spell's duration increases to 10 minutes per level.

5.2.95 Light

Evocation [Light]

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 1

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function unless you have spent more spell points on the light spell than the caster of the darkness spell did on the darkness spell. The same applies if the magical darkness is brought into the light spell's radius.

Augment: You can augment the spell in one of the following ways:

1. If you spend an additional 4 spell points, the object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of magical light so augmented.
2. If you spend an additional 4 spell points, the spell's duration increases to Permanent.

To cast this spell, you can spend as many spell points as you wish (minimum 1, limited by your caster level as normal) in order to overcome a darkness spell.

5.2.96 Mage Armor

Abjuration

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Spell Points: 1

You generate a tangible field of force that provides a +4 armor bonus to Armor Class. Unlike mundane armor, mage armor entails no armor check penalty or speed reduction. Because mage armor is composed of force, incorporeal creatures can't bypass it the way they do normal armor. Your mage armor can be invisible or can appear as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by regular armor.

Augment: For every 2 additional spell points you spend, the armor bonus to Armor Class increases by 1.

5.2.97 Mage's Private Sanctum

Abjuration

Level: Wizard 5

Components: V,S

Casting Time: 10 minutes

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

Area: 30-ft. cube/level (S)

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 9

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between

those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication.

The spell does not prevent creatures or objects from moving into and out of the area.

Augment: If you spend 2 additional spell points, this spell prevents any (teleportation) effects from ending up in the area. Any attempt to teleport into the area simply fails.

5.2.98 Magic Aura

Illusion (Glamer)

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

Spell Points: 1

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

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

5.2.99 Magic Missile

Evocation [Force]

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Targets: One or more creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 1

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 or has less than total cover or total concealment. Specific parts of a creature can't be

singled out. Inanimate objects are not damaged by the spell.

Augment: For every 2 additional spell points you spend, you gain an additional missile.

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.

5.2.100 Magic Weapon

Transmutation

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Spell Points: 1

This spell gives a weapon a +1 enhancement bonus on attack and damage rolls.

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Augment: You can Augment the spell in one or more of the following ways:

1. If you spend 4 additional spell points, the enhancement bonus increases to +2.
2. If you spend 9 additional spell points, the enhancement bonus increases to +3.
3. If you spend 13 additional spell points, the enhancement bonus increases to +4.
4. If you spend 17 additional spell points, the enhancement bonus increases to +5.
5. If you spend 2 additional spell points, the spell's duration increases to 1 hour/level.

5.2.101 Maneuvering Hand

Evocation [Force]

Level: Evoker 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 5

You evoke a translucent (but not invisible) hand of force that can perform brutish combat maneuvers. The hand can perform a maneuver once per round, which requires concentrating on the spell (a standard action).

The hand can perform a bull rush, a disarm, a grapple (including a pin), or a trip. It never deals damage directly. Resolve these attempts as normal, except that they don't provoke attacks of opportunity (as concentrating on a spell does not provoke attacks of opportunity), you use your caster level in place of your base attack bonus (for disarm and grapple attempts), you use your key ability modifier in place of your Strength modifier or Dexterity modifier, and a failed attempt doesn't allow a reactive attempt by the target (such as normally allowed on disarm or trip attempts).

No save is allowed against these attempts, but spell resistance applies normally.

Augment: For every 2 additional spell points you spend, this spell grants a +1 bonus on the hand's checks involving bull rush, disarm, grapple, or trip attempts.

5.2.102 Matter Creation

Conjuration (Creation)

Level: Conjurer 2

Components: V,S

Casting Time: 1 minute

Range: 0 ft.

Effect: Unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 3

You create a nonmagical, unattended object of nonliving, vegetable matter. The matter can not have great intrinsic value, such as darkwood or poison. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item.

Special: You must have a tiny piece of matter of the same sort of item you plan to create with minor creation on hand when casting the spell.

Augment: If you spend an additional 6 spell points, you can also create an object of mineral nature: stone, crystal, metal, or the like.

5.2.103 Mental Link

Enchantment

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Targets: You and one other willing creature within range that has an Intelligence score of 3 or higher

Duration: 10 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Spell Points: 1

The spell creates a limited mental link between you and the target creature, joining your senses. The effect is that anything heard by one of you is heard by the other.

Once the bond is formed, it works over any distance (although not from one plane to another).

Assuming you can hear the words you say yourself, this spell allows conversation at a distance.

Augment: You can augment this power in one or both of the following ways:

1. For every additional spell point you spend, this spell can affect an additional target. Any additional target cannot be more than 15 feet from another target of the spell at the time of casting.
2. If you spend 4 additional spell points, you can attempt to create a bond with a creature that is not willing (Will save negates).
3. If you spend 4 additional spell points, the link does work from one plane to another.

5.2.104 Mind Fog

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Fog spreads in 20-ft. radius, 20 ft. high

Duration: 30 minutes and 2d6 rounds; see text

Saving Throw: None

Spell Resistance: No

Spell Points: 9

Mind fog produces an invisible bank of mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a penalty on Wisdom checks, Wisdom-based skill checks and Will saves equal to the number of rounds it has spent in the fog, maximum 10. The penalty starts accumulating on the round the spell is cast, and increases on the caster's turn thereafter. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter. If they return to the fog before the penalty has expired, the penalty continues to accrue. If they leave again, they must again wait 2d6 rounds before the penalty disappears.

The fog is stationary and lasts for 30 minutes (or until dispersed by wind). A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Those who can see invisible creatures and objects can see the fog as thin tendrils of that snake into the noses, mouths and ears of everyone in the area. It

is otherwise entirely imperceptible. Unless the spell's victim notices the caster casting the spell, it does not know anything is amiss, even if it has begun taking penalties from being in the spell area. The fog is thin and does not significantly hamper vision, even if seen.

Augment: You can augment this spell in one or both of the following ways:

1. If you spend two additional spell points, the penalty is equal to twice the number of round the subject has spent in the fog.
2. For every additional spell point you spend, the maximum penalty increases by 1.

5.2.105 Mirror Image

Illusion (Figment)

Level: Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 min./level (D)

Spell Points: 3

Several illusory duplicates of you and your items pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck.

Mirror image creates 1d4 images. These figments separate from you and remain in a cluster, sharing your space. Observers can't use vision or hearing to tell which one is you and which the image. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, bleed when you bleed, and so on. Note that even though the figments look just like you at all times, they never mimic other creatures, so certain interactions with others (such as getting on a horse) might give you away.

Enemies attempting to attack you or cast targeted spells at you must select from among indistinguishable targets. Generally, roll randomly⁸ to see whether the selected target is real or a figment.

Any successful attack against an image destroys it, as does a damaging area effect that affects your square. An image's AC is 10 + your size modifier + your Dex modifier.

An enemy who sees you being successfully hit by an attack or spell (or if you are otherwise given away) can thereafter know which of the images is the real one, unless he loses sight of you.

⁸Percentage chances an opponent to hit the real you, depending on the number of images you have up:

- One image: 50% chance
- Two images: 33% chance
- Three images: 25% chance
- Four images: 20% chance
- Five images: 16.7% chance

and so on.

An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

Augment: You can Augment this spell in one or both of the following ways:

1. For every three additional spell points you spend, you gain an additional image.
2. If you spend four additional spell points, you can cast this spell as an immediate action.

5.2.106 Mnemonic Enhancer

Divination

Level: Diviner 3

Components: V,S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 hour/level or until discharged; see text

Spell Points: 5

You perform a series of mental exercises that magically expands your capacity to recall information. At any point during the spell's duration you may expend it as an immediate action to gain a +10 competence bonus on any one knowledge check you make.

Augment: For every additional spell point you spend, the bonus on the knowledge check increases by 1.

5.2.107 Mold Material

Transmutation

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Object touched, up to 10 cu. ft. + 1 cu. ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Points: 7

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

Augment: If you spend 2 additional spell points, you can convert material of one sort into a product that is of the same material. Creatures or magic items still can not be created or transmuted by the spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

This changes the spell's casting time 1 round per cubic foot of material to be affected by the spell.

5.2.108 Mount

Conjuration (Summoning)

Level: Wizard 1

Components: V,S

Casting Time: 1 round

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

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 1 You summon a light horse or a pony (your choice) to serve you as a mount. While it acts normally, the creature is faintly translucent, and obviously magical. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Augment: You can augment the spell in one or more of the following ways:

1. For every additional spell point you spend, the mount's speed increases by 10 feet.
2. If you spend 4 additional spell points, the mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
3. If you spend 8 additional spell points, the mount can ride over water and other liquid as if constantly under the effect of a Water Walk spell.
4. If you spend 12 additional spell points, the mount can fly at its speed (average maneuverability).
5. For every 2 additional spell points you spend, you receive an additional mount.

5.2.109 Noxious Vapors

Conjuration (Creation)

Level: Conjurer 3

Components: V,S

Casting Time: 1 standard action

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

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: Fortitude partial; see text

Spell Resistance: No

Spell Points: 5

This spell creates a poisonous cloud of yellowish green, translucent vapors within the spell's area. Living creatures in the cloud become nauseated unless they succeed on a fortitude save, if the save succeeds, they are instead sickened.

Either condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each affected character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. Subsequent saves take the appropriate penalty for being sickened.

Creatures immune to poison do not suffer the effects of the noxious vapors, but the vapors attack the eyes and bodily membranes, and thus holding one's breath does not help.

The cloud is stationary once created. The vapors are heavier than air, and can not be created above ground level.

Augment: If you spend 4 additional spell points, the poison of the cloud changes. Instead of being nauseated on a failed fortitude save and sickened on a successful save, the poison deals 1d6 points of constitution damage on a failed save, or half that amount on a successful save. The constitution damage is repeated on each round the creature remains in the vapors, but does not persist after it leaves (although all damage accumulated while in the area remains, as normal).

5.2.110 Obfuscate

Abjuration

Level: Abjurer 3

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: One creature; or one object touched of up to 100 lb./level

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

Spell Points: 5

The subject of the spell gains protection from being located by most divination (scrying) effects, such as the scrying spell or a crystal ball. (If a divination (scrying) effect does not specifically say it bypasses this spell, it doesn't.)

If a divination (scrying) effect is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast the obfuscate spell. If the caster level check fails, the scrying attempt fails (if the divination is targeted on the subject) or fails to perceive the subject (if the divination is targeted on a nearby location, object, or person).

If appropriate, roll the saving throw against the divination (scrying) spell before the caster level check. If the saving throw is successful, the creature that fails the saving throw realizes something is amiss (as described in section 2.6.10), but not necessarily that it have been scryed on. If the saving throw fails, it does not realize anything is happening, even if the diviner fails his caster level check.

If the scrying attempt fails, the diviner does not know the reason.

Augment: You can Augment this spell in one or both of the following ways:

1. If you spend 4 additional spell points, the protection of the obfuscate spell extends to other spells of the divination school, not just divination (scrying) spells and effects.

2. For every additional spell point you spend, the caster level check DC the would-be diviner has to succeed on increases by 1.

5.2.111 Open/Close

Abjuration

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Target: One door, box, or chest with an area of up to 10 sq. ft./level

Duration: Instantaneous or 1 min./level (D); see text

Saving Throw: None

Spell Resistance: No

Spell Points: 1

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. For simple opening and closing of objects, the duration is Instantaneous. If the opening is barred (such as by a lock), or closing is physically prevented (such as due to someone putting his foot in a door), the spell fails.

If you close an object, you may choose to hold it closed. For this use, the duration is 1 minute per level. The magic affects the object just as if it were securely closed and normally locked. Add 5 to the normal DC for forcing open the object.

Augment: You can augment the spell in one of the following ways:

1. If you spend two additional spell points, you can use this spell to create an arcane lock. This decreases the range to touch and increases the casting time to 10 minutes and the duration to permanent. An arcane lock is simply a lock of Amazing quality made of force, which functions as a normal lock in all other aspects. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in (ruining the locked object, the lock itself can not be broken), with a successful dispel magic spell, the second Augment of this spell, or a spell that destroys objects made of force.
2. If you spend two additional spell points, you can use this spell to cause an arcane lock (see the first augment) to unlock for 10 minutes.
3. If you spend two additional spell points, you can use this spell to open an object that has been locked with a nonmagical lock.

5.2.112 Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

Spell Points: 7

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject falls effectively unconscious as it falls down and trashes about as if suffering a horrible nightmare. The subject can not wake from this nightmare on its own, but an adjacent character can rouse it as a standard action.

If the subject of a phantasmal killer attack succeeds in disbelieving and has a means to telepathically communicate with you, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

5.2.113 Phantom Trap

Illusion (Glamer)

Level: Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 3

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time.

If another phantom trap is active within 50 feet when the spell is cast, the casting fails.

Augment: If you spend 8 additional spell points, you can make any surface seem like the most simple of traps - a pit. This changes the spell's range to Medium (100 ft. + 10 ft./level), replaces the target entry with an area entry of "one 10-ft. cube", and changes the saving throw to "Will disbelief". The affected area becomes infused with the illusion of a pit. Each creature entering or within the area must make a will save or believe the ground beneath them has changed into a bottomless pit. Those that fail their saves fall to the ground, usually flailing about and screaming at the top of their lungs. Attacking the affected creature negates the illusion with respect to that creature. Flying creatures are not affected by this use of the spell.

5.2.114 Planar Binding

Conjuration (Calling) [see text]

Level: Conjurer 5

Components: V,S

Casting Time: 10 minutes

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

Target: One elemental or outsider with 6 HD or less

Duration: Permanent (D)

Saving Throw: Will negates

Spell Resistance: No

Spell Points: 9

Casting this spell attempts a dangerous act: to trap a creature from another plane on your own, usually with the intent to extort services from it.

The creature to be called is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell, and can not be the target of this spell for 24 hours thereafter (although you could attempt to call a different individual of the same kind of creature). A creature that succeeds on the saving throw may make a spellcraft check to identify the spell as normal.

If the saving throw fails, the creature is immediately drawn to your location, across planar boundaries. It appears adjacent to you. The creature (if intelligent) is entitled to an immediate DC 30 spellcraft check or a DC 20 Knowledge: The Planes check. If it succeeds, it is aware of the details of the spell used to conjure it.

The spell creates a special bond between you and the called creature. The bond prevents the creature from attempting any and all extraplanar travels (similar to a [Dimensional Anchor](#) spell) for the duration of the spell, preventing its return to its home plane. If you dismiss the spell, the called creature disappears immediately.

This bond does not allow you any sort of direct control over the creature, but diplomacy, intimidation, and negotiation work as normal. Intelligent creatures called with this spell are usually outraged once they know the nature of their predicament, their initial attitude towards you and your apparent allies is unfriendly at best.

The spell does not end with your death. If you die before you dismiss the spell, the creature is trapped forever on the plane you called it to unless they find a way to end the spell (see below).

A Miracle, Wish, or Augmented [Remove Curse](#) spell ends this spell, sending the creature back to where it came from. Creatures that can use a spell that can get them free usually do so at the earliest possible opportunity.

You can never have more than planar binding spell active at once. If you start casting the spell a second time while you have an instance of this spell active, the earlier spell ends immediately.

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. The way you interact with the creature you call has an additional (and more significant) impact on your alignment, as normal. Unlike other [good] and [chaotic] spells, casting this spell is never a good or chaotic act.

Augment: For every 2 additional spell points you spend, you can call a creature with up to 3 more HD.

5.2.115 Possession

Necromancy

Level: Necromancer 5

Components: V,S

Casting Time: 1 standard action

Range: Personal; see text

Target: You

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 9

When you cast this spell, your soul leaves your body, assuming a spirit form. While in the spirit form, you are aware of the strength (number of HD) and names (but not locations) of all living creatures within Long (400 ft. + 40 ft./level) range. You do not detect creatures under an [Aligned Protection](#) spell while in your spirit form.

As a full-round action, you can attempt to possess any creature your spirit form has detected. A successful will save negates the possession attempt, but you can try again next round unless the creature moves out of Long range of your body, or otherwise protects itself from possession or mental control.

If the creature's will save fails, you assume control of its body. If you are successful, your life force occupies the host body, and the host's life force is suppressed as long as you remain. In game terms, your statistics become a rather complicated gestalt of your own statistics and that of the host body.

- You keep your own Intelligence, Wisdom, and Charisma scores.
- You keep your own classes, which means you keep all class features except for those that would not be usable by the host body. (This includes your base attack bonus and base save bonuses.)
- You keep your own alignment.
- You keep your own skill ranks and feats.
- You lose all your racial features, except for adjustments to your mental ability scores.
- You use the host's Strength, Dexterity, and Constitution scores.
- You use the host's hit points (but you do not know the its exact hit point total). Rather than the host falling unconscious when reduced to 0 hit points, you act unhindered until the host's hit point total reaches -10, at which point the host dies.
- You use the host's racial features, except for extraordinary and supernatural abilities, and adjustments to mental ability scores.

You possess the creature until you are magically expelled or you voluntarily leave the host, which is a free action (or until the spell's duration ends, see below). If you leave a host's body before the duration of the spell expires, you receive a new "zone" your spirit form can spy on, with a radius of Long (just

as when the spell is cast initially), centered on the location of the host you just left. You can then attempt to possess another creature (or the same creature again) within that zone as normal. Choosing your own body as the “host” of possession ends the spell.

When the spell’s duration expires, you are sent back to your own body if your host at the time of expiration is within Long range of your own body. If the spell’s duration expires when the host is *outside* Long range, your spirit is lost, and you die. This makes it extremely dangerous to undertake long journeys in possessed bodies or to make multiple “jumps” between hosts. Rather than risk the spell expiring, you can cast the spell again (assuming your host is capable of using your spellcasting), effectively extending its duration. Casting the spell again while possessing a host does not change what body is your “real” body.

The host remains aware of what goes on throughout the possession, although it is completely unable to act (even mentally). If you force the host to undertake an action it finds particularly abhorrent (for example, using a host to kill its own family), the host can make a new saving throw against the possession as a full-round action, expelling you on a successful save.

Augment: If you spend an additional two spell points, the radius of the zone your spirit form is aware of increases to 1 mile/level.

5.2.116 Prestidigitation

Transmutation

Level: Wizard 1

Components: V, S

Casting Time: 1 standard action

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

Target, Effect, or Area: See text

Duration: 1 hour

Saving Throw: See text

Spell Resistance: No

Spell Points: 1

Prestidigitations are minor tricks that novice spellcasters use for practice. As a result, all Wizards know this spell. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.

- A prestidigitation can lift and move up to 5 pounds of items from a distance. You can use the spell to manipulate the moved items as if you were using one hand for the task, but this requires concentrating on the spell (a standard action).
- It can color, clean, or soil items in a 1-foot cube each round.
- It can chill, warm, or flavor 1 pound of nonliving material.
- It can light an unattended object (*not* a creature or its possessions) on fire, as if using flint and steel.
- It can dimly illuminate a 5-foot radius, like a candle. The light emitted can be of any color, and usually appears as a small globe hovering near the spellcaster.

- It cannot deal damage, inflict status conditions, or affect the concentration of spellcasters.
- Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools or weapons.

A prestidigitation lacks the power to duplicate any other spell effects.

Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Special: All Wizards know this spell. They need not select it as one of their spells known.

5.2.117 Protection from Arrows

Abjuration

Level: Wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. (This spell doesn't grant you the ability to damage creatures with similar damage reduction.)

Augment: If you spend four additional spell points, the damage reduction against ranged weapons changes to 10/adamantine.

5.2.118 Prying Eyes

Divination

Level: Wizard 5

Components: V,S

Casting Time: 1 standard action

Range: One mile

Effect: Levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 9

You create 9 semitangible, visible magical orbs (called "eyes"). These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (using all your special forms of sight, if any) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies soundlessly at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier of +9 and

is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings.

An eye traveling through darkness must find its way by touch (unless you have darkvision or other means to see through the darkness).

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Augment: For every additional spell point you spend, you create an additional eye when casting this spell, and their spot bonus increases by 1.

5.2.119 Pyrotechnics

Transmutation

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One fire source, up to a 20-ft. cube

Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw: Will negates or Fortitude negates; see text

Spell Resistance: Yes or No; see text

Spell Points: 3

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks

The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud

A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

5.2.120 Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 3

Components: V, S

Casting Time: 1 standard action

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

Targets: One living creature

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 5

This spell has two separate functions, *Righteous Wrath* (generally used on allies) and *Mindless Anger* (generally used on enemies). Each has its own usage descriptions and augmentation options.

- *Righteous Wrath:* The subject of the spell gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Augment: You can Augment the Righteous Wrath function of the spell in one or both of the following ways:

1. If you spend an additional 4 spell points, the morale bonus to Strength and Constitution increases to +4, and the morale bonus on Will saves increases to +2.
2. For every 2 additional spell points you spend, the spell affects an additional creature. No two targets of the spell may be more than 30' apart at the time of casting.

- *Mindless Anger:* A creature affected by *Mindless Anger* takes a -2 penalty to AC, and can not use the Ready, Delay, or Withdraw options in combat. In order to cast spells, it must succeed on a Concentration check with a DC equal to the spell's save DC (this falls under a "distracting spell" as described in the Concentration skill).

Augment: For every 2 additional spell points you spend, the spell affects an additional creature. No two targets of the spell may be more than 30' apart at the time of casting.

5.2.121 Ray of Enfeeblement

Necromancy

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 1

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 (the penalty from this spell does not stack, it overlaps). The subject's Strength score cannot drop below 1 due to this spell alone.

Augment: You can augment the spell in one or both of the following ways:

1. For every 2 additional spell points you spend, the strength penalty inflicted by the ray increases by 1.
2. If you spend an additional 2 spell points, you inflict a dexterity penalty rather than a strength penalty.

5.2.122 Read Magic

Divination

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Spell Points: 1

By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Augment: If you spend two additional spell points, the reading speed increases to 250 pages per minute. You can use this to increase your reading speed of nonmagical writing as well.

5.2.123 Repair

Transmutation

Level: Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One object of up to 1 lb./level OR construct touched; See text

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 1

The spell has two separate functions, *Repair item* (which affects items) and *Repair construct* (which affects constructs). Each has its own usage descriptions and augmentation options.

- *Repair item:* The Mending function of the spell repairs breaks or tears in objects, making it strong as new. It will completely repair broken objects

up to its weight limit, regardless of the number of breaks, so long as all the pieces are present.

The spell can repair a magic item, but the item's magical abilities are not restored.

The spell cannot mend broken magic rods, staffs, or wands,

Augment: You can Augment the Mending function of the spell in one of the following ways:

1. If you spend two additional spell points, the weight limit of the spell increases to 10 lb./level.
 2. If you spend six additional spell points, the weight limit of the spell increases to 100 lb./level.
 3. If you spend eight additional spell points, the spell restores the magical abilities of a broken magic item when it repairs such an item. It can mend broken magic rods, staffs and wands, restoring their status to what it was at the time the item was broken. It never restores spent charges.
 4. If you spend sixteen additional spell points, the spell can restore the magical properties of a magic item (other than an artifact) that has been drained of magic by a Mage's Disjunction spell.
- *Repair Construct:* When laying your hands upon a construct that has at least 1 hit point remaining, you reknit its structure to repair damage it has taken. The spell repairs 1d8 points of damage +1 point per caster level. Constructs that are immune to magic cannot be repaired in this fashion.
- Augment:* For every 2 additional spell points you spend, the Repair construct function of the spell repairs an additional 1d8 points of damage.

5.2.124 Read Thoughts

Enchantment [Mind-Affecting]

Level: Enchanter 2

Components: V,S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation centered on you

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Will negates; see text

Spell Resistance: No

Spell Points: 3

You know the surface thoughts of the mind of any creature in the area that fails a Will save. A target that succeeds on its save is not affected by this casting of the spell, even if it leaves the area and then reenters the area before the duration expires. Creatures of animal intelligence have simple, instinctual thoughts that you can pick up. If you read the thoughts of a creature with an Intelligence of 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 pinpoint the location of an affected mind if you don't have line

of sight to the subject. Each round, you can turn to use this power in a new area. The power 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.

5.2.125 Resilient Sphere

Evocation [Force]

Level: Evoker 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Sphere of force, centered around a medium-sized creature or smaller

Duration: 1 min./level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

Spell Points: 7

A globe of shimmering force encloses a creature of size medium or smaller. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a rod of cancellation, a rod of negation, a disintegrate spell, or a targeted dispel magic spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Augment: If you spend 6 additional spell points, this spell does not offer a saving throw. *Augment:* For every 3 additional spell points you spend, this spell can affect a creature one size category larger than medium.

5.2.126 Resistance

Abjuration

Level: Abjurer 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

This spell grants a +1 resistance bonus on saving throws.

Augment: You can augment this spell in one or both of the following ways.

1. For every three additional spell points you spend, the resistance bonus increases by 1.
2. If you spend two additional spell points, the spell's duration increases to 24 hours.

5.2.127 Resist Energy

Abjuration

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

The subject of this spell gains resistance 10 against acid, cold, electricity, fire or sonic damage, chosen at the time of casting.

The energy resistance provided by this spell increases to 20 points at caster level 9th, and to its maximum of 30 at 13th level. The spell protects equipment as well.

Augment: You can augment this spell in one or both of the following ways.

1. If you spend four additional spell points, the subject gains resistance to all the listed energy types, rather than just one.
2. If you spend four additional spell points, you can cast this spell as an immediate action.

5.2.128 Remove Curse

Abjuration

Level: Wizard 4

Components: V,S

Casting Time: 1 minute

Range: Touch

Target: Creature or item touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 7

Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Augment: If you spend 2 additional spell points, the spell can free victims from enchantments and transmutations in addition to curses. The spell can then reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25. If the spell to be removed is one that cannot be dispelled by dispel magic, this spell works only if that spell was cast using fewer spell points than were spent on casting this spell.

5.2.129 Scorching Ray

Evocation [see text]

Level: Evoker 1

Components: V,S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 1

At the time of casting, you choose between cold, electricity, fire, or sonic damage.

You create a ray of energy of the chosen type that shoots forth from your fingertip and strikes a target within range, dealing 1d6 points of damage, if you succeed on a ranged touch attack with the ray.

- Cold: A ray of this energy type deals +1 point of damage per die.
- Electricity: Casting a ray of this energy type provides a +3 bonus on your attack roll if the target is wearing metal armor and a +2 bonus on caster level checks for the purpose of overcoming spell resistance.
- Fire: A ray of this energy type deals +1 point of damage per die. (This was the form of the spell that was discovered first among Evokers. Although further research showed that the same spell could produce the other energy types with minimal modifications, the name of "scorching ray" stuck.)
- Sonic: A ray of this energy type deals -1 point of damage per die and ignores an object's hardness.

This spell's subtype is the same as the type of energy you selected.

Augment: For every additional spell point you spend, this spell's damage increases by one die (d6).

5.2.130 Scrying

Divination (Scrying)

Level: Diviner 4

Components: V,S

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature (see 6). Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Table 6: Scrying save modifiers

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

*You must have some sort of connection to a creature you have no knowledge of.

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the scrying sensor follows, regardless of its speed. If it uses a teleportation spell or crosses planar boundaries, however, the spell ends.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Augment: If you spend 6 additional spell points, you can cast this spell as a standard action.

5.2.131 See Invisibility

Divination

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Spell Points: 3

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.

5.2.132 Sending

Divination

Level: Wizard 5

Components: V, S

Casting Time: 10 minutes

Range: See text

Target: One creature

Duration: 1 round; see text

Saving Throw: None

Spell Resistance: No

Spell Points: 9

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably. Deities can entirely block sendings from being sent or received on their home planes.)

Augment: You can Augment this spell in one or both of the following ways:

1. If you spend 2 additional spell points, you can cast this spell as a Standard action.
2. For every additional spell point you spend, you can send a message one word longer.

5.2.133 Sepia Snake Sigil

Conjuration (Creation) [Force]

Level: Wizard 3

Components: V,S

Casting Time: 10 minutes

Range: Touch

Target: One touched book or written work

Duration: Permanent or until discharged; until released or 1d4 days + one day/level; see text

Saving Throw: Reflex negates

Spell Resistance: No

Spell Points: 5

When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical

injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil.

Augment: If you spend 10 additional spell points, this spell does not offer a saving throw.

5.2.134 Shadow Conjunction

Illusion (Shadow)

Level: Illusionist 4

Components: As mimicked spell

Casting Time: As mimicked spell

Range: As mimicked spell

Effect: As mimicked spell

Duration: As mimicked spell

Saving Throw: Will disbelief; varies; see text

Spell Resistance: Yes; see text

Spell Points: 7; see text

You use material from the Plane of Shadow to shape quasi-real mimicks of the effects of one of the following spells:

- [Acid Arrow](#)
- [Fog](#)
- [Glitterdust](#)
- [Grease](#)
- [Sleet Storm](#)
- [Web](#)

In effect, the spell works precisely as indicated in each individual spell description, with the following exceptions:

1. You are considered to have spent a number of spell points on the mimicked spell equal to the number of spell points you spent on the Shadow Conjunction spell, minus 2.
2. If the creature interacts with the spell, the creature is entitled to a Will save to recognize its true nature (in addition and prior to any save allowed by the original effect). A spell recognized as a Shadow Conjunction becomes partially translucent, as if it were a disbelieved phantasm. The creature then gains a +10 bonus on saving throws against the spell, and any damage dealt by the spell is reduced to 20%.

Augment: This spell can be augmented in one of the following ways:

1. If you spend an additional 2 spell points, you can mimic the [Black Tentacles](#) and [Ice Storm](#) spells.

5.2.135 Shadow Evocation

Illusion (Shadow)

Level: Illusionist 5

Components: As mimicked spell

Casting Time: As mimicked spell

Range: As mimicked spell

Effect: As mimicked spell

Duration: As mimicked spell

Saving Throw: Will disbelief; varies; see text

Spell Resistance: Yes; see text

Spell Points: 9; see text

You use material from the Plane of Shadow to shape quasi-real mimicks of the effects of one of the following spells:

- [Aura of Fire](#)
- [Darkness](#)
- [Gust of Wind](#)
- [Hand of Force](#)
- [Magic Missile](#)
- [Shatter](#)
- [Shocking Grasp](#)
- [Wall of Fire](#)
- [Wall of Ice](#)
- [Wind Wall](#)

In effect, the spell works precisely as indicated in each individual spell description, with the following exceptions:

1. You are considered to have spent a number of spell points on the mimicked spell equal to the number of spell points you spent on the Shadow Conjunction spell, minus 2.
2. If the creature interacts with the spell, the creature is entitled to a Will save to recognize its true nature (in addition and prior to any save allowed by the original effect). A spell recognized as a Shadow Conjunction becomes partially translucent, as if it were a disbelieved phantasm. The creature then gains a +10 bonus on saving throws against the spell, and any damage dealt by the spell is reduced to 20%.

Augment: This spell can be augmented in one of the following ways:

1. If you spend an additional 2 spell points, you can mimic the [Black Tentacles](#) and [Ice Storm](#) spells.

Table 7: A Shadow Warrior

Size:	Medium
Hit Points	CL* × 2
Armor Class:	18 + KAM*, touch 10+ KAM*, flatfooted 18
Attack:	-
Space/Reach:	5 ft./5 ft.
Special Attacks:	Attack of opportunity: Longsword +CL* melee (1d8+Int*) 19-20/x2
Saves:	Fort +CL*, Ref +CL*, Will +CL*

*Refers to the statistics of the one who cast the spell. KAM is the caster's key ability modifier, and CL is his caster level.

5.2.136 Shadow Warriors

Illusion (Shadow)

Level: Wizard 3

Components: V,S

Casting Time: 1 round

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

Effect: 5 phantom warriors

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

You draw forth matter from the plane of shadows to form several phantom warriors. You place the warriors independently within the spell's range. They can share another's creature's space. These soldiers appear fully armed, and are clad in glistening black full plate armors.

Once created, the warriors stay in their square, standing in an imposing manner, weapons drawn. Each warrior threatens the spaces around it, and may take one attack of opportunity per round (but no other attacks). They can flank with each other, as well as with other allied creatures.

The warriors do not block line of sight or line of effect, nor do they hinder the movement of any creature. They are not creatures, and are not subject to targeted spells.

While the spell is active, you gain a circumstance bonus on intimidate check equal to the number of active warriors.

The relevant statistics of a shadow warrior are given on table 5.2.136.

Augment: For every additional spell point you spend, you gain an additional warrior when casting this spell.

5.2.137 Shatter

Evocation [Sonic]

Level: Wizard 2

Components: V

Casting Time: 1 standard action

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

Area or Target: 5-ft.-radius spread; or one solid object or one crystalline creature

Duration: Instantaneous

Saving Throw: Will negates (object); Will negates (object) or none; see text

Spell Resistance: Yes (object)

Spell Points: 3

Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 3d6 points of sonic damage, with no saving throw.

Augment: For every additional spell point you spend, this spell's damage against crystalline increases by one die (1d6).

5.2.138 Shield

Abjuration [Force]

Level: Abjurer 1

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Spell Points: 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

Augment: For every 4 additional spell points you spend, the shield bonus to Armor Class improves by 1.

5.2.139 Shocking Grasp

Evocation [Electricity]

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 1

Your successful melee touch attack deals 1d6 points of electricity damage. When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent

is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).

Augment: For every additional spell point you spend, this spell's damage increases by one die (d6).

Special: Casting this spell does not provoke Attacks of Opportunity.

5.2.140 Shout

Evocation [Sonic]

Level: Wizard 4

Components: V

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex negates (object); see text

Spell Resistance: Yes (object)

Spell Points: 7

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 7d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. A brittle or crystalline nonmagical object or a crystalline creature does not receive a saving throw.

Augment: For every additional spell point you spend, this spell's damage increases by 1d6.

5.2.141 Sleet Storm

Conjuration (Creation) [Cold]

Level: Wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

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

Spell Points: 5

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 Balance check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Balance skill for details).

The sleet extinguishes torches and small fires.

Augment: For every 2 additional spell points you spend, you gain an additional cylinder of sleet you can place anywhere within spell range.

5.2.142 Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 1

Components: V,S

Casting Time: 1 round

Range: 20 ft.

Area: Creatures within a 10-ft.-radius emanation centered on a point in space

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 1

A sleep spell causes a magical slumber to come upon 4 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action).

Sleep does not target unconscious creatures, constructs, or undead creatures.

Augment: For every 2 additional spell points you spend, this spell's range (not area) increases by 5 feet. In addition, for every additional spell point you spend to increase the range, this spell can affect targets that have Hit Dice equal to 4 + the number of additional points.

5.2.143 Slow

Transmutation

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action

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

Spell Points: 5

An affected creature moves and attacks at a drastically slowed rate. A slowed creature 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.

Augment: For every additional spell point you spend, this spell can affect an additional creature.

5.2.144 Stoneskin

Abjuration

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 7

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 7/adamantine. (It ignores the first 7 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction.)

Augment: For every additional spell point spent, the damage reduction offered by this spell increases by 1.

5.2.145 Suggestion

Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]

Level: Enchanter 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 hour/level or until completed
Saving Throw: Will negates
Spell Resistance: Yes
Spell Points: 5

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Augment: For every 3 additional spell points you spend, this spell can affect an additional target. No target of the spell can be more than 15 feet from another target of the spell.

5.2.146 Summon Monster

Conjuration (Summoning)
Level: Conjurer 1
Components: V,S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned monster
Duration: 1 round/level (D)
Saving Throw: None

Spell Resistance: No

Spell Points: 1

This spell summons one 1st-level monster (see 6.3) from another plane of existence to attack your enemies. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. As a free action, you can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The monster acts normally on the last round of the spell's duration and dissipates at the end of its turn.

Augment: You can augment the spell in one or both of the following ways:

1. For every 2 additional spell points you spend, the level of the astral construct increases by one.
2. If you spend 4 additional spell points, you can cast this spell as a standard action.

Note: This is a complicated spell (for you, the player, not the character). Make sure you have read and understood section 6.3 before casting, in order to not slow down play.

5.2.147 Telekinesis

Transmutation

Level: Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target or Targets: One or more objects or creatures with a total weight of 250 lb. or less

Duration: Instantaneous

Saving Throw: Will negates or Will negates (object); see text

Spell Resistance: No

Spell Points: Yes or Yes (object); see text

You telekinetically hurl objects at your enemies - or hurl your foe itself.

You can hurl one object or creature per caster level, each of which can be hurled a maximum distance of 10 feet per caster level. Each object or creature to be thrown must be within the spell's range and each can be no more than 10 feet away from another one.

You must succeed on ranged attack rolls (one per creature or object thrown) to hit the target of the hurled items, applying your key ability modifier to the attack roll instead of your Dexterity modifier. (Hitting a specific square requires an attack roll vs. an AC of 5. See the rules for throwing splashing weapons for guidelines.) Hurling weapons deal their standard damage (your Strength bonus does not apply; arrows or bolts deal damage as daggers of their size when used in this manner). Other objects deal damage ranging from 1 point per 25 pounds of weight (for less dangerous objects such as an empty barrel) to 1d6 points per 25 pounds of weight (for hard, dense objects such as a boulder).

Creatures are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by this spell.

If you use this spell to hurl a creature against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Augment: For every additional spell point you spend, the weight limit of the target or targets increases by 25 pounds.

5.2.148 Teleport

Conjuration (Teleportation)

Level: Wizard 5

Components: V

Casting Time: 1 standard action

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)

Spell Points: 9

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 (see below) 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. 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 Teleport table (5.2.148). 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 see it, you've been there often, or you have used other means (such as scrying) to study the place for at least one hour.
- *"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.
- *"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,

Table 8: Teleport destinations

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 (1d20+80)			81-92	93-100

rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

Possible results:

- *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 1d10×1d10% 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.

Augment: If you spend 4 additional spell points, there is no chance you arrive off target.

5.2.149 Tiny Hut

Evocation [Force]

Level: Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you. You can freely designate who can enter the hut (a free action, mental), those you have allowed to enter can pass through the sphere as if it weren't there. No creature can enter uninvited without destroying the hut (which is very hard to accomplish, the sphere being composed of force) or dispelling it.

The hut can not be used for imprisonment, any creature can pass through the sphere from the inside. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70°F (21°C) if the exterior temperature is between 0°and 100°F (between -18°and 38°C). An exterior temperature below 0°or above 100°F lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any nonmagical wind, but a magical wind, such as from the [Gust of Wind](#) spell destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

5.2.150 Touch of Fatigue

Necromancy

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

Spell Points: 1

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 unless it succeeds on a Fortitude save. If the subject is already under the influence of this spell (or fatigued for another reason) when the spell is cast, it is instead exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Augment: This spell can be augmented in one or both of the following ways:

1. If you spend 2 additional spell points, instead of becoming fatigued on a failed save and suffering no effect on a successful save, the subject of the spell is exhausted on a failed save and fatigued on a successful save.
2. If you spend 2 additional spell points, the spell's range becomes "Close (25 ft. + 5 ft./2 levels)", and its target entry is replaced by an "Effect: Ray" entry.

5.2.151 Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Spell Points: 3

With a touch, you reduce the target's mental faculties. Your successful melee touch attack deals 1d6 points of damage to the target's Intelligence, Wisdom or Charisma score. Choose one at the time of casting.

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

5.2.152 Transmute Rock and Mud

Transmutation [Earth]

Level: Wizard 5

Components: V, S

Casting Time: 1 standard action

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

Area: Up to 20 10-ft. cubes (S)

Duration: Permanent; see text

Saving Throw: See text

Spell Resistance: No

Spell Points: 9

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud, or normal mud or quicksand into soft stone (sandstone or a similar mineral) permanently.

The depth of the mud or thickness of the stone created cannot exceed 10 feet.

What kind of an effect casting this spell on the surroundings can be difficult to judge. These are some common scenarios that may come up:

- A creature standing on rock that is transmuted to mud sinks immediately sinks until hip- or chest-deep. A creature so sunken can not run, has its speed reduced to 5 feet (assuming it had a speed of at least 5' to begin with) , and takes a -2 penalty on attack rolls and AC.
- Creatures large enough to walk on the bottom of a pit of mud can wade through the area at a speed of 5 feet.
- If the ceiling of a rock cavern or tunnel is transmuted to mud, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the area, or half damage to those who succeed on Reflex saves.
- Castles and large stone buildings are generally immune to being turned to mud by the spell, since it can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled if transmuted to mud.

- This spell can create mud slides if cast on sufficiently steep stone slopes.
- Any creature sunken in mud that gets transmuted to stone is allowed a Reflex save to escape before the area is hardened. Success means it escapes fully, and ends up standing on the surface of the stone. Failure means it continues to take the -2 penalty to AC, but is fully *immobilized* rather than just slowed down.
- Each 5-foot square of stone transmuted from mud has 15 hit points per inch of thickness. Its hardness is 8. The DC for a Strength check to break out of or through it is 25.
- The escape artist DC to escape after being partially encased in stone is equal to the strength DC required to break through it.
- A creature fully encased in stone can't breathe, and must make checks as if suffocating. It takes a -5 circumstance penalty on all strength checks to free itself, and the escape artist skill DC increases by 20 above and beyond the break DC.

The mud or rock remains transmuted until a successful dispel magic or a second casting of the spell restores its substance - but not necessarily its form. Apart from this counter-use, magical stone or mud is not affected by the spell (including creatures that have been petrified, but see Augment, below).

Evaporation turns mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Augment: This spell can be Augmented in one of the following ways:

1. For every additional spell point you spend, you can transmute another 10' cube, and the strength check DC required to burst through stone created by the spell increases by 1.
2. If you spend 2 additional spell points, you can use this as a targeted spell on a creature that has been petrified. This turns the creature into mud with no saving throw, killing it instantly.

5.2.153 True Strike

Divination

Level: Wizard 1

Components: V

Casting Time: 1 standard action

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.

5.2.154 Unseen Servant

Conjuration (Creation)

Level: Wizard 1

Components: V,S

Casting Time: 1 standard action

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

Effect: One invisible, mindless, shapeless servant

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Spell Points: 1

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 (or the same number of pounds as it can lift), 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. Its 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.

Augment: You can augment this spell in one or both of the following ways:

1. For every additional spell point you spend, you gain an additional Unseen Servant.
2. For every additional spell point you spend, the servant's strength score increases by 1, with the appropriate consequences on its carrying capacity and ability to apply force.

5.2.155 Vampiric Touch

Necromancy

Level: Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

Spell Points: 5

You must succeed on a melee touch attack. Your touch deals 3d6 points of damage. You gain temporary hit points equal to the damage you deal. However,

you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Augment: For every 2 additional spell points you spend, this spell's damage increases by 1d6.

5.2.156 Ventriloquism

Illusion (Figment)

Level: Wizard 1

Components: V

Casting Time: 1 standard action

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

Area: 10-ft.-radius emanation centered on a point in space

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Spell Points: 1

You can make your voice (or any sound that you can normally make vocally) seem to issue from any place within the area of effect, rather than your actual location. You can speak in any language you know.

Alternatively, you can make the place emit completely made-up sounds rather than your own voice. The spell allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The maximum volume of the sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, singing, shouting, walking, marching, or running sounds can be created. The noise a the spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

You choose what type of sound (your voice is a kind of sound for this purpose) the spell creates when casting it and cannot thereafter change the sound's basic character.

With respect to such voices and sounds, anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it).

Augment: By spending 2 additional spell points, you can create a contingent "Magic Mouth" with this spell. This drastically alters the spell's characteristics.

The spell's target entry changes to "One unattended object", and its duration entry changes to "Permanent until discharged".

This spell then imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, appear to move (an illusion) according to the words articulated; if it were placed upon a statue, the mouth of the statue would appear to move and speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature.

The augmented spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as

detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

5.2.157 Wall of Fire

Evocation [Fire]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

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

Effect: Opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None, reflex partial; See text

Spell Resistance: Yes

Spell Points: 7

An immobile, blazing curtain of nearly solidified fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet.

The wall deals this damage when it appears and on your turn each round to all creatures in the area. In addition, the wall deals 7d6 points of fire damage to any creature passing through it, with no saving throw. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature in the area is allowed a reflex save. On a successful save, the creature is shunted to the nearest empty space, taking 1d6 points of fire damage for every five feet so travelled (but never more than the damage dealt to creatures passing through it) On a failed save, the creature takes the full brunt of the wall, and takes damage as if passing through it.

Augment: For every additional spell point you spend, this spell deals and additional 1d6 points of damage to creatures passing through it.

5.2.158 Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Wall whose area is up to ten 10-ft. squares

Duration: 1 round /level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 9

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation, a sphere of annihilation, or a mages disjunction spell. Breath weapons and spells cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a wall of force.

The caster can form the wall into a flat plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Augment: You can augment this spell in one or both of the following ways:

- For every additional spell point you spend, you get an additional 10-ft. square of wall.
- If you spend four additional spell points, the wall as a whole does not need to be flat, although each individual 10' section still has to be.

5.2.159 Wall of Ice

Evocation [Cold]

Level: Wizard 4

Components: V,S

Casting Time: 1 standard action

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

Effect: Ice wall whose area consists of up to seven 5' squares (S)

Duration: 1 min./level

Saving Throw: See text

Spell Resistance: No

Spell Points: 7

This spell creates a wall of ice that merges into adjoining surfaces. A wall of ice is 1 inch thick per caster level and composed of up to seven 5-foot squares, which must join one another. 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.

You can create a wall of ice 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.

Walking along the vertical surface of a wall of ice requires a DC 10 balance check. Climbing up a wall of ice follows normal rules for climbing, with a +5 modifier to the DC for the surface being slippery.

Like any other solid wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of wall has 3 hit points per inch of thickness. Its hardness is 0. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with raw strength rather than attacks, the DC for the Strength check is 22.

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

The wall is crystal clear, and does not block line of sight (although spot checks taken through the wall take a -2 penalty). Noticing the wall is a DC 0 spot check. The wall does block line of effect.

Augment: For every additional spell point you spend, you get an additional 5' square of wall you can place, and the strength check DC required to burst through it increases by 1.

5.2.160 Wall of Stone

Conjuration (Creation) [Earth]

Level: Wizard 5

Effect: Stone wall whose area consists of up to seven 5' squares (S)

Duration: Instantaneous

Spell Points: 9

This spell works like [Wall of Ice](#), except as noted here.

- A wall of stone is 1 inch thick per two caster levels.
- No balance checks are required to remain stable on a stone wall, and climbers are not at a particular disadvantage.
- Each 5-foot square of stone wall has 15 hit points per inch of thickness. Its hardness is 8. The DC for a Strength check to break through it is 30.
- Stone walls block line of sight.

Augment: For every additional spell point you spend, you get an additional 5' square of wall you can place, and the strength check DC required to burst through it increases by 1.

5.2.161 Waves of Fatigue

Necromancy

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

Spell Points: 9

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.

Augment: If you spend an additional 4 spell points, this spell renders its victims exhausted rather than fatigued.

5.2.162 Web

Conjuration (Creation)

Level: Wizard 2

Components: V,S

Casting Time: 1 standard action

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

Effect: Web between two anchors

Duration: 10 min./level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

Spell Points: 3

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spider webs 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. The two anchor points must be within 40' of each other, making that the maximum length of the web. The web extends 15' down from the anchoring points.

To determine the web's ground area, draw a line between the two anchors. The web occupies all squares crossed by that line.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature escapes, and is shunted to the nearest empty space (if multiple squares are equally valid, the creature chooses which square it ends up in).

If the save fails, the creature is Immobilized and can't move from its space, but can break loose by spending a full round action and making a DC 20 Strength check or a DC 25 Escape Artist check (if the creature attempting to escape succeeds by 4 or more, the square of webs the creature occupied is destroyed). Once loose, the creature ends up in the nearest empty square, as if it had succeeded on the initial reflex save.

If you have web between you and an opponent, it provides cover.

The strands of a web spell are extremely flammable. A magic flaming sword can slash them away as easily as a hand brushes away cobwebs, automatically destroying a 5'x5' square of the webs with a single attack. Any fire can set the webs alight and burn away a square in 1 round. All creatures Immobilized within a square of flaming webs take 2d4 points of fire damage from the flames.

Each square of webs has 20 hit points and hardness 5 (slashing weapons ignore this hardness). Each square can be burst with a DC 24 Strength check.

5.2.163 Wind Wall

Evocation [Air]

Level: Wizard 3

Components: V,S

Casting Time: 1 standard action
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: Special; see text
Spell Resistance: Yes
Spell Points: 5

You create an area infested with gusts of powerful wind directed downwards, hindering the advance of creatures and making ranged attacks very difficult. The wall is 5 feet thick, and not directly visible. However, dirt and loose debris in its area is blown around, often giving it away. 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.

Any physical missiles (arrows, crossbow bolts, javelins, magically propelled stones, and so on) whose line of effect passes through the wind wall have a 50% miss chance.

Passing through the wall is difficult. Every time a creature enters a space the wall occupies, it must make a strength check or be knocked down. The DC for the strength check is equal to the spell's save DC. For every size category the creature is above medium, it gains a +4 bonus on the strength check. For every size category the creature is below medium, it suffers a -4 penalty on the strength check. Flying creatures or those for some other reason not in contact with the ground (such as due to jumping) suffer a -8 penalty on the strength check in addition to the modifiers for size, above.

If the creature succeeds on the strength check, it manages to push through the wall unhindered. If the creature fails, it is knocked prone in the space it was trying to enter, and takes 1d6 points of nonlethal damage. Flying creatures are instantly knocked to the ground, and take damage as if they had fallen from the distance they were flying ([Control Fall](#) does not prevent this).

Standing up while in the wind wall's area is difficult, and requires a successful strength check (which uses the same modifiers and DCs as those for entering a square filled by the wall).

It is impossible to charge through a wind wall. Gases, most gaseous breath weapons, and creatures in [Gaseous Form](#) cannot pass through the wall. It is no barrier to incorporeal creatures and air elementals.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames in its area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

Augment: For every additional spell point you spend, the miss chance suffered by missiles passing through the wall is increased by 5% (to a maximum of 100%).

5.2.164 Wombat's Boost

Transmutation
Level: Wizard 2
Components: V,S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched; see text

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Spell Points: 3

The affected creature is infused with power, granting a +4 enhancement bonus to a single ability score of the caster's choice, chosen at the time of casting.

The individual functions of this spell are often named after animals that embody the ability in question in the eyes of some scholars. They are *Bull's Strength*, *Cat's Grace* (Dexterity), *Bear's Endurance* (Constitution), *Owl's Wisdom*, *Fox's Cunning* (Intelligence), and *Eagle's Splendor* (Charisma).

Unlike [Alter Self](#), the enhancement to your ability does result in a physical change - the improvement is due to a direct magical infusion.

Augment: You can Augment this spell in one or both of the following ways:

1. If you spend two additional spell points, the spell's range increases to Close.
2. For every two additional spell points you spend, the spell can affect an additional target.

5.3 Where's my favorite spell?

This conversion does not contain all the spells in the [d20 srd](#). Some were merged into others, some were merely renamed, but some truly aren't here. The most common reason for a spell not being included was it being too limited in scope to justify being a spell of its own under the revised system. This is a list of all srd spells that do not have a converted spell with the same name. Note that some spells might have changed levels.

- 0th-level spells:

- Acid Splash: Removed. Replace with Acid Arrow for purposes of item creation.
- Arcane Mark: Removed. Replace with Prestidigitation for purposes of item creation.
- Dancing Lights: Merged into Prestidigitation.
- Detect Poison: Removed. Replace with Detect Magic for purposes of item creation.
- Disrupt Undead: Removed. Replace with Create Water (domain ability) for purposes of item creation..
- Flare: Removed. Replace with Light for purposes of item creation.
- Ghost Sound: Removed. Replace with Ventriloquism for purposes of item creation.
- Mage Hand: Merged into Prestidigitiation
- Mending: Merged into Repair.
- Message: Merged into Telepathic Link

- Ray of Frost: Removed. Replace with Scorching Ray for purposes of item creation.

- 1st-level spells:

- Animate Rope: Removed. Replace with Animate objects (?) for purposes of item creation.
- Burning Hands: Removed. Replace with Scorching Ray or Fireball for purposes of item creation.
- Cause Fear: Renamed Fear.
- Charm Person: Renamed Charm.
- Detect Undead: Removed. Replace with Detect Evil for purposes of item creation.
- Enlarge Person: Merged into Alter Size.
- Erase: Removed. Replace with Read Magic for purposes of item creation.
- Feather Fall: Merged into Control Fall.
- Hold Portal: Merged into Open/Close.

- Hypnotism: Removed. Replace with Charm for purposes of item creation.
 - Jump: Merged into Control Fall.
 - Minor Creation: Renamed Matter Creation.
 - Obscuring Mist: Renamed Fog.
 - Protection from Chaos/Evil/Good/Law: Consolidated into Aligned Protection.
 - Reduce Person: Merged into Alter Size.
 - Silent Image: Renamed Image.
 - Summon Monster I: Renamed Summon Monster.
- 2nd-level spells:
 - Arcane Lock: Merged into Open/Close.
 - Bear's Endurance, Bull's Strength, Cat's Grace, Eagle's Splendor, Fox's Cunning, Owl's Wisdom: Merged into Wombat's Boost.
 - Continual Flame: Merged into Light.
 - Daze Monster: Merged into Daze.
 - Flaming Sphere: Removed. Replace with Fireball for purposes of item creation.
 - Fog Cloud: Merged into Fog.
 - Hypnotic Pattern: Removed. Replace with Charm for purposes of item creation.
 - Knock: Merged into Open/Close.
 - Magic Mouth: Merged into Ventriloquism.
 - Minor Image: Merged into Image.
 - Misdirection: Effectively merged into Magic Aura.
 - Obscure Object: Merged into Obscure.
 - Rope Trick: Removed. Replace with Tiny Hut for purposes of item creation.
 - Scare: Merged into Fear.
 - Spectral Hand: Pending inspiration.
 - Spider Climb: Renamed Animal's Movement.
 - Summon Monster II: Merged into Summon Monster.
 - Summon Swarm: Pending inspiration.
 - 3rd-level spells:
 - Arcane Sight: Merged into Detect Magic.
 - Daylight: Merged into Light.
 - Deep Slumber: Merged into Sleep.
 - Displacement: Merged into Blur.
 - Flame Arrow: Renamed Energy Arrow.
 - Magic Circle against Chaos/Evil/Good/Law: Merged into Aligned Protection.
 - Magic Weapon, Greater: Merged into Magic Weapon.
 - Major Image: Merged into Image.
 - Nondetection: Merged into Obfuscate.
 - Phantom Steed: Merged into Mount.
 - Protection from Energy: Replace with Resist Energy for purposes of item creation.
 - Ray of Exhaustion: Merged into Touch of Fatigue.
 - Secret Page: Pending inspiration.
 - Shrink Item: Pending inspiration.
 - Stinking Cloud: Renamed Noxious Vapors.
 - Summon Monster III: Merged into Summon Monster.
 - Tongues: Merged into Comprehend Languages.
 - Water Breathing: Merged into Animal's Movement.
- 4th-level spells:
 - Charm Monster: Merged into Charm.
 - Enlarge Person, Mass: Merged into Alter Size.
 - Fear: Merged into Cause Fear.
 - Fire Trap: Replaced with Explosive Runes.
 - Fire Shield: Renamed Aura of Fire.
 - Illusory Wall: Replaced with Image.
 - Invisibility, Greater: Merged into Invisibility.
 - Locate Creature: Merged into Discern Location.
 - Rainbow Pattern: Pending inspiration.
 - Reduce Person, Mass: Merged into Alter Size.
 - Secure Shelter: Merged into Tiny Hut.
 - Solid Fog: Merged into Fog.
 - Stone Shape: Merged into Mold Material.
 - Summon Monster IV: Merged into Summon Monster.
 - 5th-level spells:
 - Animal Growth: Merged into Alter Size.
 - Break Enchantment: Merged into Remove Curse.
 - Cloudkill: Merged into Noxious Vapors.

- Fabricate: Merged into Mold Material.
- Hold Monster: Merged into Hold Person.
- Mage’s Faithful Hound: Removed. replace with Summon Monster for purposes of item creation.
- Magic Jar: Renamed Possession.
- Major Creation: Merged into Matter Creation.
- Mirage Arcana: Merged into Hallucinatory Terrain.
- Nightmare: Merged into Dream.
- Overland Flight: Merged into Fly.
- Passwall: Removed. Replace with Mold Material for purposes of item creation.
- Persistent Image: Merged into Image.
- Secret Chest: Removed.
- Seeming: Merged into Disguise.
- Summon Monster V: Merged into Summon Monster.
- Symbol of Sleep: Now a magic item.
- Symbol of Pain: Now a magic item.
- Telepathic Bond: Merged into Mental Link.
- Transmute Mud to Rock: Merged into Transmute Rock and Mud.
- Transmute Rock to Mud: Merged into Transmute Rock and Mud.

6 Magical Creatures

6.1 Familiar

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a spellcaster who has the Familiar feat (see 4.2.14). This animal can be one of the animals on the following list (or another small, ordinary animal, at the GM's discretion): Bat, cat, hawk, lizard, owl, rat, raven, snake, toad, or weasel. Only a normal, unmodified animal may become a familiar.

See below for details on how familiars work.

6.1.1 Familiar statistics

An animal that becomes a familiar retains the appearance, size, speeds, base natural armor, natural attacks, space, reach, special attacks, special qualities, physical ability scores, and racial bonus feats (but *not* other feats) of the normal animal it once was. Other statistics change, or are replaced entirely, as outlined below.

- **Hit Dice:** A familiar becomes a creature with a number of hit dice equal to the master's number of levels in spellcasting classes (levels of different spellcasting classes stack), regardless of how many hit dice the original creature had. These hit dice are magical beast hit dice, with its base attack bonus and base saving throws being modified accordingly. When the master gains additional levels in a spellcasting class, the familiar gains additional magical beast hit dice to modify

Hit Points: Familiars are more fragile than most creatures. They gain only one hit point per hit dice (as if they always roll a one on their HP roll), including at 1st. A familiar still adds its full Constitution modifier to its hit points for each HD it has or gains, as other creatures do.

- **Type:** A familiar becomes a magical beast, losing its previous type and subtypes and all benefits associated with them, and gaining all benefits of the magical beast type, with the specific exception of a magical beast's 60' Darkvision. This may change what kind of spells can affect the creature.
- **Size:** A familiar's size never changes as a result of gaining additional hit dice, even if the base creature's advancement table would indicate otherwise.
- **Base Attack Bonus and Base Saving Throws:** Recalculate with respect to the familiar's new number of hit dice (see "hit dice" above). Magical beasts use the best Base Attack Bonus progression, as Fighters do. They have good fortitude and reflex saving throws.
- **Special Qualities:** A familiar gains the Evasion ability, as the Rogue class feature.
- **Ability Scores:** A familiar retains its own Strength, Dexterity, and Constitution scores. Its Intelligence changes to 6, and its Wisdom and Charisma both change to 10.

- **Skills:** The familiar's master may rearrange the base creature's skill ranks when the familiar is summoned. The familiar's "class" skills are the same as that of its master. The familiar retains any racial skill bonuses it may have.
- **Feats:** The familiar's master may rearrange the creature's feats (other than racial bonus feats) when the familiar is summoned. The familiar gains additional feats as it gains extra hit dice, as other creatures do. The familiar may choose any feat for which it qualifies, including special "Familiar" feats.
- **Alignment:** Becomes the same as the alignment of the master at the time of summoning. It typically remains at that alignment, even if its master's alignment changes.

A familiar also grants special abilities to its master, as given on the table below. These special abilities apply only when the master and familiar are within 1 mile of each other.

A familiar can speak one language of its master's choice (so long as it is a language the owner knows). A familiar can understand all other languages known by its owner, but cannot speak them. This is a supernatural ability.

6.1.2 Summoning a familiar

Summoning a familiar requires the expenditure of magical components costing 100 GP, and performing a ritual that takes 1 hour to complete. The spellcaster chooses the kind of familiar he receives.

It is assumed that the familiar comes to the master via magical or mundane means at the end of the summoning ritual, rather than appearing out of nowhere. The GM may place restrictions on what kind of familiars are available (or whether they are available at all), based on the locale in which the ritual is cast.

6.1.3 Familiars and death

Resurrecting or replacing a slain Familiar requires this same ritual as summoning one (including the material cost). This "resurrection" or replacement fully restores it, it does not have experience to lose as characters do, its abilities are a function of its master.

If a spellcaster who is the master of a familiar dies, the familiar does not wink out of existence or lose the statistics it has gained due to being a familiar (unless it so wishes), it retains the statistics it had at the time of its owner's death.

An orphaned familiar typically does the best it can to facilitate the resurrection of its master, continuing to cooperate with its master's allies if that is the best way to bring it back to life. A familiar who deems that quest hopeless usually renounces its status as a familiar.

6.1.4 Dismissing a familiar

A master may dismiss his familiar at any time. The familiar then immediately becomes a normal creature of its type, and returns to the wild. This allows the

master to summon a new familiar, following the same rules as summoning a familiar in the first place. The ritual can also be used to restore the status of a previously dismissed familiar.

The familiar itself, being sentient, may also choose to abandon its master. This very rarely happens, usually as a result of a radical alignment change, or events such as the death (or onset of undeath) of the master. In any case, the result is still that the familiar loses all of its familiar abilities, and becomes a normal creature again.

6.2 Spellstaff

A spellstaff is, as the name suggests, a staff relating to spellcasters. While usually seen as a simple item belonging to a character, is technically a creature in its own right, much like a [Familiar](#).

Spellstaves work exactly like Familiars, with the following exceptions:

- **Feat:** In order to obtain a spellstaff, the master must select the Spellstaff User feat (see [4.2.36](#)) rather than the Familiar feat.
- **Body:** Rather than those of an animal, a spellstaff uses the base statistics outlined in the [Spellstaff Monster Entry](#).
- **Hit Dice and Type:** Rather than becoming a Magical Beast, a spellstaff remains a creature of the construct type. All of its HD are and remain Construct HD, with the appropriate changes in statistics and immunities.

In all other ways, a spellstaff is considered a familiar.

Those spellcasters who choose to take on a spellstaff rather than the more physically capable companion that is a familiar usually do so because of the increased capacity a trained spellstaff user has to focus himself - represented by the Spellstaff Containment feat (see [4.2.35](#)).

6.2.1 Spellstaff Monster Entry

A Spellstaff is never encountered alone - it is a creature whose fate is inexorably tied to that of a master. These are the basic statistics of a Spellstaff, which are then heavily modified by its link to its master.

Blindsense (Ex): A spellstaff notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Construct Traits: A Spellstaff has immunity to poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired. Spellstaves do not have the usual construct trait of darkvision.

Table 9: Spellstaff

Size/Type:	Tiny Construct
Hit Dice	1d10 (5 HP)
Initiative	-5
Speed	-
Armor Class:	7 (+2 size, -5 Dex), touch 7, flatfooted 7
Base Attack/Grapple:	+0/-13
Attack:	-
Full Attack:	-
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	-
Special Qualities:	Blindsense 20', construct traits, hardness 8
Saves:	Fort +0, Ref +0, Will +0
Abilities:	Str -, Dex -, Con -, Int 6, Wis 10, Cha 10
Skills:	Unassigned
Feats:	Unassigned
Environment:	N/A
Organization:	N/A
Treasure:	None
Advancement:	-
Level Adjustment:	-

6.3 Summoned Monsters

Summoned Monsters are, as the name suggests, brought into being by the Conjunction spell [Summon Monster](#). These summoned Monsters (referred to hereafter as simply “Monsters”) are not “real” creatures in most senses of the word - they are conjured beings that exist only for a short time, summoned out of the malleable material that makes up the outer planes.

A Monster can be any kind of creature the caster wishes it to (within size limitations), appearing as a generic version of that kind of creature. Good summoners championing a cause of good might summon angels or celestial animals, while a priest of nature summons wild beasts or plants. The summoner’s involuntary preconceptions about what each summoned creature “should” look like color their magic, the result being that virtually all summoners stick to a particular theme.

Regardless of the type of Monster summoned, the spell points spent by the summoner during the casting of the spell determine the level of the Monster created, and thereby its strength, abilities, and power.

6.3.1 Combat Statistics

Monsters act as directed by their creators. They act faithfully, and do not fear battle or worry for their lives. As a free action, a Monster’s summoner can direct the Monster to attack particular enemies, use specific tactics, perform other actions, or do nothing at all. The Monster does exactly what its creator directs it to do.

Natural Attack: Every Monster has one or two natural attacks, referred to simply as such in the statistics blocks. What kind of Natural Attack this is (bite, claw, slam, tentacle, hoof, gore, manufactured weapon, and so on) is left up to the summoner. This affects the Monster’s damage type (piercing, slashing or bludgeoning), but not its reach, base damage, or any other variable. If the Monster has only one natural attack, the natural attack adds the Monster’s Strength modifier x 1-1/2 to damage, otherwise it adds only its strength modifier.

Items: The summoner may have the Monster appear wearing armor and using a weapon. (Appropriate for Devils and similar creatures.) These items are considered part of the monster and can not be removed from it - making this is for virtually all purposes only a cosmetic change. It does not give the monster options or statistics beyond those given by its stat blocks and menu abilities.

Outsider Traits: Monsters, being summoned out of extraplanar material, always have the outsider type. This gives them Darkvision out to 60 feet, along with other outsider traits.

Mindless: Monsters are not “real” creatures, and do not think for themselves. They have no Intelligence score, and complete immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills and Feats: Being Mindless, Monsters do not naturally come with any skills or feats.

Alignment: A monster is considered to have the same alignment as its summoner for all purposes.

Other: Other statistics generally given in monster stat blocks (Environment, Organization, Challenge Rating, Treasure, Advancement, and Level Adjustment) are omitted for Monsters, due to them being a function of the caster

that summons them, rather than a monster in their own right.

6.3.2 Special Abilities:

Every summoned Monster has a special ability of the summoner's choosing. When the caster begins to cast the Summon Monster spell, he chooses these special abilities from a menu of abilities appropriate to that level of Monster.

A caster can always substitute two choices from a lesser menu for one of its given abilities. Multiple selections of the same menu choice do not stack unless the ability specifically notes that stacking is allowed. A Monster does not need to meet the prerequisites for a feat granted by a menu choice.

Monster Menu A A caster summoning a 1st-level, 2nd-level, or 3rd-level Monster can choose one special ability from this menu.

- **Buff (Ex):** The Monster has an extra 5 hit points.
- **Quick (Ex):** The Monster's land speed is increased by 10 feet.
- **Cleave (Ex):** The Monster has the Cleave feat.
- **Deflection (Ex):** The Monster has a +1 deflection bonus to Armor Class.
- **Fly (Ex):** The Monster has physical wings and a fly speed of 20 feet (average).
- **Improved Bull Rush (Ex):** The Monster has the Improved Bull Rush feat.
- **Improved Natural Attack (Ex):** The Monster has the Improved Natural Attack feat.
- **Mobility (Ex):** The Monster has the Mobility feat.
- **Power Attack (Ex):** The Monster has the Power Attack feat.
- **Resistance (Ex):** Choose one of the following energy types: fire, cold, acid, electricity, or sonic. The Monster has resistance 5 against that energy type.
- **Swim (Ex):** The Monster is streamlined and shark like, and has a swim speed of 30 feet.
- **Trip (Ex):** If the Monster hits with a natural attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the Monster.

Monster Menu B A caster creating a 4th-level, 5th-level, or 6th-level Monster can choose one special ability from this menu. Alternatively, the monster can have two special abilities from Menu A.

- **Energy Touch (Ex):** The Monster's physical attacks are wreathed in energy of a type you choose (fire, cold, acid, or electricity) when you summon the Monster, dealing an extra 1d6 points of damage.

- **Extra Attack:** If the Monster is Medium or smaller, it has two natural attacks instead of one when it makes a full attack. Its bonus on damage rolls for each attack is equal to its Strength modifier, not its Strength modifier $\times 1\frac{1}{2}$. If the Monster is Large or larger, it has three natural attacks instead of two when it makes a full attack. Its attacks are otherwise unchanged.
- **Fast Healing (Ex):** The Monster heals 2 hit points each round. It is still immediately destroyed when it reaches 0 hit points.
- **Heavy Deflection (Ex):** The Monster has a +4 deflection bonus to Armor Class.
- **Improved Buff (Ex):** The Monster has an extra 15 hit points.
- **Improved Critical (Ex):** The Monster has the Improved Critical feat with its natural attacks.
- **Improved Damage Reduction (Ex):** The Monster's surface forms a hard carapace and provides an additional 3 points of damage reduction (or damage reduction 3/magic if it does not already have damage reduction).
- **Improved Fly (Ex):** The Monster has physical wings and a fly speed of 40 feet (average).
- **Improved Grab (Ex):** To use this ability, the Monster must hit with its natural attack. A Monster can use this ability only on a target that is at least one size smaller than itself.
- **Improved Swim:** The Monster is streamlined and sharklike, and has a swim speed of 60 feet.
- **Muscle (Ex):** The Monster has a +4 bonus to its Strength score.
- **Poison Touch (Ex):** If the Monster hits with a natural attack, the target must make an initial Fortitude save (DC 10 + $\frac{1}{2}$ Monster's HD + Monster's Cha modifier) or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.
- **Pounce (Ex):** If the Monster charges a foe, it can make a full attack.
- **Smite (Su):** Once per day the Monster can make one attack that deals extra damage equal to its Hit Dice.
- **Trample (Ex):** As a standard action during its turn each round, a Large or larger Monster can literally run over an opponent at least one size smaller than itself. It merely has to move over the opponent to deal bludgeoning damage equal to 1d8 + its Str modifier. The target can attempt a Reflex save (DC 10 + $\frac{1}{2}$ Monster's Hit Dice + Monster's Str modifier) to negate the damage, or it can instead choose to make an attack of opportunity at a 4 penalty.

Table 10: 1st-level Summoned Monster

Size/Type:	Small Outsider
Hit Dice	1d8+2 (6 HP)
Initiative	+2
Speed	30 ft. (6 squares)
Armor Class:	18 (+2 Dex, +5 natural, +1 size), touch 13, flatfooted 16
Base Attack/Grapple:	+1/-1
Attack:	Natural Attack +4 melee (1d4+3)
Full Attack:	Natural Attack +4 melee (1d4+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu A, outsider traits
Saves:	Fort +4, Ref +4, Will +2
Abilities:	Str 15, Dex 15, Con 15, Int , Wis 11, Cha 10

Monster Menu C A caster creating a 7th-level, 8th-level, or 9th-level Monster can choose one special ability from this menu. Alternatively, the Monster can have two special abilities from Menu B. (One or both of the Menu B choices can be swapped for two choices from Menu A.)

- **Blindsight (Ex):** The Monster has blindsight out to 60 feet.
- **Constrict (Ex):** The Monster has the improved grab ability with its natural attack. In addition, on a successful grapple check, the Monster deals damage equal to its natural attack damage.
- **Extra Buff (Ex):** The Monster has an extra 30 hit points.
- **Extreme Damage Reduction (Ex):** The Monster's skin has hard, armor-like plates (or appears to wear actual armor) and provides an additional 6 points of damage reduction.
- **Extreme Deflection (Ex):** The Monster has a +8 deflection bonus to Armor Class.
- **Natural Invisibility (Su):** The Monster is constantly invisible, even when attacking.
- **Spell Resistance (Ex):** The Monster has spell resistance equal to 10 + its Hit Dice.
- **Rend (Ex):** The Monster must make claw attacks in order to select this special ability. If a Monster that hits the same opponent with two claw attacks in the same round rends its foe, which deals extra damage equal to $2d6 + 1-1/2$ times its Str modifier.
- **Spring Attack (Ex):** The Monster has the Spring Attack feat.
- **Whirlwind Attack (Ex):** The Monster has the Whirlwind Attack feat.

6.3.3 Monster Statistics

Table 11: 2nd-level Summoned Monster

Size/Type:	Medium Outsider
Hit Dice	2d8+6 (15 HP)
Initiative	+2
Speed	40 ft. (8 squares)
Armor Class:	18 (+2 Dex, +6 natural), touch 12, flatfooted 16
Base Attack/Grapple:	+2/+5
Attack:	Natural Attack +4 melee (1d6+4)
Full Attack:	Natural Attack +4 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu A, outsider traits
Saves:	Fort +6, Ref +5, Will +3
Abilities:	Str 17, Dex 15, Con 16, Int , Wis 11, Cha 10

Table 12: 3rd-level Summoned Monster

Size/Type:	Medium Outsider
Hit Dice	3d8+12 (25 HP)
Initiative	+2
Speed	40 ft. (8 squares)
Armor Class:	20 (+2 Dex, +8 natural), touch 12, flatfooted 18
Base Attack/Grapple:	+3/+8
Attack:	Natural Attack +8 melee (1d6+7)
Full Attack:	Natural Attack +8 melee (1d6+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu A, outsider traits
Saves:	Fort +7, Ref +5, Will +3
Abilities:	Str 21, Dex 15, Con 18, Int , Wis 11, Cha 10

Table 13: 4th-level Summoned Monster

Size/Type:	Medium Outsider
Hit Dice	5d8+25 (47 HP)
Initiative	+2
Speed	40 ft. (8 squares)
Armor Class:	22 (+2 Dex, +10 natural), touch 12, flatfooted 20
Base Attack/Grapple:	+5/+12
Attack:	Natural Attack +12 melee (1d6+10)
Full Attack:	Natural Attack +12 melee (1d6+10)
Space/Reach:	5 ft./5 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu B, outsider traits
Saves:	Fort +9, Ref +6, Will +4
Abilities:	Str 25, Dex 15, Con 20, Int , Wis 11, Cha 10

Table 14: 5th-level Summoned Monster

Size/Type:	Large Outsider
Hit Dice	7d8 + 35 (66 HP)
Initiative	+1
Speed	40 ft. (8 squares)
Armor Class:	23 (+1 Dex, +13 natural, -1 size), touch 10, flatfooted 22
Base Attack/Grapple:	+7/+20
Attack:	Natural Attack +15 melee (1d8+9)
Full Attack:	2 Natural Attacks +15 melee (1d8+9)
Space/Reach:	10 ft./10 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu B, outsider traits, damage reduction 5/magic
Saves:	Fort +10, Ref +6, Will +5
Abilities:	Str 29, Dex 13, Con 21, Int , Wis 11, Cha 10

Table 15: 6th-level Summoned Monster

Size/Type:	Large Outsider
Hit Dice	10d8 + 60 (105 HP)
Initiative	+1
Speed	40 ft. (8 squares)
Armor Class:	25 (+1 Dex, +15 natural, -1 size), touch 10, flatfooted 24
Base Attack/Grapple:	+10/+25
Attack:	Natural Attack +20 melee (1d8+11)
Full Attack:	2 Natural Attacks +20 melee (1d8+11)
Space/Reach:	10 ft./10 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu B, outsider traits, damage reduction 10/magic
Saves:	Fort +14, Ref +8, Will +7
Abilities:	Str 33, Dex 13, Con 23, Int , Wis 11, Cha 10

Table 16: 7th-level Summoned Monster

Size/Type:	Large Outsider
Hit Dice	12d8 + 84 (138 HP)
Initiative	+1
Speed	40 ft. (8 squares)
Armor Class:	27 (+1 Dex, +17 natural, -1 size), touch 10, flatfooted 26
Base Attack/Grapple:	+12/+28
Attack:	Natural Attack +23 melee (1d8+12)
Full Attack:	2 Natural Attacks +23 melee (1d8+12)
Space/Reach:	10 ft./10 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu C, outsider traits, damage reduction 10/magic
Saves:	Fort +15, Ref +9, Will +8
Abilities:	Str 35, Dex 13, Con 24, Int , Wis 11, Cha 10

Table 17: 8th-level Summoned Monster

Size/Type:	Large Outsider
Hit Dice	14d8 + 112 (175 HP)
Initiative	+1
Speed	40 ft. (8 squares)
Armor Class:	29 (+1 Dex, +19 natural, -1 size), touch 10, flatfooted 28
Base Attack/Grapple:	+14/+32
Attack:	Natural Attack +27 melee (1d8+14)
Full Attack:	2 Natural Attacks +27 melee (1d8+14)
Space/Reach:	10 ft./10 ft.
Special Attacks:	-
Special Qualities:	One ability from Menu C, outsider traits, damage reduction 15/magic
Saves:	Fort +17, Ref +10, Will +9
Abilities:	Str 39, Dex 13, Con 26, Int , Wis 11, Cha 10

Table 18: 9th-level Summoned Monster

Size/Type:	Large Outsider
Hit Dice	17d8 + 136 (212 HP)
Initiative	+0
Speed	50 ft. (10 squares)
Armor Class:	33 (+25 natural, -2 size), touch 8, flatfooted 33
Base Attack/Grapple:	+14/+41
Attack:	Natural Attack +31 melee (2d6+16)
Full Attack:	2 Natural Attacks +31 melee (2d6+16)
Space/Reach:	15 ft./15 ft.
Special Attacks:	-
Special Qualities:	Two abilities from Menu C, outsider traits, damage reduction 15/magic
Saves:	Fort +18, Ref +10, Will +10
Abilities:	Str 43, Dex 11, Con 27, Int , Wis 11, Cha 10

7 Magic Items

Unless noted otherwise in this chapter, use the rules text presented in the [d20 srd](#).

7.1 Scrolls

A scroll stores a spell (or collection of spells). A stored spell can be used only once. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a caster must decypher it, as described below. Once the spell is known, the scroll is treated as a spell completion item, except as noted below.

Decyphering the Scroll: A scroll must be decyphered before a character can use it or know exactly what power it contains. Doing this requires a successful Spellcraft check (DC 15 + spell level). Once a particular scroll has been decyphered, it is not necessary to do so again. Decyphering a scroll in advance lets a character proceed directly to the next step when the time comes to use it.

Using a scroll's stored spell after decyphering it requires holding the it and reading its inscription (a standard action). Activating a scroll is subject to disruption just as casting a spell normally would be. Additionally, the user must meet the following requirements.

- The user must have the spell on his class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a caster level at least equal to the spell's caster level, he can automatically cast the stored spell without a check. If he meets both requirements but his own level is lower than the scroll's caster level, she has to make a caster level check (1d20 + user's level), against a DC equal to the scroll's caster level +1 to cast the spell successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid a mishap (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A spell successfully cast from a scroll works exactly as if cast normally. Assume the scroll's caster level is always the minimum level required to cast the spell for the character who wrote the scroll, unless the creator specifically desires otherwise.

Scroll Mishaps When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

Table 19: Scrolls

Spell Level	Market Price ¹
1st	25gp
2nd	150gp
3rd	375gp
4th	700gp
5th	1125p
6th	1650p
7th	2275gp
8th	3000gp
9th	3825gp

1. Any scroll that has a spell with an experience point cost written on it also has an XP cost in addition to that noted here.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.
- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

7.2 Rods

To be created.

7.3 Staffs

To be created.

7.4 Wands

A wand is a slender piece of wood that contains a single spell. Each wand has 50 charges when created, and each charge expended allows one use of that spell. A wand that runs out of charges is just a simple stick.

Table 20: Wands

Spell Level ¹	Market Price ²
1st	750gp
2nd	4500gp
3rd	11250gp
4th	21000gp
5th	33750gp
6th	49500gp
7th	68250gp
8th	69000gp
9th	114750gp

1. Some wands have higher caster levels than the minimum spell level, which gives them commensurately higher costs.
2. Any wand that stores a spell with an experience point cost also has an XP cost in addition to that noted here.

Physical Description: A typical wand is a piece of wood, between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a wand is decorated with carvings or inscribed runes. A typical wand has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that does not provoke attacks of opportunity. (If the spell being cast has a casting time longer than 1 standard action, however, it takes that long to cast the spell from a wand.) The user must have the spell on his class list, even if he knows the command word. Additionally, to activate a wand, a character must hold it in hand and point it in the general direction of the target or area to be affected. Wands are normally created at the minimum caster level required to cast the spell, and spells that can be augmented are not augmented when stored in a wand. A wand's wielder cannot augment the spell contained within the wand. However, wands can be created at a higher caster level than required to cast the spell. In this case, the wand that holds an augmentable spell is augmented, to the limit of the caster level and the spell's augmentation maximums, if any. The caster level of a wand cannot be more than five higher than the minimum caster level to use the spell it contains.

7.5 Wondrous Items

7.5.1 Candle of Invocation

Does not exist.

7.5.2 Golem Manual

Does not exist (pending rewrite).

7.5.3 Ioun Stones

As normal, but Orange Prism Ioun Stone does not exist.

Table 21: Pearls of Power

Maximum SP Storage	Market Price	Cost to Create
1	1000gp	500gp, 40XP
3	4000gp	2000gp, 160XP
5	9000gp	4500gp, 360XP
7	16000gp	8000gp, 640XP
9	25000gp	12500gp, 1000XP
11	36000gp	18000gp, 1440XP
13	49000gp	24500gp, 1960XP
15	64000gp	32000gp, 2560XP
17	81000gp	40500gp, 3240XP

7.5.4 Pearls of Power

Price: See table [21](#)

Body Slot: -

Caster Level: Equal to maximum spell point storage

Activation: -; see text

Weight: -

Pearls of Power store spell points that spellcasting characters can use to pay for casting their spells.

Physical Description: This is a pearl of average size. It looks normal, except for a faint glow (which is insufficient to provide real illumination). It has negligible weight, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a pearl on her person for a period of at least 10 minutes (which is long enough to attune oneself to the pearl). Thereafter, the owner can use spell points stored in the pearl to cast spells she knows. The maximum number of points a pearl of power can store is always an odd number and is never more than 17. It can store only as many spell points as its original maximum, set at the time of its creation. When a pearl of power's spell points are used up, the glow of the pearl dims. However, the user can recharge it by paying spell points on a 1-for-1 basis. While doing this takes from the user's own spell point reserve for the day, those spell points remain available in the pearl of power until used.

A user cannot directly replenish her personal spell points from those stored in a pearl of power, nor can he draw spell points from more than one source to cast a spell. See [Using Stored Spell Points](#) for more information.

Prerequisites: Craft Wondrous Item

Cost to Create: See table [21](#).

7.5.5 Prayer Beads

As normal, but Bead of Karma does not exist.

7.5.6 Rings

Rings are now wondrous items.

7.5.7 Spell Focus

Price: 8000gp

Body Slot: Throat

Caster Level: 8th

Activation: -

Weight: -

Every school of magic (Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy and Transmutation) has a type of spell focus associated with it. This focus is an item worn around the neck, and wearing one adds a +1 enhancement bonus to the save DCs of spells of the corresponding school.

Physical Description: Typical spell focuses are unobtrusive ornaments.

Activation: None. A spell focus provides its benefit continuously, no activation required.

Prerequisites: Craft Wondrous Item, creator must be a Specialist Wizard in the relevant school of magic.

Cost to Create: 4000gp, 320 XP

7.5.8 Symbol

Price: See table 22

Body Slot: -

Caster Level: Varies; see table 22

Activation: When triggered; see text

Weight: -

A symbol is a potent rune of power scribed upon a surface. When triggered, a symbol has a particular, harmful effect on one or more creatures within 60 feet of the symbol (treat as a burst). The symbol affects the closest creatures first. Once triggered, a symbol becomes active and glows, lasting for 10 minutes per caster level, after which it is burned out and useless. Any creature that enters the area while the symbol is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol ineffective, unless a creature removes the covering, in which case the symbol works normally.

As a default, a symbol is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once a symbol is created, its triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it,

or fathom its meaning. Throwing a cover over a symbol to render it inoperative triggers it if the symbol reacts to touch.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol 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, Hit Dice, and hit points don't qualify.

When scribing a symbol, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol. These creatures must either be present at the time you scribe the symbol, or you must have some way of unambiguously identifying them for the purpose of this magic item. Any creature attuned to a symbol cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own symbols, and thus always ignore the effects and cannot inadvertently trigger them.

A symbol can be destroyed by a successful dispel magic targeted solely on the rune. Destruction of the surface where a symbol is inscribed destroys the symbol but also triggers it.

The effects of each symbol is detailed below. See also [22](#).

- **Symbol of Fire:** The viewer bursts into flames, taking 7d6+7 points of fire damage. A successful reflex save halves the damage.
- **Symbol of Sleep:** All viewers of 10 HD or less fall into catatonic slumber for 3d6×10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. A successful will save negates the unconsciousness.
- **Symbol of Pain:** The viewer suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. A successful fortitude save reduces the penalty to -2.
- **Symbol of Persuasion:** The viewer becomes charmed by the caster, as if subjected to a version of the [Charm](#) spell that can affect any type of creature. A successful Will Save negates the charm.
- **Symbol of Fear:** The viewer becomes panicked for one minute. A successful will save negates the fear.
- **Symbol of Stunning:** The viewer is stunned for 1d6 rounds. A successful will save negates the stun.
- **Symbol of Weakness:** The viewer takes 3d6 points of strength damage. A successful fortitude save negates the ability damage.
- **Symbol of Insanity:** The viewer is rendered permanently confused, as if by an augmented Confusion spell. A successful will save negates the insanity.

Table 22: Symbols

Symbol	Market Price	Cost to Create	Save DC	Caster Level	Associated Spell
Fire	100gp	50gp, 4XP	19	7	Fireball
Sleep	1000gp	500gp, 40XP	22	9	Sleep
Pain	1000gp	500gp, 40XP	22	9	Crushing Despair
Persuasion	5000gp	2500gp, 200XP	24	11	Charm
Fear	1000gp	500gp, 40XP	24	11	Fear
Stunning	5000gp	2500gp, 200XP	25	13	Daze
Weakness	5000gp	2500gp, 200XP	25	13	Ray of Enfeeblement
Insanity	5000gp	2500gp, 200XP	27	15	Confusion
Death	5000gp	2500gp, 200XP	27	15	Finger of Death

- **Symbol of Death:** The viewer dies. This is a [death] effect. A successful fortitude save negates the death effect.

Note: Symbols are a form of magic traps. A character with the Trapfinding class feature can use the Search skill to find a symbol and Disable Device to thwart it. The DC in each case is $25 + 1/2$ the symbol's caster level.

Prerequisites: Craft Wondrous Item, associated spell.

Cost to Create: 4000gp, 320 XP

7.5.9 Torc of Power Preservation

Price: 4000gp

Body Slot: Throat

Caster Level: 8th

Activation: -

Weight: -

Five times per day, you can cast a spell by paying spell points equal to the standard cost minus 1 (minimum 1).

Physical Description: This item is a band inlaid with precious metal, worn around the neck or upper arm. This choice does not affect the body slot the torc occupies.

Activation: Activated as part of casting a spell, no action required.

Prerequisites: Craft Wondrous Item, Limited Wish

Cost to Create: 2000gp, 160 XP

8 End notes

8.1 Version history

- December 3rd, 2010: The project begins.
- December 8th, 2010: Alpha 1. Includes the base system, the Wizard class, spells of levels 1 and 2, SRD feats, and the most basic magic items. Length: 99 pages.
- January 16th, 2011: Alpha 2. Includes the reinstatement of Familiars, spells of levels 3, 4, and 5, numerous typo fixes, and more magic items. Lots of cleanup with regards to formatting and typos. Length: 177 pages.

8.2 Contact Info

Problems, questions and concerns can be sent to e.ernir@gmail.com, or posted publicly at [Competitor Games](#).

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