

From Vancian to Psionic

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Magic Overview

Magical powers spring from the rotations of the planes, the souls of living creatures, the will of the deities, and more mysterious sources still. It is a virtually omnipresent power, as real as muscle and steel.

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.

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.

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.

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 $10 + \frac{1}{2}$ 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.

Counterspells

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of the same spell by another character. Counterspelling works even if one spell is divine and the other arcane.

How Counterspells Work To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. (You may still move your speed, since ready is a standard action.)

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast the correct spell. As a general rule, a spell can only counter itself. If you are able to cast the same spell you cast it, altering it slightly to create a counterspell effect. If the target is within range of the spell, both spells automatically negate each other with no other results.

Counterspelling Metamagic Spells and Augmented Spells Augments and metamagic feats are not taken into account when determining whether a spell can be countered. You do not need to match the opponent's spell augments or metamagic applications.

Dispel Magic as a Counterspell You can use [Dispel Magic](#) to counterspell another spellcaster, and you don't need to identify the spell he or she is casting. However, [Dispel Magic](#) doesn't always work as a counterspell.

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).

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).

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.

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 spellcasters can bypass this limitation. See individual spell descriptions.

Revivification Against One's Will: 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. Only the foulest magic can return a soul to life if it does not wish to be.

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 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 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.

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.

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.

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

$$\text{your key ability modifier} \times \text{your caster level} \times \frac{1}{2}.$$

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.

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.

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.

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.

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.

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 spellcaster 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.

Spells learned through independent research still count against the spellcaster's number of spells known.

Cast an Unknown Spell from a Scroll:

A spellcasting character can attempt to cast a spell from a source other than his own knowledge (usually a scroll, although other means of storing magical knowledge may exist, such as a magical stone tablet).

To do so, the character must first decipher the scroll, as described under [Scrolls](#).

Next, the spellcasting character must choose one of the spells available on the scroll and read it. As part of reading the spell, make a [Spellcraft](#) check (DC 15 + the spell's level) to see if the spell will be correctly cast. If the spell is not on the caster's class list, he automatically fails this check. This check requires one full round, which provokes attacks of opportunity.

Upon successfully making the check, the character can immediately attempt to cast that spell even if he doesn't know it (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.

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.

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 spell 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 (notably including that using a spell-like ability provokes attacks of opportunity and is subject to interruption, and the save DCs of spell-like abilities are calculated as normal). 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.

All creatures with spell-like abilities are assigned a caster level, which indicates how difficult it is to dispel their spell-like effects and determines all level-dependent variables (such as range or duration) the abilities might have (like spellcasters, creatures with spell-like abilities may voluntarily lower their caster level). When a creature uses a spell-like ability, the spell is cast as if the creature had spent a number of spell points equal to its caster level, which may augment the spell to improve its damage, save DC, or other effects.

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.

Magical Maladies

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.

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.

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.

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.

Spell Descriptions

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

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.

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. Unless otherwise noted, the spell does not grant the creature the ability to return to its plane of origin, a second spell has to be cast in order to send it home. 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 summoning or calling abilities it may have, or 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 $10 + \text{its size modifier}$.

Glamer: A glamer 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 some class and most racial features. Of the class features, you retain all but your ability to cast spells, use spell-like or supernatural abilities that require activation, and your ability to manifest psionic powers. Your hit point total never changes as a result of a Polymorph subschool spell, even if your new form has a Constitution score different from your own. Of your racial features, you retain your bonus feats, bonus skill points, skill bonuses, your racial bonus feats, and racial weapon proficiencies. All other racial features 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 unless your new form has no organs capable of supporting speech. Magic items and articles of clothing 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.

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.

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.

Components

When a spell is cast, a component may be needed to facilitate the spell. This component may be somatic or verbal.

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

Somatic components (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.

Dispense with Components: Despite the fact that almost every spell has a component, a spellcasting character can always choose to attempt 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 above). To cast a spell without one or both of its components (no matter how many components the spell might have), the 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 spell if attacked.)

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.

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.

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.

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.

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 of

$10 + \text{one-half the number of spell points spent on the spell (round up)} + \text{your key ability modifier}.$

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.²

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 unless it succeeds on the appropriate [Spellcraft](#) check. 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.

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.

²This is a new, and most fundamental rule.

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

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.

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.³ 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.

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).

³Power 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.

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.

Minion Spells

Some spells fall into the category of "minion" spells. These are spells that place minions of one kind or another under your control for an extended period of time (often permanently). Regardless of the number of different spells that give you minions, you can control only $(2 + \text{your charisma modifier})$ HD worth of creatures per character level (minimum 1 HD worth of creatures per level, if your charisma is 8 or lower). If you exceed this number, all the newly controlled creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.)

Spellcasting Classes

The Cleric

The powers of the outer planes are real, and the work I do is proof of that. - mela, halfling Cleric

When a mortal places his faith in a higher power, sometimes power is invested in the mortal in turn. These are known as Clerics.

Alignment: A Cleric's alignment must be within one step of his deity's (that is, it may be one step away on either the lawful-chaotic axis or the good-evil axis, but not both). A Cleric may not be neutral unless his deity's alignment is also neutral.

Hit Die: d8

Class skills: The Cleric's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

A Cleric's domains may grant him additional class skills.

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

Skill Points at each additional Level: $4 + \text{Int modifier}$.

Class Features

All the following are class features of the Cleric.

Weapon and Armor Proficiency: Clerics are proficient with all simple weapons, as well as the favored weapon of their deity. They are proficient with light and medium armor, and with shields (except tower shields and exotic shields).

Spell Points/Day: A Cleric's ability to cast spells is limited by the spell points he has available. His base daily allotment of spell points is given on [The Cleric](#) table. In addition, he receives bonus spell points per day if he has a high Wisdom score. His race may also provide bonus spell points per day, as may certain feats and items.

Spells Known: A Cleric begins play knowing two Cleric spells of your choice, as well as the [Cure Minor Wounds](#) spell. Each time he achieves a new level, he unlocks the knowledge of new spells. Choose the spells known from the lists of the domains he has available (see Domains, below). (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a Cleric to learn spells of other classes, including spells restricted to specialist Wizards.)

Table 2: The Cleric

Level	BAB	Fort save	Ref save	Will save	Special	SP/day	Spells known
1st	+0	+2	+0	+2	Domains (2)	3	2+CMW
2nd	+1	+3	+0	+3	-	6	4
3rd	+2	+3	+1	+3	Domain	10	6
4th	+3	+4	+1	+4	-	16	7
5th	+3	+4	+1	+4	Domain	24	8
6th	+4	+5	+2	+5	-	33	10
7th	+5	+5	+2	+5	-	43	11
8th	+6/+1	+6	+2	+6	-	55	12
9th	+6/+1	+6	+3	+6	-	69	14
10th	+7/+1	+7	+3	+7	Domain	84	15
11th	+8/+3	+7	+3	+7	-	100	16
12th	+9/+4	+8	+4	+8	-	118	18
13th	+9/+4	+8	+4	+8	-	138	19
14th	+10/+5	+9	+4	+9	-	159	20
15th	+11/+6/+1	+9	+5	+9	Domain	181	22
16th	+12/+7/+2	+10	+5	+10	-	205	23
17th	+12/+7/+2	+10	+5	+10	-	231	24
18th	+13/+8/+3	+11	+6	+11	-	258	26
19th	+14/+9/+4	+11	+6	+11	-	286	27
20th	+15/+10/+5	+12	+6	+12	-	316	28

Effectively, a Cleric's class spell list is the set of all spells that appear on the spell list of one or more of his domains.

Unlike most spellcasting classes, Clerics do not have a set maximum spell level known. Instead, they can learn any spell on their domain lists as long as they can pay the spell's minimum spell point cost.

A Cleric 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 Cleric can cast spells in a day is limited only by his daily spell points. A Cleric 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 Cleric spells is $10 + \text{one-half the number of spell points spent on the spell (round up)} + \text{the Cleric's Wisdom modifier}$.

Spells learned via the Cleric class are divine spells.

Domains: A Cleric's deity influences his alignment, what magic he can perform, his values, and how others see him. At first level, a Cleric chooses two domains from among those belonging to his deity. At levels 3, 5, 10 and 15 he may select an additional domain.

A Cleric is not devoted to a particular deity, selects domains that match his personal spiritual inclinations.

The domains a Cleric selects form the backbone of his abilities. Each domain is divided into two parts, a spell list and a collection of granted powers. See the [Spells](#) chapter for information on individual [Cleric Domains and Spells](#).

Ex-Clerics:

A Cleric who changes to an inappropriate alignment or grossly violates the code of conduct required by his god loses the ability to cast Cleric spells and all domain granted abilities. The spellcasting and granted abilities remain dormant until he atones (see the [Atonement](#) spell description).

Variant: Druids

To some Clerics, revering nature and its awesome, intrinsic power is more important than the worship of deities or what they represent. These Clerics are known as Druids, and are different from the standard Cleric class in several ways, as outlined below:

- **Deity:** A druid does not gain his powers from a deity. He may have a patron deity as any other character can, but this deity is not the source of the Druid's power.
- **Domains:** Instead of selecting from a deity's list of available domains, a Druid may select the domains of *Air*, *Animal*, *Earth*, *Fire*, *Healing*, *Plant*, *Travel*, and *Water*.
- **Alignment:** A druid must be Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.
- **Weapon and Armor Proficiency:** A Druid does not gain proficiency with his deity's favored weapon, even if he selects a deity (making him proficient with simple weapons only). A Druid does not have the standard Cleric's armor proficiency, instead, he is proficient only with padded armor, leather armor, hide armor, light wooden shields, and heavy wooden shields.
- **Class Skills:** A Druid's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).
A Druid's domains may grant him additional class skills, as for normal Clerics.
- **Language:** A Druid can learn a special language, known only to Druids. It is referred to as simply *druidic*.

Domains: Alternate Approaches

Clerics' default method of selecting domains becomes problematic if each deity in the GM's setting has very few domains assigned to it, especially if a deity knows fewer than 6 domains.

These alternate approaches are designed to give deity-devoted Clerics back the flexibility they by design should have.

If the options of Clerics are expanded in this way, Druids (see above) should receive similar benefits.

Variant: Domains First A different interpretation on domain access is the one of Clerics not selecting domains because they are offered by their patron deity, but rather that they choose to worship a patron deity over all others because he closely matches the domains he has selected.

This variant is appropriate in settings where abstract forces (such as good and evil) are constants higher than the deities themselves, or in settings where the deities are dependent upon their worshippers for power.

Variant: Pantheon Worship If a Cleric's patron deity belongs to a pantheon of gods, the Cleric will recognize the portfolio and powers of deities other than his patron deity. Even though the Cleric will see his patron deity and his portfolio as the most important aspects of the faith, he will take up domains other than those offered by his patron deity if the situation demands.

For example, a Cleric of Thor (a god primarily associated with strength and war) might take up the Water domain (a domain which has nothing to do with Thor, but is offered by the god Aegir) if he routinely finds himself fighting campaigns at sea, or a Cleric of Baldr (a god of beauty) who has been charged with protecting the god's temples against molesters might assume the War domain so he might better fulfil his duty.

Alternatively, a Cleric might not be devoted to any particular deity, but rather worships the pantheon as a whole.

This variant is appropriate where the gods form pantheons.

Variant: Sects and Cults If a Cleric wants to worship one deity and one deity only, it is an indicator of the deity's portfolio being broad, and encompassing multiple aspects of life. The followers of such a multifaceted deity are likely to differ on some aspects of the faith, breaking the body of worshippers into sects and cults. The Clerics of each individual sect or cult would then take different domains to represent their interpretations of the deity.

For example, some Clerics of Thor might emphasize his role as a warrior, taking up the domains of Strength and War. Others would emphasize his role as a god of thunder, taking up the Air domain, or his role as the protector of his extended family, taking up the domains of Good and Protection. Yet another group of worshippers might emphasize how Thor was never afraid to use any means necessary to crush his enemies, their Clerics taking up the domains of Destruction and Evil.

This variant is appropriate where the gods are distant or ill understood by mortals.

The Paladin

Where evil lurks, that is where I stand vigilant. -Tulkas, half-giant
Paladin

A Paladin is a hero who has dedicated his life and soul to the promotion of good and destruction of evil, and gained divine powers in return.

Alignment: Any good

Hit Die: d10

Table 3: The Paladin

Level	BAB	Fort save	Ref save	Will save	Special	SP/day	Spells known	Max level
1st	+1	+2	+0	+2	Aura of Good, Divine Grace, Smite	0	1+CMW	1st
2nd	+2	+3	+0	+3	Bonus Feat	1	2	1st
3rd	+3	+3	+1	+3	-	3	3	1st
4th	+4	+4	+1	+4	-	5	4	2nd
5th	+5	+4	+1	+4	Bonus Feat	7	5	2nd
6th	+6/+1	+5	+2	+5	-	11	6	2nd
7th	+7/+2	+5	+2	+5	-	15	7	3rd
8th	+8/+3	+6	+2	+6	Bonus Feat	19	8	3rd
9th	+9/+4	+6	+3	+6	-	23	9	3rd
10th	+10/+5	+7	+3	+7	-	27	10	4th
11th	+11/+6/+1	+7	+3	+7	Bonus Feat	35	11	4th
12th	+12/+7/+2	+8	+4	+8	-	43	12	4th
13th	+13/+8/+3	+8	+4	+8	-	51	13	5th
14th	+14/+9/+4	+9	+4	+9	Bonus Feat	59	14	5th
15th	+15/+10/+5	+9	+5	+9	-	67	15	5th
16th	+16/+11/+6/+1	+10	+5	+10	-	79	16	6th
17th	+17/+12/+7/+2	+10	+5	+10	Bonus Feat	91	17	6th
18th	+18/+13/+8/+3	+11	+6	+11	-	103	18	6th
19th	+19/+14/+9/+4	+11	+6	+11	-	115	19	6th
20th	+20/+15/+10/+5	+12	+6	+12	Bonus Feat	127	20	6th

Class skills: The Paladin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

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

Skill Points at each additional Level: $4 + \text{Int modifier}$.

Class Features

All the following are class features of the Paladin.

Weapon and Armor Proficiency: Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light, but not exotic armors), and with shields (except tower shields and exotic shields).

Spell Points/Day: A Paladin's ability to cast spells is limited by the spell points he has available. His base daily allotment of spell points is given on [The Paladin](#) table. In addition, he receives bonus spell points per day if he has a high Charisma score. His race may also provide bonus spell points per day, as may certain feats and items.

Spells Known: A Paladin begins play knowing the [Cure Minor Wounds](#) spell, and one other Paladin spell of your choice. Each time he achieves a new level, he unlocks the knowledge of new spells. Choose the spells known from the Paladin spell list (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow a Paladin to learn spells of other classes, even specialist Wizard spells.). A Paladin 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 Paladin can cast spells in a day is limited only by his daily spell points. A Paladin 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 Paladin spells is $10 + \text{one-half the number of spell points spent on the spell (round up)} + \text{the Paladin's Charisma modifier}$.

Spells learned via the Paladin class are divine spells.

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

Aura of Good: (Su) At will, as a free action, a Paladin can project a holy aura. While the aura is active, the Paladin gains a +4 sacred bonus on Diplomacy checks versus Good creatures, and a +4 sacred bonus on Intimidate checks versus Evil creatures (Neutral creatures are not influenced either way). The Paladin can project this aura indefinitely, or until he dismisses it (another free action).

Smite: (Su) You can infuse your attacks with supernatural determination and righteous fury.

In order to perform a Smite, you must expend your magical focus as part of making an attack. The attack then gains a bonus on the attack roll equal to your Charisma modifier, and a bonus on the damage roll equal to your Paladin level. You must decide whether or not to perform a Smite before making the attack. If the attack misses, you still expend your magical focus. This is a Supernatural ability, activated as part of making an attack.

Divine Grace: (Su) A Paladin gains a bonus on all saving throws equal to his Charisma modifier or his Paladin level, whichever is lower. This is a Supernatural ability that functions continuously.

Bonus Feats: At 2nd level, a Paladin gets a bonus feat. He gains an additional bonus feat at Paladin levels 5th, 8th, 11th, 14th, 17th, and 20th. These bonus feats must be drawn from the feats noted as fighter bonus feats, or those feats which have one or more Paladin levels as a prerequisite⁴. The Paladin must still meet all prerequisites for the bonus feat, including ability score and base attack bonus minimums as well as class requirements. A Paladin cannot choose

⁴ The feats that require Paladin levels to take are [Aura of Courage](#), [Celestial Mount](#), [Charging Smite](#), [Detect Opposition](#), [Defensive Bastion](#), [Divine Health](#), [Lay on Hands](#), [Remove Disease](#), [Shield Guardian](#), and [Turn Undead](#).

feats that specifically require levels in the fighter class unless he is a multiclass character with the requisite levels in the fighter class.

These bonus feats are in addition to the feats that a character of any class gains every three levels. A Paladin is not limited to fighter bonus feats and feats with Paladin levels as a requirement when choosing these other feats.

Code of Conduct:

Sometimes, the divine patrons that grant Paladins their powers instigate a formal code of conduct to make sure their mortal servants are and remain true paragons of good.

Paladin players and GMs should work together to create a code of conduct appropriate for the campaign and character.

Examples of rules a Paladin has to abide by could be

- A Paladin must maintain not only a good alignment, but a lawful good alignment.
- A Paladin must never willingly commit an evil act.
- A Paladin must respect legitimate authority.
- A Paladin must act with honor - he must never lie, cheat, or use poison.
- A Paladin must help those in need, provided the help is not used for evil ends.
- A Paladin must punish those who harm or threaten innocents.
- A Paladin may never knowingly associate with evil characters.

Ex-Paladins:

A Paladin who changes to a nongood alignment or grossly violates his code of conduct (if any) loses his ability to cast Paladin spells, the Aura of Good class feature, the Divine Grace class feature, and all supernatural feats that have one or more Paladin levels as a prerequisite. The spellcasting and other abilities remain dormant until he atones (see the [Atonement](#) spell description).

The Sorcerer

It's quite simple, really. I say magic words, and magic happens. -
Nora, human Sorceress

A Sorcerer is an user of arcane magic that is born, not made.

Alignment: Any

Hit Die: d4

Table 4: The Sorcerer

Level	BAB	Fort save	Ref save	Will save	Special	SP/day	Spells known	Max level
1st	+0	+0	+0	+2	Cantrips, Magical Intuition, Wild Magic +1	3	2	1st
2nd	+1	+0	+0	+3	-	7	3	1st
3rd	+1	+1	+1	+3	Wild Magic +2	13	4	2nd
4th	+2	+1	+1	+4	-	21	5	2nd
5th	+2	+1	+1	+4	Bonus feat	31	6	3rd
6th	+3	+2	+2	+5	-	43	7	3rd
7th	+3	+2	+2	+5	Wild Magic +3	57	8	4th
8th	+4	+2	+2	+6	-	73	9	4th
9th	+4	+3	+3	+6	-	91	10	5th
10th	+5	+3	+3	+7	Bonus feat	111	11	5th
11th	+5	+3	+3	+7	Wild Magic +4	133	12	6th
12th	+6/+1	+4	+4	+8	-	157	13	6th
13th	+6/+1	+4	+4	+8	-	183	14	7th
14th	+7/+2	+4	+4	+9	-	211	15	7th
15th	+7/+2	+5	+5	+9	Bonus feat, Wild Magic +5	241	16	8th
16th	+8/+3	+5	+5	+10	-	273	17	8th
17th	+8/+3	+5	+5	+10	-	307	18	9th
18th	+9/+4	+6	+6	+11	-	343	19	9th
19th	+9/+4	+6	+6	+11	Wild Magic +6	381	20	9th
20th	+10/+5	+6	+6	+12	Bonus feat	421	21	9th

Class skills: The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (N/A) and Spellcraft (Int).

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

Skill Points at each additional Level: $4 + \text{Int modifier}$.

Class Features

All the following are class features of the Sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. 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 Sorcerer's ability to cast spells is limited by the spell points he has available. His base daily allotment of spell points is given on [The Sorcerer](#) table. In addition, he receives bonus spell points per day if he has a high Charisma score. His race may also provide bonus spell points per day, as may certain feats and items.

Spells Known: A Sorcerer begins play knowing two Sorcerer 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 Sorcerer spell list. (Exceptions: See the Magical Intuition class feature. In addition, the feats Expanded Knowledge and Epic Expanded Knowledge do allow a Sorcerer to learn spells of other classes, including spells restricted to specialist Wizards.)

A Sorcerer 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 Sorcerer can cast spells in a day is limited only by his daily spell points. A Sorcerer 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 Sorcerer spells is $10 + \text{one-half the number of spell points spent on the spell (round up)} + \text{the Sorcerer's Charisma modifier}$.

Spells learned via the Sorcerer class are arcane spells.

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

Bonus Feats: A Sorcerer gains a bonus feat at 5th level, 10th level, 15th level, and 20th level. This feat must be a magical feat, a metamagic feat, or the Familiar feat. These bonus feats are in addition to the feats that a character of any class gains every three levels.

Cantrips (Su): A Sorcerer can use Cantrips as a [Wizard](#) can.

Magical Intuition: A Sorcerer can select spells normally restricted to specialist Wizards as their spells known, subject to the restriction that the number of specialist spells so selected may not exceed one-third of the Sorcerer's total number of spells known.

Example: A first level Sorcerer knows two spells. He could not select a spell restricted to specialist Wizards as one of those two spells, since that would mean one-half of his spells consists of specialist Wizard spells. However, he could select a specialist Wizard spell as his spell known when he reaches second level. When he reaches 5th level (and thereby learns his 6th spell), he could learn a second specialist Wizard spell.

Spells known granted by the [Expanded Knowledge](#) feat or from levels in other classes are not included - they do not count towards the limit of no more than one-third of the Sorcerer's spell repertoire being specialist Wizard spells, and they do not count when determining the Sorcerer's number of spells known for this purpose.

Wild Magic: A Sorcerer's intuitive understanding of magic allows him to make use of the universe's own powerful magical eddies in ways that other spellcasters can't. When casting a spell, a Sorcerer can choose to add +1 to the spell's save DC and gain a +1 bonus on the caster level check to overcome the subject's spell resistance. (Spells that do not offer saving throws or spell resistance gain no benefit from Wild Magic.)

At 3rd level, a Sorcerer can choose to gain up to a +2 bonus on the spell's save DC and caster level check. At 7th level, she can gain a +3 bonus; at 11th level, a +4 bonus; at 15th level, a +5 bonus; and at 19th level, a +6 bonus.

Relinquishing control over a spell in this manner is dangerous, however. For each +1 added to the spell's save DC and roll to overcome the subject's spell resistance, there is a cumulative 5% chance of the Sorcerer suffering a magical backlash. A Sorcerer hit by a magical backlash is *staggered* for one round, and loses a number of spell points equal to twice the bonus gained on the spell's save DC and caster level check.

For example, a 10th-level Sorcerer could choose to add +2 to the save DC and roll to overcome spell resistance of a [Fireball](#) spell he is casting. He would then have a 10% chance of suffering the magical backlash. If the backlash strikes, he loses 4 spell points and is *staggered* for one round.

The Wizard

Behold your fate, creatures of darkness! Your demise is at hand, for I wield arcane power beyond your feeble goblin reasoning! The forces of the very cosmos are mine to command, and yet still you cannot comprehend the dark dismal end in store for you and your wicked compatriots. Nay! Your little brains can only leave you gasping in horror as I bend reality to my very will. The magic I wield is capable of rending asunder the universe—nay, the whole of the multiverse, and in fact is wasted on such pitiful creatures as yourself. But I shall bring it to bear nonetheless, and you shall rue the day I chose to wreak such unimaginable havoc on your lives with the sheer volume of my arcane works. And lo, in days and years to come, when the children come to play in the smoking crater that once held your den of evil, they shall know nothing of your wicked ways but all shall feel the echoes of the power spent here today. - [Vaarsuvius](#), elven Wizard

A Wizard is a learned user of arcane magic.

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 (see below):

- *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).

Table 5: The Wizard

Level	BAB	Fort save	Ref save	Will save	Special	SP/day	Spells known	Max level
1st	+0	+0	+0	+2	Bonus feat, cantrips, specialization	3	2	1st
2nd	+1	+0	+0	+3	-	6	4	1st
3rd	+1	+1	+1	+3	-	10	6	2nd
4th	+2	+1	+1	+4	-	16	7	2nd
5th	+2	+1	+1	+4	Bonus feat	24	8	3rd
6th	+3	+2	+2	+5	-	33	10	3rd
7th	+3	+2	+2	+5	-	43	11	4th
8th	+4	+2	+2	+6	-	55	12	4th
9th	+4	+3	+3	+6	-	69	14	5th
10th	+5	+3	+3	+7	Bonus feat	84	15	5th
11th	+5	+3	+3	+7	-	100	16	6th
12th	+6/+1	+4	+4	+8	-	118	18	6th
13th	+6/+1	+4	+4	+8	-	138	19	7th
14th	+7/+2	+4	+4	+9	-	159	20	7th
15th	+7/+2	+5	+5	+9	Bonus feat	181	22	8th
16th	+8/+3	+5	+5	+10	-	205	23	8th
17th	+8/+3	+5	+5	+10	-	231	24	9th
18th	+9/+4	+6	+6	+11	-	258	26	9th
19th	+9/+4	+6	+6	+11	-	286	27	9th
20th	+10/+5	+6	+6	+12	Bonus feat	316	28	9th

- *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: $2 + \text{Int modifier}$.

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 [The Wizard](#) table. In addition, he receives bonus spell points per day if he has a high Intelligence score. His race may also provide bonus spell points per day, as may certain feats and items.

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 two 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 $10 + \text{one-half the number of spell points spent on the spell (round up)} + \text{the Wizard's Intelligence modifier}$.

Spells learned via the Wizard class are arcane spells.

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 [The Wizard](#) table. 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, an item creation feat or the Familiar feat. These bonus feats are in addition to the feats that a character of any class gains every three levels.

Cantrips (Su): Cantrips are minor tricks that novice spellcasters use for practice. Using a cantrip requires no expenditure of spell points. You can perform one as a standard action whenever you are magically focused. This does not expend your focus.

The cantrips you can perform are:

- Lifting and moving up to 5 pounds of items from a distance. This requires concentrating on the cantrip (a standard action). You can manipulate the moved items as if you were using one hand for the task.
- Coloring, cleaning, or soiling items in a 1-foot cube.

- Chilling, warming, or flavoring 1 pound of nonliving material.
- Lighting an unattended object on fire, as if using flint and steel.
- Dimly illuminating a 5-foot radius around you, like a candle. The light emitted can be of any color, and usually appears as a small globe hovering near you.
- Dealing 1d3 points of cold, electricity, fire or acid damage to a target within 30' by succeeding on a ranged touch attack against it.
- Creating small objects, but they look crude and artificial. The materials created by a cantrip are extremely fragile, and they cannot be used as tools or weapons.
- Inscribing your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. You etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a [Detect Magic](#) spell causes it to glow and be visible. [See Invisibility](#), [True Seeing](#), a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. Unlike other cantrips, this one is permanent (but is removable by either a [Dispel Magic](#) spell or a rigorous mundane cleaning).
- Magically deciphering magical inscriptions on objects - books, [Scrolls](#), weapons, and the like - that would otherwise be unintelligible.
- Increasing your reading speed to 250 pages per minute.

Cantrips lack the power to duplicate any other spell effects. They cannot inflict status conditions, or affect the concentration of spellcasters.

Any actual change to an object (beyond just moving, cleaning, or soiling it, or creating a personal mark) persists only 1 hour.

Magical Schools

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

- *Abjuration*: Spells that protect, block, or banish. An abjuration specialist is called an abjurer.
- *Conjuration*: Spells that bring creatures or materials to the caster. A conjuration 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.

Prestige Classes

Archmage

I have survived many adventures, but my ongoing study of magic is truly the greatest of them all. - Thelonius, elven Archmage

An Archmage is a powerful spellcaster who has begun to delve into the most fundamental workings of magic.

Hit Die: d4

Requirements: To qualify to become an Archmage, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Magical Endowment, Expanded Knowledge, Skill Focus (Spellcraft).

Spells: Ability to cast 7th-level arcane spells, knowledge of 4th-level or higher spells from at least five schools.

Class Skills The Archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at each level: 2 + Int modifier.

Class Features

All the following are Class Features of the Archmage prestige class.

Weapon and Armor Proficiency: Archmages gain no proficiency with any weapon or armor.

Table 6: The Archmage

Level	BAB	Fort	Ref	Will	Special	Spellcasting
1st	+0	+0	+0	+2	High Arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High Arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High Arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High Arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High Arcana	+1 level of existing arcane spellcasting class

Spellcasting: When a new Archmage level is gained, the character gains spell points per day, an increase in caster level, spells known and maximum available spell level as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an Archmage, he must decide to which class he adds each level of Archmage for the purpose of determining what spellcasting class gains the benefit of the spellcasting advancement.

High Arcana: An Archmage gains the opportunity to select a special ability from among those described below by permanently eliminating a specific number of Spell Points. These spell points are subtracted from the final number of spell points he Archmage would otherwise gain when refreshing his pool of spell points. Effectively, these spell points are spent on “fueling” the High Arcana. When a High Arcana refers to an Archmage’s “caster level”, it means his highest caster level.

Arcane Fire (Su): As a standard action, an Archmage may expend his magical focus to manifest a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/caster level of the Archmage) that deals 1d6 points of damage per caster level of the Archmage, with no saving throw. Learning this High Arcana removes 15 spell points from the Archmage’s pool.

Arcane Reach (Su): The Archmage can use spells with a range of touch on a target up to 30 feet away. In the case of a spell that would ordinarily require a touch attack, the Archmage must make a ranged touch attack instead. Arcane reach can be selected a second time as a High Arcana (paying the cost again), in which case the range increases to 60 feet. Learning this High Arcana removes 13 spell points from the Archmage’s pool.

Mastery of Counterspelling (Ex): When the Archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a [Spell Turning](#) spell. If the spell cannot be affected by spell turning, then it is merely counterspelled. Learning this High Arcana removes 13 spell points from the Archmage’s pool.

Mastery of Elements: The Archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses, even if the

spell normally does not allow more than one element to be selected. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. All characteristics of the spell, except for its energy type descriptor and damage type remain unchanged. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. Learning this High Arcana removes 3 spell points from the Archmage's pool.

Mastery of Shaping: The Archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. Learning this High Arcana removes 11 spell points from the Archmage's pool.

Spell Power: This ability provides the Archmage with a +1 inherent bonus to one of his mental ability scores. Spell Power can be selected more than once as a High Arcana (paying the cost each time). Each additional time it is selected, he gains a +1 inherent bonus to another mental ability score, or one of his existing inherent bonuses to a mental ability score increases by one. Learning this High Arcana removes 9 spell points from the Archmage's pool.

Assassin

I am quite aware that the work I do isn't pretty. Take your moral preachings elsewhere. - Forbes, human Assassin

An Assassin is a contract killer who uses stealth, spellcasting, and other supernatural abilities to make sure his victims die and stay dead.

Hit Die: d6

Requirements: To qualify to become an Assassin, a character must fulfill all the following criteria.

Alignment: Any nongood.

Skills: Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.

Class Skills The Assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at each level: 4 + Int modifier.

Table 7: The Assassin

Level	BAB	Fort save	Ref save	Will save	Special	SP/day	Spells known	Max level
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use	1	1	1st
2nd	+1	+0	+3	+0	Poison mastery	3	2	1st
3rd	+2	+1	+3	+1	Sneak attack +2d6	6	3	2nd
4th	+3	+1	+4	+1	Sure killer	10	4	2nd
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6	15	5	3rd
6th	+4	+2	+5	+2	Venom immunity	23	6	3rd
7th	+5	+2	+5	+2	Sneak attack +4d6	31	7	3rd
8th	+6	+2	+6	+2	Hide in plain sight	43	8	4th
9th	+6	+3	+6	+3	Sneak attack +5d6	55	9	4th
10th	+7	+3	+7	+3	True death	71	10	4th

Class Features

All the following are Class Features of the Assassin prestige class.

Weapon and Armor Proficiency: Assassins are proficient with the cross-bow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Spell Points/Day: An Assassin's ability to cast spells is limited by the spell points he has available. His base daily allotment of spell points is given on [The Assassin](#) table. In addition, he receives bonus spell points per day if he has a high Intelligence score. His race may also provide bonus spell points per day, as may certain feats and items.

Spells Known: An Assassin begins play knowing an Assassin spell of your choice. Each time he achieves a new level, he unlocks the knowledge of new spells. Choose the spells known from the full Assassin spell list. (Exception: The feats Expanded Knowledge and Epic Expanded Knowledge do allow an Assassin to learn spells of other classes, including spells restricted to specialist Wizards.)

An Assassin can cast any spell he knows that has a spell point cost equal to or lower than his caster level. The number of times an Assassin can cast spells in a day is limited only by his daily spell points. An Assassin 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 Assassin spells is $10 + \text{one-half the number of spell points spent on the spell (round up)} + \text{the Assassin's Intelligence modifier}$.

Spells learned via the Assassin class are arcane spells.

Maximum Spell Level Known: An Assassin begins play with the ability to learn 1st-level spells. As he attains higher levels, an Assassin may gain the ability to master more complex spells, as shown on [The Assassin](#) table. To learn

or cast a spell, an Assassin must have a Intelligence score of at least 10 + the spell's level.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If an Assassin gets a sneak attack bonus from another source the bonuses on damage stack.

Death Attack (Ex) If an Assassin studies his victim for 3 rounds and then makes a sneak attack with a weapon that successfully deals damage, the sneak attack has the additional effect of possibly either *paralyzing* or killing the target (Assassin's choice). While studying the victim, the Assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the Assassin or recognize the Assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Assassin's class level + the Assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the *paralysis* effect, the victim is rendered *helpless* and unable to act for 1d6 rounds plus 1 round per level of the Assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the Assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

At the Assassin's option, he may expend his magical focus when he makes the death attack in order to make the attack count as a spell with the [death] descriptor for the purposes of spell interactions. This makes it harder to raise the victim from the dead, but makes protections such as [Death Ward](#) effective against it.

Poison Use (Ex) Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a weapon or using a poisoned weapon.

Poison Mastery (Su) Starting at 2nd level, an Assassin can expend his magical focus when delivering poison in order to increase the poison's save DC by a number equal to 1/2 his Assassin level. The focus must be expended as part of the action that delivers the poison, for example when attacking with a poisoned weapon (but not when applying poison to the weapon), throwing a vial of poisonous gas, or poisoning a drink.

Uncanny Dodge (Ex) Starting at 2nd level, an Assassin retains his Dexterity bonus to AC (if any) regardless of being caught *flat-footed* or struck by an *invisible* attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below) instead.

Sure Killer (Ex) At 4th level, an Assassin can perform a coup de grace as a standard action that does not provoke attacks of opportunity. His coup de graces ignore any immunity the target may have to sneak attacks or effects that require a fortitude save.

Improved Uncanny Dodge (Ex) At 5th level, an Assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the Assassin. The exception to this defense is that a rogue at least four levels higher than the Assassin can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

Venom Immunity (Ex) At 6th level, an Assassin gains immunity to all poisons.

Hide in Plain Sight (Su) At 8th level, an Assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an Assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

True Death (Su) At 10th level, whenever an Assassin succeeds on a Death Attack, he may opt to disperse the subject's soul as part of making the attack.

Raising a creature from the dead whose soul has been dispersed requires a casting a [Wish](#) or Miracle spell to retrieve the soul prior to casting the spell that should raise it.

Dragon Disciple

Stay silent, or risk invoking the anger of the dragon. - Kalas, human
(by birth) Dragon Disciple

A Dragon Disciple is a dragon-descended spellcaster realizing the power of his heritage.

Hit Die: d12

Requirements: To qualify to become a Dragon Disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Skills: Knowledge (arcana) 8 ranks.

Languages: Draconic.

Table 8: The Dragon Disciple

Level	BAB	Fort save	Ref save	Will save	Special	SP/day and max spell level
1st	+0	+2	+0	+2	Natural armor (+1)	+1 level
2nd	+1	+3	+0	+3	Ability boost (Str +2), claws and bite	+1 level
3rd	+2	+3	+1	+3	Breath weapon	+1 level
4th	+3	+4	+1	+4	Ability boost (Str +2), natural armor(+2)	+1 level
5th	+3	+4	+1	+4	Blindsense 30 ft.	+1 level
6th	+4	+5	+2	+5	Ability boost (Con +2)	+1 level
7th	+5	+5	+2	+5	Form of the Dragon, Natural armor (+3)	+1 level
8th	+6	+6	+2	+6	Ability boost (Int +2)	+1 level
9th	+6	+6	+3	+6	Wings	+1 level
10th	+7	+7	+3	+7	Blindsense 60 ft., dragon apotheosis	+1 level

Spellcasting: Ability to cast arcane spells.

Special: The player chooses a dragon variety when taking the first level in this prestige class.

Class Skills The Dragon Disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (None), Spellcraft (Int), and Spot (Wis).

Skill Points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the Dragon Disciple prestige class.

Weapon and Armor Proficiency: Dragon Disciples gain no proficiency with any weapon or armor.

Spell Points/Day and Max Spell Level: When a new Dragon Disciple level is gained, the character gains spell points per day, an increase in caster level, an increase in caster level, and maximum available spell level as if he had also gained a level in whatever arcane spellcasting class in which he could cast spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained, nor does he gain spells known. If a character had more than one arcane spellcasting class in which he could cast arcane spells before he became a Dragon Disciple, he must decide to which class he adds each level of Dragon Disciple for the purpose of determining what spellcasting class gains the benefit of the spellcasting advancement.

Natural Armor Increase (Ex) At 1st, 4th, and 7th level, a Dragon Disciple gains an increase to the character's existing natural armor (a character with no natural armor bonus has a natural armor bonus of +0), as indicated on [The Dragon Disciple](#) table (the numbers represent the total increase gained to that

Table 9: The Dragon Disciple Breath Weapon

Dragon Variety ¹	Breath Weapon
Black	Line of acid
Blue	Line of lightning
Green	Cone of corrosive gas (acid)
Red	Cone of fire
White	Cone of cold
Brass	Line of fire
Bronze	Line of lightning
Copper	Line of acid
Gold	Cone of fire
Silver	Cone of cold

Other varieties of Dragon Disciple are possible, using other dragon varieties as ancestors.

point). As his skin thickens, a Dragon Disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite (Ex) At 2nd level, a Dragon Disciple gains two claw attacks and a bite attack if he does not already have such attacks. His claw attacks deal 1d4 points of damage, and his bite attack deals 1d6 points of damage (assuming a medium Dragon Disciple). A Dragon Disciple who already has claw or bite attacks uses whichever damage values are greater.

A Dragon Disciple is considered proficient with these attacks. When making a full attack, a Dragon Disciple uses his full base attack bonus with his bite attack but takes a -5 penalty on claw attacks. The Multiattack feat reduces this penalty to only -2.

Ability Boost (Ex) As a Dragon Disciple gains levels in this prestige class, his ability scores increase as noted on [The Dragon Disciple](#) table.

These increases stack and are gained as if through level advancement.

Breath Weapon (Su) At 3rd level, a Dragon Disciple gains a breath weapon. In order to use it, he must expend his magical focus as a standard action. The type and shape depend on the dragon variety whose heritage he enjoys (see [The Dragon Disciple Breath Weapon](#)). Regardless of the ancestor, the breath weapon deals 1d6 of damage of the appropriate energy type per arcane caster level (if the Dragon Disciple has multiple arcane caster levels, use the highest).

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

Blindsense (Ex) At 5th level, the Dragon Disciple gains blindsense with a range of 30 feet. Using nonvisual senses the Dragon Disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice

and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.

Any opponent the Dragon Disciple cannot see still has total concealment against him, and the Dragon Disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.

Form of the Dragon At 7th level, the Dragon Disciple gains [Form of the Dragon](#) as a bonus spell known. If he does not have the ability to learn or cast 6th level spells when he gains this ability, he learns it immediately when he can do so. If he already knows Form of the Dragon when reaching 7th level, he can select another spell in its stead he would have qualified for at the time he learned Form of the Dragon.

Wings (Ex) At 9th level, a Dragon Disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.

Dragon Apotheosis At 10th level, a Dragon Disciple takes on the half-dragon template. His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to sleep and paralysis effects, and immunity to the energy type used by his breath weapon.

Skills

Unless noted otherwise in this chapter, use the rules text presented in the [d20 srd](#).

Concentration (Con)

You are particularly good at focusing your mind.

Check

You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include casting a spell, concentrating on an active spell, directing a spell, or using a spell-like ability.

If the Concentration check succeeds, you can continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell points are lost. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a spell-like ability, that use of the ability is lost.

The [Concentration](#) table summarizes various types of distractions that cause you to make a Concentration check. If the distraction occurs while you are trying to cast a spell, you must add the level of the spell you are trying to cast to the appropriate Concentration DC.

Gain Magical Focus Merely holding a reservoir of magical spell points in mind gives magical characters a special energy. Magical 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.

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.

Action

Usually none. Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively). Meditating to gain magical focus is a full-round action.

Table 10: Concentration

Concentration DC ¹	Distraction
10 + damage dealt	Damaged during the action. ²
10 + half of continuous damage last dealt	Taking continuous damage during the action. ³
15	Entangled.
Distracting spell's save DC	Distracted by nondamaging spell. ⁴
20	Gain magical focus.
20	Grappling or pinned. (You can cast spells normally unless you fail your Concentration check.)
Distracting spell's save DC	Weather caused by spell ⁴
DC 20 + twice the level of the spell	Attempting to cast a spell without its components.

1. If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the level of the spell to the indicated DC.
2. Such as during the casting of a spell with a casting time of 1 round or more. Also from an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 standard action) or the action being taken (for activities requiring no more than a full-round action).
3. Such as from standing in natural fire or lava.
4. If the spell allows no save, use the save DC it would have if it did allow a save.

Try Again

Yes, though a success doesn't cancel the effects of a previous failure, such as the loss of the spell points for a spell being cast or the disruption of a spell being concentrated on.

Special

You can use Concentration to cast a spell, use a spell-like ability, or use a skill defensively, so as to avoid attacks of opportunity altogether. This doesn't apply to other actions that might provoke attacks of opportunity.

The DC of the check is 15 (plus the spell's level, if casting a spell or using a spell-like ability defensively). If the Concentration check succeeds, you may attempt the action normally without provoking any attacks of opportunity. A successful Concentration check still doesn't allow you to take 10 on another check if you are in a stressful situation; you must make the check normally. If the Concentration check fails, the related action also automatically fails (with any appropriate ramifications), and the action is wasted, just as if your concentration had been disrupted by a distraction.

A character with the Combat Casting feat gets a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while grappling or pinned.

Spellcraft (Int; Trained only)

This is the skill representing the practical understanding of magic. Use this skill to identify spells as they are being cast, or those spells that are already in place and have noticeable effects.

Check

You can identify spells and magic effects. The DCs for Spellcraft checks relating to various tasks are summarized on the [Spellcraft](#) table.

Action

Varies, as noted above.

Try Again

See above.

Special

If you are a wizard, you get a +2 bonus on Spellcraft checks when dealing with a spell or effect from your specialty school. If you have the Magical Aptitude feat, you get a +2 bonus on Spellcraft checks.

Table 11: Spellcraft

DC	Task
10 + spell points spent on spell	Identify spell as it is being cast
10 + spell level	Research original spell
10 + hardness + thickness in feet	Bypass barrier with Burrowing Spell feat
13	Identify a Glyph of Warding . Requires a full round of study. No retry.
15 + spell level	Decipher scroll. One try per day. Requires one minute of study.
15 + spell level	Read scroll in preparation for casting an unknown spell. Requires one full round. Retries allowed.
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
20 + spell level	Identify a spell from its aura using Detect Magic
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a Wall of Iron spell. No action required. No retry.
25 + spell level	After succeeding on a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
30	Identify the effects of a Planar Binding spell when subjected to it. No action required. No retry.

Synergy

- If you have 5 or more ranks in Knowledge (arcana), you get a +2 bonus on Spellcraft checks.
- If you have 5 or more ranks in Use Magic Device, you get a +2 bonus on Spellcraft checks to decipher spells on scrolls.
- If you have 5 or more ranks in Spellcraft, you get a +2 bonus on Use Magic Device checks related to scrolls.

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.

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) 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.

Companion 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 companion feats. Only companions (familiars, spellstaves, animal companions, and celestial mounts, but not their hosts) can take these feats.

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

Feat Descriptions

Animal Companion

You form a bond with an animal that aids you in your quests.

Prerequisites: Ranger or [Druid](#) level 1st

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

Special: If you have the [Celestial Mount](#) feat, the [Familiar](#) feat, or the [Spellstaff User](#) feat, you may not take this feat.

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.

Arcane Weapon [Magical]

Your bonded item is a powerful arcane weapon.

Prerequisite: Spellstaff User, character level 3rd.

Benefit: You gain the ability to bestow your Spellstaff with magical enhancements, with respect to its use as a weapon. Its statistics as a creature are not affected. In addition, your spellstaff does not use the statistics of a quarterstaff when used as a weapon, but rather the statistics of any one weapon with which you are proficient, chosen at the time you take this feat. This weapon can be an exotic weapon or a weapon made out of unusual material. In any case, the cost of the base weapon is replaces the normal (300 gp) cost involved with summoning or replacing a Spellstaff, as described by the Spellstaff User feat.

In order to enhance your Spellstaff, you must retreat to a magical laboratory (or other sufficiently equipped location) and disassemble magical items worth

the difference between the market price of the magic item you are upgrading your Spellstaff into becoming and the market price of your Spellstaff as it was previously (which is more efficient than selling your lesser magical items at half value). You can also spend gold to cover the difference, although that requires access to a merchant capable of providing you with the necessary magical components. The upgrade process takes 1 day for each 1000 gp of the difference.

For example, an elven Wizard with this feat could upgrade his spell “staff” from being a *masterwork adamantine longsword* into being a *+1 Spell Storing adamantine longsword* by spending 8 days and disassembling a *+2 Greataxe*, which was useless to him. Alternatively, he could have bought components worth 7000 gp, and disassembled one of his Pearls of Power capable of storing one spell point. This would not have affected the time needed to enhance his weapon.

Aura of Courage [Magical]

You are a fearless champion who inspires his companions to bravery.

Prerequisites: Paladin level 3rd.

Benefit: You are immune to fear, and each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This is a Supernatural ability that functions continuously while you are conscious, but not if you are unconscious or dead.

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.

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.

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 [Pushing the Limits](#).

Celestial Mount

You gain the service of a blessed animal.

Prerequisites: Paladin level 5th.

Benefit: As the benefits of the [Animal Companion](#) feat, except for that the Animal Companion also gains the Celestial template.

Special: If you have the [Animal Companion](#) feat, the [Familiar](#) feat, or the [Spellstaff User](#) feat, you may not take this feat.

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 specifies 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.

Charging Smite [Magical]

Your righteous charges are fearsome to behold.

Prerequisites: Paladin level 5th

Benefit: When you use your Smite class feature on a charge attack, you add twice your Paladin level to your damage roll.

Normal: You add your Paladin level to your damage rolls when you perform a Smite.

Companion Alertness [Companion]

Your companion acts as your constant watchdog.

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

Companion Evasion [Companion]

Your companion isn't easy to blast down.

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

Companion Hardiness [Companion]

Your companion is tougher than it seems.

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

Companion Sight Link [Companion]

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

Prerequisite: Master must be 12th level.

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

This is a Supernatural ability.

Companion Spell Link [Companion]

You and your companion 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 companion. The companion 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 companion if it moves farther than 5 feet away and will not affect the companion 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 companion (as a touch range spell) instead of on himself.

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

This is a Supernatural ability.

Companion Spell Resistance [Companion]

Your companion is highly resistant to spells.

Prerequisite: Master must be 12th level.

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

Special: An animal companion may not select this feat (but a celestial mount can, as can all other kinds of companions).

Special: Only a familiar or spellstaff can take this feat, not any other kind of companion.

Continued Training [Magical]

Although you have strayed from the path of magical understanding, the abilities you have already gained continue to improve.

Prerequisite: Spellcraft 4 ranks.

Benefit: Choose a spellcasting class that you possess. Your caster level for the chosen casting class increases by four. This benefit can't increase your caster level higher than your Hit Dice. Even if you can't benefit from the full bonus immediately, if you later gain levels of noncasting classes, you might be able to apply the rest of the bonus.

This feat does not affect your spells known or spell points gained from class levels. It only increases your caster level, which helps you overcome spell resistance, increases the duration and other effects of your spells, and determines how many spell points you may spend on a single spell and how many bonus spell points you receive for your key ability score.

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.

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.

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 items base price. You must pay such a cost to create an item or to mend a broken one.

Defensive Bastion

You are what keeps your allies from being pummeled in melee.

Prerequisites: Paladin level 3rd.

Benefit: Enemies you threaten take a -4 penalty on melee attack rolls when attacking anyone other than you. The enemies are aware of this penalty.

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.

Detect Opposition [Magical]

You are an expert in foiling the machinations of others.

Prerequisites: Paladin level 1st.

Benefit: You gain a bonus on Sense Motive checks equal to your Paladin level. This is a Supernatural ability that functions continuously.

Divine Health [Magical]

Your connection to the divine fortifies you against ailments of the body.

Prerequisites: Paladin level 3rd.

Benefit: You gain immunity to all diseases, including supernatural and magical diseases. This is a Supernatural ability that functions continuously.

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.

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.

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.

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.

Familiar

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](#).

Special: If you have the [Animal Companion](#) feat, the [Celestial Mount](#) feat, or the [Spellstaff User](#) feat, you may not take this feat.

Familiar Communication [Companion]

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.

Special: Only a familiar can take this feat, not any other kind of companion.

Familiar Spell Delivery [Companion]

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.

Special: Only a familiar or spellstaff can take this feat, not any other kind of companion.

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.

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.

Lay on Hands [Magical]

You are blessed with a supernatural ability to effectively heal wounds.

Prerequisites: Paladin level 2nd.

Benefit: Whenever a you cast a [Cure Minor Wounds](#) spell, you may expend your magical focus. This infuses the touch with the blessing of the your holy patron, augmenting the spell as if the you had spent an additional number of spell points on the spell equal to your Paladin level. These virtual spell points are supplied by the feat, rather than your own spellcasting ability, and thus do not count against the limit imposed by the fundamental rule of magic. If you also use your own spell points to augment the spell, they stack with these virtual spell points. (Usually, this simply simply means that the Paladin may expend his magical focus to have his [Cure Minor Wounds](#) heal a number of additional points equal to twice his Paladin level.) This is a Supernatural ability, activated as part of casting a [Cure Minor Wounds](#) spell.

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.

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 spell 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.

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.

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.⁵

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.

⁵**When to maximize?**

The canny reader may have realized that simply slapping a damage-enhancing metamagic feat like Empower Spell or Maximize Spell on the spell does not always result in more damage, as the metamagic costs prevent you from fully augmenting your spells. See table 12 for an example comparison.

Table 12: 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.

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

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Pushing the Limits [Magical]

You can burn your life force to strengthen your 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.

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.

Remove Disease [Magical]

You are blessed with a supernatural ability to cure diseases.

Prerequisites: Paladin level 6th.

Benefit: You can use [Remove Disease](#) as a spell-like ability at will.

Scribe Scroll [Item Creation]

Prerequisite: Caster level 1st.

⁶A note on the *Persistent Spell* Metamagic feat that appears in the [d20 srd](#): This feat is intentionally omitted. Spells can now have augments that drastically alter their durations - spells that don't have such augments are usually spells that shouldn't have their durations greatly fiddled with in the first place. Adding this feat is not recommended.

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.

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.

Shield Guardian [Magical]

Your defensive efforts benefit your entire party.

Prerequisites: Paladin level 3rd.

Benefit: All allies within 10' of you gain a shield bonus to AC equal to your shield bonus to AC (if any). This is a Supernatural ability that functions continuously while you are conscious, but not if you are unconscious or dead.

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).

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 staff 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.

Spellstaff User

You have created a Spellstaff.

Prerequisites: Caster level 1st.

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

Special: If you have the [Animal Companion](#) feat, the [Celestial Mount](#) feat, or the [Familiar](#) feat, you may not take this feat.

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.

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](#)).

Turn Undead [Magical]

You can project the power of your faith to harm the living dead.

Prerequisites: Cleric or Paladin level 1st.

Benefit: In order to Turn Undead, you must expend your magical focus as a standard action. All undead creatures within 60' take 1d6 points of damage per hit die you have. A successful Will saving throw (DC 10 + 1/2 your character level + your charisma modifier) halves the damage⁷. You must have line of sight and line of effect to each individual undead creature to be affected. This is a Supernatural ability.

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.

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.

⁷ Some creatures have Turn Resistance. This means that the creature gains a profane bonus on the Will save equal to that amount.

Spells

Spells marked with an asterisk (*) are spells that have no immediate magical ancestor in the d20 srd. This may be because the spell is based on a psionic counterpart, or because it is a new spell entirely.

Assassin Spells

1st-Level Assassin Spells

- [Aligned Protection](#): +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- [Control Fall](#): Objects or creatures fall slowly.
- [Detect Poison](#): Detects poison or disease in one creature or small object.
- [Disguise Self](#): Changes your appearance.
- [Fog](#): Fog surrounds you.
- [Pass without Trace](#): One subject/level leaves no tracks.
- [True Strike](#): +20 on your next attack roll.
- [Ventriloquism](#): Makes sounds appear out of nowhere.
- [Sleep](#): Puts 4 HD of creatures into magical slumber.

2nd-Level Assassin Spells

- [Alter Self](#): Perform minor physical changes on yourself.
- [Animal's Movement](#): Grants additional movement capabilities.
- [Darkness](#): 20-ft. radius of supernatural shadow.
- [Darkvision](#): See 30 ft. in total darkness.
- [Invisibility](#): Subject is invisible for 1 min./level or until it attacks.
- [Mask Alignment](#): Protects subject's alignment from being revealed via divinations.
- [Wombat's Boost](#): Subject gains +4 to an ability score for 1 min./level.

3rd-Level Assassin Spells

- [Blindsense*](#): Subject can notice things it can not see.
- [Clairvoyance](#): See and hear a distant location.
- [False Life](#): Gain 1d10 temporary hp.
- [Gaseous Form](#): Subject becomes insubstantial and can fly slowly.
- [Locate](#): Senses direction toward object (specific or type).
- [Nondetection](#): Masks object or creature against scrying.

4th-Level Assassin Spells

- **Arcane Eye**: Invisible floating eye moves 30 ft./round.
- **Dimensional Anchor**: Bars extradimensional movement.
- **Dimension Door**: Teleports you short distance.
- **Freedom of Movement**: Subject moves normally despite impediments.
- **Glibness**: You gain a large bonus on Bluff checks.

Cleric Domains and Spells

Chaos Domain

Granted Power You gain damage reduction equal to one-half your Cleric level (minimum 1). Your damage reduction is overcome by lawful-aligned weapons.

At Cleric level 5th, you can expend your magical focus when making any single attack roll, skill check, ability check, or saving throw. You roll your d20 twice when making the check, and use the better result. You must decide whether or not to use it before you make the roll in question. Using this ability does not take an action of its own, its activation is done as part of the activity that requires the roll. You can use this ability once per day. At Cleric level 10th, and again at 15th level, you gain an additional use per day.

At Cleric level 8th, any weapons you use are considered chaotic-aligned for the purpose of overcoming damage reduction.

Chaos Domain Spells

- 1 **Aligned Protection**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 1 **Discern Alignment**: Reveals the subject's alignment.
- 1 **Random Action**: Forces a creature to act randomly.
- 2 **Mask Alignment**: Protects subject's alignment from being revealed via divinations.
- 2 **Shatter**: Sonic vibration damages objects or crystalline creatures.
- 4 **Fist of the Deity**: Smites creatures of opposing alignment.
- 5 **Atonement**: Removes burden of misdeeds from subject.
- 5 **Dispel Alignment**: Protects against creatures of the chosen alignment, discharge to drive creature away.
- 5 **Reincarnate**: Creates a new, random body for a deceased creature to inhabit.
- 6 **Animate Objects**: Objects attack your foes.
- 7 **Word of God**: Kills, paralyzes, hinders, or deafens subjects not of a selected alignment.
- 8 **Aligned Aura**: Protects creatures, better against creatures of an opposing alignment.

Good Domain

Granted Power You gain damage reduction equal to one-half your Cleric level (minimum 1). Your damage reduction is overcome by evil-aligned weapons.

At Cleric level 5th, whenever you stabilize a dying creature, take damage due to a [Shield Other](#) spell you have cast, use the aid another action, or cast a spell with the [Good] descriptor or one that heals another creature's hit point damage, you can expend your magical focus to gain a +1 sacred bonus on attack and damage rolls for one minute. Using this ability does not take an action of its own, its activation is done as part of the activity that allowed you to use it. At Cleric level 10th, the sacred bonus increases to +2. At 15th level, it increases to +3, and at 20th level to +4.

At Cleric level 8th, any weapons you use are considered good-aligned for the purpose of overcoming damage reduction.

Good Domain Spells

- 1 [Aligned Protection](#): +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 1 [Bless](#): Allies gain +1 on attack rolls and +1 on saves against fear.
- 1 [Discern Alignment](#): Reveals the subject's alignment.
- 2 [Aid](#): +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp +1/level.
- 2 [Consecrate](#): Fills area with positive energy, making undead weaker.
- 2 [Mask Alignment](#): Protects subject's alignment from being revealed via divinations.
- 2 [Shield Other](#): You take half of subject's damage.
- 4 [Fist of the Deity](#): Smites creatures of opposing alignment.
- 5 [Atonement](#): Removes burden of misdeeds from subject.
- 5 [Dispel Alignment](#): Protects against creatures of the chosen alignment, discharge to drive creature away
- 6 [Blade Barrier](#): Wall of blades deals 11d6 damage.
- 7 [Word of God**](#): Kills, paralyzes, hinders, or deafens subjects not of a selected alignment.
- 8 [Aligned Aura](#): Protects creatures, better against creatures of an opposing alignment.

Evil Domain

Granted Power You gain damage reduction equal to one-half your Cleric level (minimum 1). Your damage reduction is overcome by good-aligned weapons.

At Cleric level 5th, whenever you drop (usually by reducing it to -1 HP or below) a sentient (Int 3 or higher) living creature, score a critical hit, damage a cowering or helpless opponent, or cast a spell with the [Evil] descriptor, you can expend your magical focus to gain a +1 profane bonus on attack and damage rolls for one minute. Using this ability does not take an action of its own, its activation is done as part of the activity that allowed you to use it. At Cleric level 10th, the profane bonus increases to +2. At 15th level, it increases to +3, and at 20th level to +4.

At Cleric level 8th, any weapons you use are considered evil-aligned for the purpose of overcoming damage reduction.

Evil Domain Spells

- 1 **Aligned Protection**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 1 **Discern Alignment**: Reveals the subject's alignment.
- 1 **Fear**: One creature flees for 1d4 rounds.
- 2 **Blindness**: Negates one of the subject's senses.
- 2 **Darkness**: 20-ft. radius of supernatural shadow.
- 2 **Desecrate**: Fills area with negative energy, making undead stronger.
- 2 **Mask Alignment**: Protects subject's alignment from being revealed via divinations.
- 3 **Bestow Curse**: -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- 3 **Poison**: Creates a temporary batch of poison.
- 4 **Fist of the Deity**: Smites creatures of opposing alignment.
- 5 **Atonement**: Removes burden of misdeeds from subject.
- 5 **Dispel Alignment**: Protects against creatures of the chosen alignment, discharge to drive creature away.
- 6 **Create Undead**: Creates ghouls, and more powerful creatures with augment.
- 7 **Word of God**: Kills, paralyzes, hinders, or deafens subjects not of a selected alignment.
- 8 **Aligned Aura**: Protects creatures, better against creatures of an opposing alignment.

Law Domain

Granted Power You gain damage reduction equal to one-half your Cleric level (minimum 1). Your damage reduction is overcome by chaotic-aligned weapons.

At Cleric level 5th, you can expend your magical focus to "take 12" on a single attack roll, skill check, ability check, or saving throw. Instead of rolling a d20 for the check, calculate your result as if you had rolled a 12. You can use this ability even under duress. You must decide whether or not to use it before you make the roll in question. Using this ability does not take an action of its own, its activation is done as part of the activity that requires the roll. You can use this ability once per day. At Cleric level 10th, and again at 15th level, you gain an additional use per day.

At Cleric level 8th, any weapons you use are considered lawful-aligned for the purpose of overcoming damage reduction.

Law Domain Spells

- 1 **Command**: One subject obeys selected command for 1 round.
- 1 **Aligned Protection**: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- 1 **Discern Alignment**: Reveals the subject's alignment.
- 2 **Calm Emotions**: Calms creatures, negating emotion effects.
- 2 **Hold Person**: Paralyzes one humanoid for 1 round/level.
- 2 **Mask Alignment**: Protects subject's alignment from being revealed via divinations.
- 2 **Zone of Truth**: Subjects within field find it extremely hard to lie.
- 4 **Fist of the Deity**: Smites creatures of opposing alignment.
- 4 **Geas/Quest**: Commands subject of 7 HD or less.
- 5 **Atonement**: Removes burden of misdeeds from subject.
- 5 **Dispel Alignment**: Protects against creatures of the chosen alignment, discharge to drive creature away
- 5 **Mark of Justice**: Designates action that will trigger curse on subject.
- 7 **Word of God**: Kills, paralyzes, hinders, or deafens subjects not of a selected alignment.
- 8 **Aligned Aura**: Protects creatures, better against creatures of an opposing alignment.

Magic Domain

Granted Power You add Use Magic Device to your list of Cleric class skills.

You gain the Cantrips class feature, as a Wizard.

At fourth level, you gain the ability to counterspell by expending your magical focus as an immediate action. You do not need to take the ready action in your previous round, the entire counterspell attempt is performed as an immediate action. Counterspell attempts are otherwise handled normally (see [Counterspells](#)). You can use this ability once per day. At Cleric levels 8, 12 and 16, you gain an additional daily use of this ability.

Magic Domain Spells

- 1 [Detect Magic](#): Reveals the presence, strength, and school of magical auras.
- 1 [Magic Aura](#): Alters object's magic aura.
- 1 [Identify](#): Determines properties of magic item.
- 2 [Dweomer Rip](#)*: Damages creatures with active magical effects on them.
- 3 [Invisibility Purge](#): Suppresses invisibility within 5 ft./level.
- 3 [Dispel Magic](#): Cancels magical spells and effects.
- 3 [Glyph of Warding](#): Inscription harms those who pass it.
- 4 [Imbue with Spell Ability](#): Transfer spells to subject.
- 5 [Spell Resistance](#): Subject gains SR 12 + level.
- 6 [Antimagic Field](#): Negates magic within 10 ft.
- 7 [Spell Turning](#): Reflect spells back at caster.
- 9 [Mage's Disjunction](#): Dispels magic, disenchant magic items.

Paladin Spells

1st-Level Paladin Spells

- [Aligned Protection](#): +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- [Bless](#): Allies gain +1 on attack rolls and +1 on saves against fear.
- [Bless Weapon](#): Weapon strikes true against evil foes.
- [Comprehend Languages](#): You understand all spoken and written languages.
- [Cure Minor Wounds \(Free for Paladins\)](#): Cures wounds with a touch.
- [Detect Poison](#): Detects poison or disease in one creature or small object.
- [Detect Undead](#): Reveals the presence and strength and of undead creatures.

- **Discern Alignment**: Reveals the subject's alignment.
- **Divine Favor**: You gain a luck bonus on attack and damage rolls.
- **Endure Elements**: Exist comfortably in hot or cold environments.
- **Light**: Causes object to shine like a torch.
- **Magic Weapon***: Weapon gains +1 bonus.
- **True Strike**: +20 on your next attack roll.
- **Remove Fear**: Subject gains immunity to fear.
- **Summon Weapon**: Summons bonded weapon to your hand.
- **Virtue**: Gain 5 temporary hit points.

2nd-Level Paladin Spells

- **Align Water***: Vial of water is imbued with the power of an alignment.
- **Blade of the Sun***: Weapon shines with brilliant energy for one round.
- **Delay Poison**: Stops poison from harming subject for 1 hour/level.
- **Divine Footstep***: Tread on air for one round.
- **Lion's Charge***: You can make full attack in same round you charge.
- **Mask Alignment**: Protects subject's alignment from being revealed via divinations.
- **Resistance**: Grants a Resistance bonus on saving throws.
- **Resist Energy**: Ignores first 10 (or more) points of damage/attack from specified energy type.
- **Restoration**: Dispels magical ability penalty or repairs 1d4 ability damage.
- **Shield Other**: You take half of subject's damage.
- **Zone of Truth**: Subjects within field find it extremely hard to lie.
- **Wombat's Boost**: Subject gains +4 to an ability score for 1 min./level.

3rd-Level Paladin Spells

- **Celestial Flight***: Subject sprouts wings and flies at speed of 40 ft.
- **Dispel Magic**: Cancels magical spells and effects.
- **Heal Mount**: As Heal on your special mount.
- **Keen Edge**: Doubles normal weapon's threat range.
- **Remove Blindness/Deafness**: Cures normal or magical conditions impeding senses.
- **Searing Blade***: Weapon deals 5d6 extra points of damage against undead and oozes, half that against others.

4th-Level Paladin Spells

- [Remove Curse](#): Frees object or person from curse.
- [Death Ward](#): Grants immunity to death spells and negative energy effects.
- [Dimension Door](#): Teleports you short distance.
- [Freedom of Movement](#): Subject moves normally despite impediments.
- [Geas/Quest](#): Commands subject of 7 HD or less.
- [Mark of Justice](#): Designates action that will trigger curse on subject.

5th-Level Paladin Spells

- [Atonement](#): Removes burden of misdeeds from subject.
- [Banishing Weapon*](#): Melee weapon banishes fiends.
- [Commune](#): Deity answers three yes-or-no questions.
- [Dispel Alignment](#): Protects against creatures of the chosen alignment, discharge to drive creature away.
- [Disrupting Weapon](#): Melee weapon destroys undead.
- [Holy Sword](#): Weapon becomes +5, deals +2d6 damage against evil.
- [Mace of the Astral Deva](#): Creature struck twice with weapon must save or be stunned.
- [Righteous Might**](#): Your size increases, and you gain combat bonuses.
- [True Seeing](#): Lets you see all things as they really are.

6th-Level Paladin Spells

- [Assault of the Sevenfold Heaven*](#): Creature is subjected to an array of prismatic effects.
- [Bow of the Solar*](#): Creature must save or be destroyed.
- [Form of the Celestial*](#): You assume the form of a creature of good.
- [Heal](#): Cures great amounts of damage, all diseases and mental conditions.
- [Mind Blank, Personal*](#): You are immune to scrying and mental effects.
- [Word of God*](#): Kills, paralyzes, hinders, or deafens subjects not of a selected alignment.

Sorcerer/Wizard Spells

1st-Level Sorcerer/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 \(Specialist only\)](#): Gives subject +4 armor bonus.
 - [Open/Close](#): Holds door shut or opens it.
 - [Shield](#): Invisible disc gives +4 to AC.
- Conjuraton
 - [Grease](#): Makes 10-ft. square or one object slippery.
 - [Mount](#): Summons magical riding horse for 2 hours/level.
 - [Fog \(Specialist only\)](#): 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.
 - [Detect Undead](#): Reveals the presence and strength and of undead creatures.
 - [Identify](#): Determines properties of magic item.
 - [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.
- [Energized Touch](#): Touch delivers 1d6 energy 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
 - [Fear \(Specialist only\)](#): One creature flees for 1d4 rounds.
 - [Ray of Enfeeblement](#): Ray inflicts a strength penalty of 1d6.
 - [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.
 - [Repair](#): Makes repairs on an object or construct.

2nd-Level Sorcerer/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

- [Clairvoyance](#) (**Specialist only**): See and hear a distant location.
- [Darkvision](#): See 30 ft. in total darkness.
- [Locate](#): Senses direction toward object (specific or type).
- [See Invisibility](#): Reveals invisible creatures or objects.
- Enchantment
 - [Hideous Laughter](#): Subject loses actions for 1 round/level.
 - [Hold Person](#): Paralyzes one humanoid 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.
 - [Fireball](#) (**Specialist only**): Deal 3d6 energy damage in a burst.
 - [Flaming Sphere](#): Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
 - [Gust of Wind](#): Blows away and knocks down creatures.
 - [Shatter](#): Sonic vibration damages objects or crystalline creatures.
- 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](#) (**Specialist only**): Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
 - [Pattern](#): Twisting colors fascinate creatures.
 - [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.
 - [Spectral Hand](#): Creates disembodied glowing hand to deliver touch attacks.
- 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](#)⁸: Subject gains +4 to an ability score for 1 min./level.

3rd-Level Sorcerer/Wizard Spells

- Abjuration
 - [Dispel Magic](#): Cancels magical spells and effects.
 - [Explosive Runes](#): Deals 6d6 damage when read.
 - [Nondetection](#) (**Specialist only**): Masks object or creature against scrying.
- Conjunction
 - [Blink](#): Subject randomly vanishes and reappears for 1 round/level.
 - [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.
- 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.
 - [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

⁸Thanks to Fax Celestis @ Giantitp.com for this joke.

- [Hall of Mirrors](#)* (**Specialist only**): Subject's movement is randomized.
- [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.

4th-Level Sorcerer/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](#) (**Specialist only**): 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/Quest](#) (**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 Conjuration](#) (**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](#) (**Specialist only**): Subject gains 1d4 negative levels.
- Transmutation
 - [Control Water](#): Raises or lowers bodies of water, or slows water elemental.
 - [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.

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 saves 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 slowed.
 - [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
 - [Baleful Resurrection](#) (**Specialist only**): Returns subject from the dead - mostly.
 - [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.

6th-level Sorcerer/Wizard Spells

- Abjuration
 - [Antimagic Field](#) (**Specialist only**): Negates magic within 10 ft.
 - [Antilife Shell](#): 10-ft. field hedges out living creatures.
- Conjuraton
 - [Deadly Fog](#): Add elemental component to fog, causing it to deal damage.
 - [Wall of Iron](#) (**Specialist only**): Flat iron wall appears, may topple on to foes.
- Divination
 - [Legend Lore](#) (**Specialist only**): Lets you learn tales about a person, place, or thing.
 - [True Seeing](#): Lets you see all things as they really are.
- Enchantment
 - [Deadly Frigh^t*](#) (**Specialist only**): Humanoid dies of fright.
 - [Shun^{*}](#): Subject is forced away.
- Evocation
 - [Chain Lightning](#) (**Specialist only**): 1d6/level damage to multiple subjects.
 - [Contingency](#): Allows you to store one spell to be swiftly cast when the need is dire.
 - [Freezing Sphere](#): Freezes in place and deals cold damage.
- Illusion
 - [Mislead](#) (**Specialist only**): Turns you invisible and creates illusory double.
 - [Programmed Image](#) (**Specialist only**): Causes Image spell to be triggered by event.
 - [Shadow Walk](#): Step into shadow to travel rapidly.

- Necromancy
 - [Create Undead](#) (**Specialist only**): Creates ghouls, and more powerful creatures with augment.
 - [Life and Death](#) (**Specialist only**): Kills living creatures or destroys undead creatures.
 - [Eyebite](#): Target becomes panicked, sickened, and/or comatose, depending on HD.
- Transmutation
 - [Disintegrate](#): Makes one creature or object vanish.
 - [Form of the Dragon](#) (**Specialist only**): Subject gains the form of a mighty dragon.
 - [Hardening](#): Increases an object's hardness.
 - [Transformation](#): You transform into a a hulk skilled in combat.
 - [Transmute Flesh and Stone](#): Turns subject creature into statue, or the other way around.

7th-Level Sorcerer/Wizard Spells

- Abjuration
 - [Sequester](#): Subject is invisible to sight and scrying; renders creature comatose.
 - [Spell Turning](#) (**Specialist Only**): Reflect spells back at caster.
- Conjunction
 - [Instant Summons](#): Prepared object appears in your hand.
 - [Phase Door](#): Creates an invisible passage through wood or stone.
 - [Plane Shift](#) (**Specialist only**): As many as eight subjects travel to another plane.
 - [Refuge](#): Alters item to transport its possessor to you.
- Divination
 - [Precognition](#) (**Specialist only**): You see the future of one creature.
- Enchantment
 - [Power Word](#) (**Specialist only**): Overwhelms the minds of lesser creatures with a single word of power.
- Evocation
 - [Mage's Sword](#): Floating magic blade strikes opponents.
 - [Prismatic Spray](#): Rays hit subjects with variety of effects.
 - [Wish, Limited](#): Alters reality - within spell limits.
- Illusion

- [Simulacrum](#) (**Specialist only**): Creates partially real double of a creature.
- Necromancy
 - [Control Undead](#) (**Specialist only**): You force an undead creature to bow to your will.
 - [Finger of Death](#): Kills one subject.
- Transmutation
 - [Control Weather](#): Changes weather in local area.
 - [Ethereal Jaunt](#): Touched creature becomes ethereal for 1 round/level.
 - [Form of the Elemental](#) (**Specialist only**): Subject becomes a living creature of the elements.
 - [Reverse Gravity](#): Objects and creatures fall in a direction other than down for one round.

8th-level Sorcerer/Wizard Spells

- Abjuration
 - [Dimensional Lock](#) (**Specialist only**): Teleportation and interplanar travel blocked for one day/level within an area.
 - [Mind Blank](#): Subject is immune to mental/emotional magic and scrying.
 - [Prismatic Wall](#): Wall's colors have array of effects.
- Conjunction
 - [Maze](#) (**Specialist only**): Traps subject in extradimensional maze.
- Divination
 - [Absolute Revelation](#) (**Specialist only**): Reveals exact location of creature or object.
 - [Moment of Prescience](#): You gain insight bonus on single attack roll, check, or save.
- Enchantment
 - [Binding](#): Utilizes an array of techniques to imprison a creature.
 - [Telepathic Beacon](#): Object or location attracts or repels certain creatures.
 - [Irresistible Dance](#) (**Specialist only**): Forces subject to dance.
- Evocation
 - [Polar Ray](#): (**Specialist only**): Ranged touch attack deals cold damage and immobilizes.
 - [Sunburst](#): Blinds creatures and deals damage, more to undead and oozes.

- Illusion
 - [Screen](#) (**Specialist only**): Illusion hides area from vision, scrying.
- Necromancy
 - [Horrid Wilting](#) (**Specialist only**): Dessicates nearby creatures.
- Transmutation
 - [Form of the Iron Golem](#) (**Specialist only**): Subject's body changes into a creature of living iron.
 - [Temporal Stasis](#): Puts subject into suspended animation.

9th-level Sorcerer/Wizard Spells

- Abjuration
 - [Freedom](#): Releases creature from imprisonment.
 - [Imprisonment](#): Entombs subject beneath the earth.
 - [Mage's Disjunction](#) (**Specialist only**): Dispels magic, disenchantments magic items.
 - [Prismatic Sphere](#): As prismatic wall, but surrounds on all sides.
- Conjunction
 - [Gate](#) (**Specialist only**): Connects two planes for travel or calling.
 - [Genesis](#): You instigate a new demiplane on the Astral Plane.
 - [Teleportation Circle](#): Circle teleports any creature inside to designated spot.
- Divination
 - [Foresight](#) (**Specialist only**): "Sixth sense" warns of impending danger.
- Enchantment
 - [Crushing the Essence](#)* (**Specialist only**): Suppresses all immunities to enchantments for one round.
- Evocation
 - [Meteor](#) (**Specialist only**): Sphere descends destroys everything.
 - [Wish](#): As limited wish, but with fewer limits.
- Illusion
 - [Reality Veil](#)* (**Specialist only**): Creatures live forevermore in world of your imagination.
- Necromancy
 - [Astral Projection](#): Projects you and companions onto Astral Plane.

- [Soul Bind](#) (**Specialist only**): Traps dead soul to prevent resurrection.
- [Wail of the Banshee](#): Kills multiple creatures.
- Transmutation
 - [Shapechange](#) (**Specialist only**): Transforms you into any creature whose form you know, and change forms once per round.
 - [Time Stop](#): You stop time momentarily.

Alphabetical Listing of Spells

Absolute Revelation

Divination

Level: Diviner 8, Knowledge 8

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Points: 15

An Absolute Revelation spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Absolute Revelation circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Augment: If you spend 4 additional spell points, you can cast this spell as a standard action.

Acid Arrow

Conjuration (Creation) [Acid]

Level: Sor/Wiz 2

Components: V, S

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.

Aid

Enchantment (Compulsion) [Mind-Affecting]

Level: Good 2, Luck 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Spell Points: 3

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level.

Augment: For every additional spell point you spend, this spell can affect an additional target within range.

Air Walk

Transmutation [Air]

Level: Air 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature (Gargantuan or smaller) touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: Yes (harmless)

Spell Points: 7

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

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.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Augment: For every 2 additional spell points you spend, this spell affects an additional target.

Alarm

Abjuration

Level: Sor/Wiz 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 more 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.
3. If you spend eight additional spell points and 500XP, this spell’s duration increases to permanent.

Aligned Aura

Abjuration [see text]

Level: Chaos 8, Evil 8, Good 8, Law 8

Components: V, S

Casting Time: 1 standard action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: Yes (harmless)

Spell Points: 15

When you cast this spell, choose an alignment. This spell gains an alignment descriptor matching that alignment. This abjuration has four effects on its subjects:

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves.

Second, each warded creature gains spell resistance 25, applicable only against attacks made or effects created by creatures of the alignment opposed chosen alignment.

Third, the abjuration blocks possession and mental influence, just as [Aligned Protection](#) does.

Finally, you gain an additional effect depending on the alignment chosen.

- *Chaos:* A random pattern of color surrounds the subjects. If a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is *confused* for 1 round (Will negates the *confusion*).
- *Evil:* A malevolent darkness surrounds the subjects. If a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).
- *Good:* A brilliant divine radiance surrounds the subjects. If an evil creature succeeds on a melee attack against a warded creature, the offending attacker is *blinded* (Fortitude save negates, as if by the [Blindness](#) spell, but against the save DC of the Aligned Aura).
- *Law:* A dim, blue glow surrounds the subjects. If a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as if by the [Slow](#) spell, but against the save DC of the Aligned Aura).

Augment: For every additional spell point you spend, the spell resistance offered by this spell increases by 1.

Aligned Protection

Abjuration [See text]

Level: Assassin 1, Chaos 1, Evil 1, Good 1, Law 1, Paladin 1, Sor/Wiz 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. For example, if you want to protect a creature from Evil, this spell becomes an Abjuration [Good] spell. It is then often referred to as Protection from Evil.

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, applicable only 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](#)). 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 aligned protection 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 summoned creatures can enter the area either unless their alignment matches the spell's descriptor (that is, their alignment is opposed to the alignment the spell protects against). 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.

Align Water

Transmutation [See text]

Level: Water 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One flask of water

Duration: One hour/level

Spell Resistance: No

Saving throw See text

Spell Points: 3

You imbue a flask of water with the power of an alignment. At the time of casting, choose the alignment with which you wish to imbue the water. The spell gains an alignment descriptor corresponding to the chosen alignment.

A flask of aligned water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the aligned water out onto the target. Thus, you can douse an incorporeal creature with aligned water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

- *Good:* Good water is referred to as holy water. If studied closely, holy water appears to possess a slight inner luminescence. A direct hit by a flask of holy water nauseates an evil creature for 1d4 rounds unless it succeeds on a Fortitude save. Undead creature and evil outsiders take a -4 penalty on the saving throw. This bypasses an undead creature's immunity to nausea and effects that require a fortitude save.
- *Evil:* Evil water is referred to as unholy water. Unholy water never visibly reflects light, regardless of the surrounding brightness. A direct hit by a flask of unholy water blinds a good creature for 2d4 rounds unless it succeeds on a Fortitude save. Good outsiders take a -4 penalty on the saving throw.
- *Lawful:* Lawful water is referred to as axiomatic water. Axiomatic water always returns immediately to stillness, regardless of how much it is stirred. A direct hit by a flask of axiomatic water dazes a chaotic creature for 1d3 rounds unless it succeeds on a Will save. Chaotic outsiders take a -4 penalty on the saving throw.
- *Chaotic:* Chaotic water is referred to as anarchic water. Anarchic water boils, spills, and bubbles at the slightest provocation. A direct hit by a flask of anarchic water stuns a lawful creature for 1d3 rounds unless it succeeds on a Will save. Lawful outsiders take a -4 penalty on the saving throw.

Each applicable creature within 5 feet of the point where the flask hits is subjected to the indicated condition for only 1 round, and gains a +4 bonus on the saving throw.

Alter Self

Transmutation

Level: Assassin 2, Transmuter 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Spell Points: 3

The spell 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. An observer under the influence of a [True Seeing](#) spell ignores this bonus.
- *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 noticeably magical changes on your body, which can be detected with a successful DC 20 spot check and identified with a successful [Spellcraft](#) check, as normal.

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.

Alter Size

Transmutation

Level: Strength 1, 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.

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.

- 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 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 speeds.

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. Note the effects of changed carrying capacity. 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 increases to 1 hour per level.
3. If you spend an additional 8 spell points and 500 XP, the spell's duration changes to permanent.
4. If you spend 4 additional spell points, this spell can also affect an animal, fey, giant, magical beast, or monstrous humanoid.

5. 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.

Animal's Movement

Transmutation

Level: Sor/Wiz 2, Water 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 9x speed rather than 5x while running, an average character moves at 8x speed, and a character wearing heavy armor runs at 7x 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's 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'. No tunnel is left behind 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. Gaining access to this option requires spending 2 additional spell points.

Animate Dead

Necromancy [Evil]

Level: Death 3, 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: Death 5, Necromancer 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 [Desecrate](#) spell increases this limit)

The undead you create remain under your control indefinitely.

- *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.

Note: This spell falls into the category of [Minion Spells](#).

Animate Objects

Transmutation

Level: Chaos 6

Components: V, S

Casting Time: 1 standard action

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

Targets: Eleven Small objects; see text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Points: 11

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate up to eleven Small or smaller objects or an equivalent number of larger objects. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

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

1. For every additional spell point you spend, you can animate an additional small object (or its equivalent).
2. If you spend 3 additional spell points and 3000XP, this spell's duration increases to Permanent.

Antilife Shell

Abjuration

Level: Animal 6, Protection 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 round

Range: 10 ft.

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

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Spell Points: 11

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The field moves around with you.

The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead.

This spell may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Creatures with reach sufficient to stand outside the field and attack the caster can do so, even with natural weapons (the field does not do its work instantaneously).

Augment: For every 4 additional spell points you spend, the field's range and radius increases by 5'.

Antimagic Field

Abjuration

Level: Abjurer 6, Magic 6, Protection 6

Components: V, S

Casting Time: 1 standard action

Range: 10 ft.

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

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: See text

Spell Points: 11

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type and incorporeal undead wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check ($1d20 + \text{caster level}$) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, corporeal undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities, however, may be temporarily nullified by the field. Dispel magic does not remove the field, though Mage's Disjunction might.

An antimagic field does not block line of sight or line of effect.

Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as [Wall of Force](#), [Prismatic Sphere](#), and [Prismatic Wall](#) remain unaffected by antimagic field (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

A creature with a space larger than a 5' square can be partially covered by an antimagic field. If at least half of the squares the creature occupies are covered by an antimagic field, the creature acts as if it were fully enclosed within the field, otherwise it can act unhindered.

A creature standing in a square not covered by an antimagic field can reach into the field without suffering any of its effects (the antimagic field does not suppress magic instantaneously enough to affect those who are simply taking advantage of their reach). For example, an Ogre wielding a magical longspears could attack a mage covered by an antimagic field from the edge of his reach, and still gain the benefits of the spear's magical enhancements.

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

1. If you spend 2 additional spell points, this spell's duration increases to 1 minute per level.
2. For every 2 additional spell points you spend, the spell's range and radius of the area increases by 5'.
3. If you spend 6 additional spell points, the antimagic field remains stationary at the location you cast the spell, rather than moving with you.

Arcane Eye

Divination (Scribing)

Level: Assassin 4, Sor/Wiz 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:

1. 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.
2. If you spend two additional spell points, the spell's duration is increased to 10 minutes per level.

Assault of the Sevenfold Heaven

Evocation
Level: Paladin 6
Components: V, S
Casting Time: 1 swift action
Range: Touch
Target: Weapon touched
Duration: 1 round; See text
Saving Throw: None
Spell Resistance: Yes
Spell Points: 11

The target of your next successful attack with the weapon (if it is made before the end of the spell's duration) is subjected to each of the following effects, in order:

1. 10 points of fire damage (Reflex half)
2. 20 points of acid damage (Reflex half)

3. 40 points of electricity damage (Reflex half)
4. 1d8 points of constitution damage (Fortitude half)
5. Turned to stone, as if by a [Transmute Flesh and Stone](#) spell, except the duration is only 1 round/level, (Fortitude negates)
6. *Confused*, as if by a [Confusion](#) spell (Will negates)
7. Sent to one of the upper planes for 1 round/level, as if by an unaugmented [Plane Shift](#) spell (Will negates)

Astral Projection

Necromancy

Level: Sor/Wiz 9, Travel 9

Components: V, S

Casting Time: 30 minutes

Range: Touch

Targets: You plus one additional willing creature touched per two caster levels

Duration: See text

Saving Throw: None

Spell Resistance: Yes

Spell Points: 17

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether.

You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane (astral copies of gear removed from the astral copy of the creature that attends it disappears, and does not reappear while the spell lasts). Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically, and your soul is lost on the Astral Plane. Raising you from the dead after your soul has been lost in this way requires a casting a [Wish](#) or Miracle spell prior to casting the spell that should raise you in order to retrieve the soul. A silver cord has hardness 10, and 20 hit points. It can be sundered as a piece of equipment can. A hit by a sword made of silver instantly destroys a silver cord.

When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral

projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as a successful [Dispel Magic](#) spell cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

This spell can only be cast on the Material Plane.

Experience cost: 200XP.

Atonement

Abjuration

Level: Chaos 5, Evil 5, Good 5, Law 5, Paladin 5

Components: V, S

Casting Time: 1 hour

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 9, XP

This spell removes the burden of evil acts or misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds, or the spell fails.

Some casters first assign a subject of this sort a quest (see [Geas/Quest](#)) or similar penance to determine whether the creature is truly contrite before attempting to cast the atonement spell on its behalf.

Atonement may be cast for one of several purposes, depending on the version selected.

- *Reverse Magical Alignment Change:* If a creature has had its alignment magically changed, atonement returns its alignment to its original status.
- *Restore Power:* A Cleric or Paladin who has lost access to its class features by violating a code of conduct may regain his abilities by seeking atonement from another Cleric of the same deity or a Paladin of the same order.
- *Redemption or Temptation:* You may cast this spell upon a creature in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

In the case of Clerics and Paladins that have switched to an inappropriate alignment, this use of the spell may be required in order to restore their abilities.

Though the spell description refers to evil acts, atonement can also be used on any creature that has performed acts against its alignment, whether those acts are evil, good, chaotic, or lawful.

Note: Normally, changing alignment is up to the player. This use of atonement simply offers a believable way for a character to change his or her alignment drastically, suddenly, and definitively.

Experience cost: 500 XP

Aura of Fire

Evocation [Fire]

Level: Fire 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Spell Resistance: See text

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 against this damage, 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.

Baleful Polymorph

Transmutation

Level: Sor/Wiz 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.

Note: This is not a polymorph subschool spell.

Baleful Resurrection

Necromancy (Healing) [Evil]

Level: Death 4, Necromancer 5

Casting Time: 1 hour

Spell Points: Death 7, Necromancer 5; XP; see text

This spell functions as the [Raise Dead](#) spell, but with a few significant differences, as outlined here.

In addition to losing a level or point of constitution, the subject loses 2 points of Charisma, and its alignment is shifted one step towards Evil. A creature who is already Evil has its alignment shifted one step towards Chaotic. A Chaotic Evil creature does not suffer a change in alignment. If the Charisma loss (or the Constitution loss, in the case of a 1st-level creature) would bring the raised creature's score down to 0, the subject is instead raised as an uncontrolled zombie, at full strength. If the creature that suffers this fate can not be raised as a zombie, the spell fails.

A [Wish](#) or Miracle spell can repair the creature's Charisma loss, and an Atonement spell can restore the original alignment. The level/HD loss or Constitution loss can still not be repaired by any means.

A creature successfully raised with this spell becomes alive at -9 hit points rather than with hit points equal to its HD. Any wounds repaired as part of the resurrection process are only repaired to the absolute minimum functionality required to return the creature to life. Even if the creature's hit point total is fully restored, such wounds still leave scars, unless removed with the Regenerate spell.

Augment: The spell gains an augment in addition to the ones inherited from Raise Dead:

- If you spend 4 additional spell points, the creature to be returned from the dead can be unwilling. An unwilling creature is allowed a will save with a +5 bonus (but no bonuses for items, active spells, or other effects that may be affecting its corpse at the time of death or the attempted resurrection) to negate the spell.

A subject that successfully saves can not be the victim of a forced resurrection for a year and a day, or until it is raised (voluntarily) and killed again, whichever happens sooner.

Experience cost: 200XP.

Banishing Weapon

Transmutation

Level: Paladin 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

Spell Points: 9

This spell turns a melee weapon into a tool to banish outsiders. Any evil outsider with HD equal to or less than 9 must succeed on a Will save or be banished back to its home plane if struck in combat with this weapon. Spell resistance does not apply against the banishment effect.

Augment: For every additional spell point you spend, the weapon can affect an evil outsider with 2 more HD.

Bestow Curse

Necromancy

Level: Evil 3, Luck 3, Sor/Wiz 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: Evil 5, Luck 5, Sor/Wiz 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 (particularly when it comes to in-combat applications).

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:

1. One of the subject's ability scores are reduced to 1.
2. -8 penalty on attack rolls, saves, ability checks, and skill checks.
3. Each turn, the target has a 25% chance to act normally; otherwise, it takes no action.

Binding

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: One minute

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

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 15, XP

A binding spell creates a magical restraint to hold a creature. The target gets an initial saving throw only if its Hit Dice equal at least one-half your caster level.

All binding spells are dismissible.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a likelihood of coming to pass. The conditions 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, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

If you are casting any of the first three versions of binding (those with limited durations), you may cast additional binding spells to prolong the effect, since the durations overlap. If you do so, the target gets a saving throw at the end of the first spell's duration, even if your caster level was high enough to disallow an initial saving throw. If the creature succeeds on this save, all the binding spells it has received are broken.

The binding spell has six versions. Choose one of the following versions when you cast the spell.

- *Chaining:* The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. The duration is one year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell.
- *Slumber:* This version causes the subject to become comatose for as long as one year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is more difficult to cast than chaining, making it slightly easier to resist. Reduce the spell's save DC by 1.
- *Bound Slumber:* This combination of chaining and slumber lasts for as long as one month per caster level. Reduce the save DC by 2.
- *Hedged Prison:* The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The effect is permanent. Reduce the save DC by 3.
- *Metamorphosis:* The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need

to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

- *Minus Containment*: The subject is shrunk to a height of 1 inch or even less and held within some gem, jar, or similar object. The binding is permanent. The subject does not need to breathe, eat, or drink while contained, nor does it age. Reduce the save DC by 4.

You can't dispel a binding spell with [Dispel Magic](#) or a similar effect, though an [Antimagic Field](#) field or [Mage's Disjunction](#) affects it normally. A bound extraplanar creature cannot be sent back to its home plane due to dismissal, banishment, or a similar effect.

You must have specially made props suited to the specific type of binding at hand when you cast the spell.

Experience cost: 100 XP + 100 XP per HD of the creature to be bound.

Black Tentacles

Conjuration (Creation)

Level: Conjurer 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.

Blade of the Sun

Evocation [Good, Light]

Level: Paladin 2

Components: V

Casting Time: 1 swift action

Range: Touch

Target: Melee weapon touched

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Spell Points: 3

For the duration of the spell, the touched weapon gains the benefits of the *Brilliant Energy* weapon enhancement in addition to any other enhancements it may already have. The weapon also shines bright light out to a 40' radius, and dim light another 40' beyond that. Even after the spell ends, the weapon shines as a torch for 1 round, before burning out.

Casting this spell on a weapon that already has the Brilliant Energy enhancement has no additional effects, except with respect to the lighting and interaction with [Dispel Magic](#) and similar effects.

Blade Barrier

Evocation [Force]

Level: Good 6, War 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: 1 min./level (D)

Saving Throw: None or Reflex negates; see text

Spell Resistance: Yes

Spell Points: 11

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 11d6 points of damage, with no saving throw. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall, but each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

Augment: Every additional spell point spent on this spell increases its damage by one die (d6).

Bless

Enchantment (Compulsion) [Mind-Affecting]

Level: Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: All allies within a 40-ft. radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 1

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls and saves vs. fear.

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

1. If you spend 2 additional spell points, the luck bonus applies to all saving throws (not just saves vs. fear), weapon damage rolls, and skill checks, in addition to attack rolls.
2. If you spend 2 additional spell points, this spell affects enemies as well as allies within the area. Enemies affected by the spell take a penalty on the appropriate rolls equal to the luck bonus provided to your allies.
3. For every 4 additional power points you spend, the luck bonus gained on the appropriate rolls increases by 1.
4. If you spend 1 additional spell point, this spell's duration increases to one minute per level.

Bless Weapon

Transmutation

Level: Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

Spell Points: 1

This transmutation makes a weapon strike true against evil foes. The weapon is treated as being magical for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot.

In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Blight

Necromancy [Death, Evil]

Level: Death 4, Sor/Wiz 5

Range: Touch

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

Spell Points: Death 7, Sor/Wiz 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.

Blindness

Necromancy

Level: Evil 2, Sor/Wiz 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 special sense it may have (such as scent, blindsight, blindsense, or tremorsense).

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

Blindsense

Divination

Level: Assassin 3, Sor/Wiz 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.

Blink

Conjuration (Teleportation)

Level: Sor/Wiz 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 follows⁹:

- 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

⁹ 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.

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.

Blur

Illusion (Glamer)

Level: Sor/Wiz 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.

Bow of the Solar

Necromancy [Death, Good]

Level: Paladin 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Spell Points: 11

A great, partially translucent bow appears in your hands, lasting just long enough for you to fire a single arrow.

You must succeed on a ranged touch attack to hit your opponent with the arrow. An opponent struck by the arrow must succeed on a Fortitude saving throw or be instantly slain. An evil creature takes a -4 penalty on the save. If the save is successful, the creature instead takes damage as if struck by a +2 arrow shot from a composite longbow sized for you, including your full strength modifier and all other situational modifiers that may apply.

Calm Emotions

Enchantment (Compulsion) [Mind-Affecting]

Level: Law 2

Components: V, S

Casting Time: 1 standard action

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

Area: Creatures in a 20-ft.-radius spread

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 3

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action

against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as [Bless](#) or [Rage](#), as well as negating a bard's ability to inspire courage or a barbarian's rage ability.

It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Augment: If you spend 4 additional spell points, this spell's duration changes to 1 round/level (D).

Celestial Flight

Transmutation [Good]

Level: Paladin 3

This spell functions as the [Fly](#) spell, except as noted here, and that the flight is due to great, white, physical wings the subject grows.

Charm

Enchantment (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.
4. 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.

Chain Lightning

Evocation [see text]

Level: Air 6, Evoker 6

Components: V, S

Casting Time: 1 standard action

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

Target: One primary target, plus ten secondary targets (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex Half

Spell Resistance: Yes

Spell Points: 11

This spell creates a discharge of energy that begins as a single stroke commencing from your fingertips and unerringly strikes one creature or object within range, then arcs to up to 10 other targets. You choose an energy type at the time of casting.

Every target hit by the blast of energy takes 11d6 points of damage, but can attempt a Reflex saving throw for half damage.

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.

The name of the spell refers to the lightning form of the spell. Causing electrical energy to arc between targets is considered more intuitive than doing the same trick with other energy types according to most spellcasters, resulting in that form being the one being most quickly mastered by most.

- Cold: An arc of this energy type deals +1 point of damage per die. The saving throw to reduce damage from a cold arc is a Fortitude save instead of a Reflex save.
- Electricity: An arc 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: An arc of this energy type deals +1 point of damage per die.
- Sonic: An arc 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), and you can select an additional secondary target.

Clairvoyance

Divination (Scrying)

Level: Assassin 3, Diviner 2, Knowledge 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: Assassin 5, Diviner 3, Knowledge 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, if you have natural darkvision, out to the extent of its range). The spell does not work across planes.

Color Spray

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 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.

Command

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

Level: Law 1

Components: V

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 1

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

- *Approach:* On its turn, the subject moves toward you as quickly and directly as possible for the spell's duration. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
- *Drop:* On its turn, the subject drops whatever it is holding. It can't pick up any dropped item for 1 round.
- *Fall:* On its turn, the subject falls to the ground and remains prone for the spell's duration. It may act normally while prone but takes any appropriate penalties.
- *Flee:* On its turn, the subject moves away from you as quickly as possible for the spell's duration. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
- *Halt:* The subject stands in place for the spell's duration. It may not take any actions but is not considered helpless.

Augment: For every 2 additional spell points you spend, this spell's duration increases by one round.

Command Undead

Necromancy

Level: Death 2, Necromancer 2

Components: V, S

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.

Commune

Divination

Level: Paladin 5, Planes 5

Components: V, S

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

Spell Points: 9, XP

You contact your patron deity - or agents thereof - and ask questions that can be answered by a simple yes or no. (A caster with no particular patron deity contacts a philosophically allied deity.) You are allowed three such questions. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Augment: For every 2 additional spell points you spend, you can ask an additional question.

XP Cost: 100 XP.

Comprehend Languages

Divination

Level: Knowledge 1, 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".
4. If you spend 8 additional spell points and 500XP, the spell's duration increases to Permanent.

Cone of Cold

Evocation [See text]

Level: Evoker 5, Water 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 *slowed* (as if by the [Slow](#) spell) for one round. A successful reflex save negates the slowing effect 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: A blast 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 blast of this energy type deals +1 point of damage per die.

- **Sonic:** A blast 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).

Confusion

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 4, Trickery 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.

Consecrate

Evocation [Good]

Level: Good 2

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 3

This spell imbues an area with positive energy.

Every undead creature entering a desecrated area takes a -1 penalty on attack rolls, damage rolls, and saving throws, and gains a further -4 penalty on all saving throws against the [Turn Undead](#) ability.

Undead creatures can not be summoned into or created within a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (-2 penalty on attack rolls, damage rolls, and saving throws, -8 penalty against being turned). If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the consecrate spell instead curses the area, cutting off its connection with the

associated deity or power. This secondary function, if used, does not also grant the penalties relating to undead, as given above.

Augment: If you spend 4 additional spell points, all creatures within the spell's area gain the benefits of the good-aligned version of the [Aligned Protection](#) spell (also known as Protection from Evil).

Contact Other Plane

Divination

Level: Diviner 5

Components: V

Casting Time: 10 minutes

Range: Personal

Target: You

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 the [Contact Other Plane](#) table for possible consequences and results of the attempt.

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.

Contagion

Necromancy [Evil]

Level: Death 3, Destruction 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

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

Duration: Instantaneous

Table 13: 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) ⁶	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.

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.

⁶The entries in parentheses are for questions that pertain to the appropriate Elemental Plane.

Saving Throw: Fortitude negates, none; see text

Spell Resistance: Yes

Spell Points: Death 5, Destruction 5, Sor/Wiz 7

When targeted against a living creature, the subject contracts a disease selected from the [Contagion](#) table, which strikes immediately (no incubation period). Rather than the normal save DCs for the diseases, use the save DC for this spell (the follow-up saves use this spell's save DCs as well).

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.

Table 14: 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.

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 a 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.

Contingency

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: One creature

Duration: 1 day/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Spell Points: 11, XP

You can place another spell upon your person or another's so that it comes into effect at a later time. The contingency spell and the companion spell are cast in immediate succession - you must pay the companion spell's spell point cost on the round after you begin casting the Contingency spell. The 10-minute casting time is the total for both castings. The companion spell may not have an unmodified casting time of more than 1 round. The companion spell may be augmented or affected by a metamagic feat, but this choice must be made at the time the Contingency spell is cast.

The spell to be brought into effect by the contingency must be one that affects your person (or that of the creature you are casting Contingency on) and cost no more than 5 spell points.

At any point during the Contingency's duration you can discharge the spell as an immediate action, which triggers the effect of the companion spell.

No creature can be the subject of more than one Contingency spell at the same time.

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

1. If you spend 1 additional spell point, the companion spell can cost up to 7 spell points.
2. If you spend 4 additional spell points, the companion spell can cost up to 9 spell points.
3. If you spend 7 additional spell points, the companion spell can cost up to 11 spell points.

Experience Cost: 25 XP.

Control Fall

Transmutation

Level: Assassin 1, Sor/Wiz 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.

Control Undead

Necromancy [Evil]

Level: Necromancer 7

Components: V, S

Casting Time: 1 standard action

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

Target: One undead creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Spell Points: 13

You can control the actions of a undead creature through a link that you establish with the remnants of its soul.

You can force the subject to perform as you desire, within the limits of its abilities (including intelligence). A common language is not necessary. If the creature is mindless, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the creature is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given the controlled undead a command, it continues to attempt to carry out that command to the exclusion of all other activities. A Sense Motive check against DC 25 can determine that the subject’s behavior is being influenced by a spell (as if the spell were an enchantment effect).

Changing your instructions or giving a controlled Undead 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 undead creature, 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.

Undead creatures are absolutely helpless while so controlled, even obviously self-destructive orders are carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the undead creature are on the same plane. You need not see the creature to control it.

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

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

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

1. 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.
2. 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.

Note: This spell falls into the category of [Minion Spells](#).

Control Water

Transmutation [Water]

Level: Sor/Wiz 5, Water 5

Components: V, S

Casting Time: 1 standard action

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

Area: Water in a volume of 100 ft. by 100 ft. by 20 ft. (S) OR **Target:** One water elemental; see text

Duration: 10 min./level (D)

Saving Throw: None OR will negates; see text

Spell Resistance: No

Spell Points: 9

The control water spell can have several effects, depending on the version you choose.

- *Lower Water:* This causes water or similar liquid to reduce its depth by as much as 20 feet (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to 100 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.
- *Raise Water:* This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.
- *Hinder Water Elemental:* When cast on water elementals and other water-based creatures, this spell acts as a [Slow](#) spell (Will negates) for the duration. The spell has no effect on other creatures.

With either the *Lower Water* or *Raise Water* version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Augment: For every additional spell point you spend, the following changes occur (to both the *Lower Water* and *Raise Water* versions):

- The area increases by +10' by +10' by +2'.
- The depth/rise increases by 2'.
- The sides of the depression/hump increases by +10'.

Control Weather

Transmutation [Air]

Level: Air 7, Sor/Wiz 7

Components: V, S

Table 15: Control Weather

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

Casting Time: 10 minutes

Range: 2 miles

Area: 2-mile radius circle

Duration: 4d12 hours

Saving Throw: None

Spell Resistance: No

Spell Points: 13

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in, see the [Control Weather](#) table for your options.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

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

1. If you spend 2 additional spell points, the spell's casting time is reduced to 1 standard action. The delay between the completion of the spell and the weather changing is not affected.
2. If you spend 2 additional spell points, the spell takes effect immediately after you have finished casting, causing an abrupt and obviously magical change in the weather.
3. If you spend 4 additional spell points, you can create an eclipse by casting this spell. This option is available regardless of season (although an eclipse created at night or when the sun is not in any way visible has no observable effects). This reduces the spell's duration to 2d6 minutes.

Create Undead

Necromancy [Evil]

Level: Evil 6, Death 6, Necromancer 6

Components: V, S
Casting Time: 1 hour
Range: Close (25 ft. + 5 ft./2 levels)
Target: One corpse
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No
Spell Points: 11

A much more potent spell than animate dead, this evil spell allows you to create ghouls, and other more powerful kinds of undead.

Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

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

1. If you spend one additional spell point, you can create a ghast rather than a ghoul.
2. If you spend four additional spell points, you can create a mummy rather than a ghoul.
3. If you spend four additional spell points, you can create a shadow rather than a ghoul.
4. If you spend five additional spell points, you can create a wraith rather than a ghoul.
5. If you spend six additional spell points, you can create a spectre rather than a ghoul.
6. If you spend seven additional spell points, you can create a mohrg rather than a ghoul.
7. If you spend nine additional spell points, you can create a devourer rather than a ghoul.

Experience Cost: You must spend 10 XP per Hit Die of the undead you intend to animate.

Crisis of Breath

Necromancy [Mind-Affecting]

Level: Sor/Wiz 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 spell's duration lasts. If the target succeeds on a Will save when crisis of breath is cast, it is unaffected by this spell. 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 spells can revive a dying subject normally, so long as this spell's duration has expired; if the spell 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.

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. If you spend 6 additional spell points, this spell can affect up to four creatures all within a 20-ft.-radius burst.

Crushing Despair

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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 for the duration of the spell. (Note that Fear effects are still [Mind-Affecting] unless otherwise noted, which may render some creatures immune regardless.)

Crushing the Essence

Enchantment

Level: Enchanter 9

Components: V, S

Casting Time: 1 swift action

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

Area: One creature

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Spell Points: 17

No creature is safe from the inexorable weight of the master enchanter's mind.

For the duration of the spell, any immunity to enchantments, compulsions, charms, or mind-affecting spells the subject may have is suppressed. If the subject falls victim to a spell matching one of these descriptions while the spell is in effect, their immunity does not resurface until the other spell has ended.

This spell can even suppress immunities stemming from type, but note that a creature's type may still make it an ineligible target for some spells (for example, even if an undead creature under the influence of this spell would not be immune to mind-affecting spells for the spell's duration, it could still not be affected by a [Dominate](#) spell, as the target of that spell is "One humanoid").

Augment: If you spend two additional spell points, this spell's duration increases to two rounds.

Cure Minor Wounds

Necromancy (Healing)

Level: Cleric 1, Paladin 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

When laying your hand upon a living creature, you channel positive energy that cures 2 points of damage.

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 additional spell point you spend, the spell cures an additional 2 points of damage.

Special: Clerics and Paladins automatically know this spell. They need not select it as one of their spells known.

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

1. For every 2 additional spell points you spend, the spell cures an additional 1d8 points of damage.
2. If you spend 8 additional spell points, the spell's range increases to "Close (25 ft. + 5 ft./2 levels)", and its target changes to "One creature/level, no two of which can be more than 30 ft. apart".

Darkness

Evocation [Darkness]

Level: Assassin 2, Evil 2, Sor/Wiz 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.

If an area of magical light and an area of magical darkness overlap, the spell on which more spell points were spent prevails. If an equal number of spell points were spent on both spells, ambient light conditions remain.

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 or both 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.

In addition, you may spend any number of additional spell points when casting this spell (subject to your normal limits). While they do not directly provide any additional benefits, they still contribute to determining what Light spells can be countered.

Darkvision

Divination

Level: Assassin 2, Sor/Wiz 2

Components: V, S

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:

1. 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.)
2. If you spend four additional spell points, the spell does grant the ability to see in magical darkness.
3. If you spend 7 additional spell points and 1000XP, the duration of this spell becomes Permanent rather than 1 hour/level.

Daze

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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 (the subject is *dazed*). 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, the maximum hit dice of creatures this spell can affect increases by 1.
2. If you spend 2 additional spell points, this spell can affect a living creature of any type.

Deadly Fright

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 11

You implant within the subject a sense of dread so powerful that its mind is overwhelmed, and the creature dies.

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.

Deadly Fog

Conjuration (Creation) [See text]

Level: Fire 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: A cloud of magical fog

Duration: As original spell

Saving Throw: None

Spell Resistance: No

Spell Points: 11

Casting this spell on a bank of magical fog (usually a [Fog](#) spell) adds to the fog a destructive element, damaging those caught within. You choose between acid, cold, electricity, or fire damage at the time of casting. Every round on your turn (starting on the turn you cast this spell), those within the fog take 6d6 points of damage of the energy type chosen, with no saving throw. Each energy type has additional effects, as shown below:

- **Acid:** A fog of this energy type deals -1 point of damage per die and ignores an object's hardness.
- **Cold:** A fog of this energy type deals +1 point of damage per die.
- **Electricity:** A fog of this energy type deals an additional 2d6 points of damage.
- **Fire:** A fog of this energy type deals +1 point of damage per die.

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

If cast on a large bank of fog (such as due to multiple castings of the [Fog](#) spell), this spell affects the whole mass, as long as an unbroken connection exists between the clouds. Regardless, no fog outside this spell's range is affected.

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

1. For every two additional spell points you spend on this spell, this spell's damage increases by one die (d6).
2. If you spend two additional spell points, you can affect nonmagical fog with this spell.

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 [Daily Spell Point Acquisition](#)). 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.

Death Ward

Necromancy

Level: Death 4, Paladin 4, Protection 4

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 7

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Augment: For every 3 additional spell points you spend, this spell can affect an additional creature.

Delay Poison

Necromancy (Healing)

Level: Healing 2, Paladin 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Augment: If you spend 4 additional spell points, any poison the subject suffers for the spell's duration is fully neutralized, the subject not having to make saving throws against the poison at the end of the spell's duration.

Desecrate

Evocation [Evil]

Level: Evil 2

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 3

This spell imbues an area with negative energy.

Every undead creature entering a desecrated area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws, and gains a further +4 bonus on all saving throws against the [Turn Undead](#) ability.

An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+2 profane bonus and +2 hit points per HD for undead

in the area, +8 bonus against being turned). Furthermore, anyone who casts [Animate Dead](#) within this area may create more undead at a time, up to 3 HD per spell point spent rather than 2 HD per spell point spent. If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses relating to undead, as given above.

Augment: If you spend 4 additional spell points, all creatures within the spell's area gain the benefits of the evil-aligned version of the [Aligned Protection](#) spell (also known as Protection from Good).

Detect Magic

Divination

Level: Sor/Wiz 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 two of the following ways:

1. 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).
2. If you spend 4 additional spell points, the duration of this spell becomes 10 minutes per level rather than Concentration.
3. If you spend 8 additional spell points and 500XP, the duration of this spell becomes Permanent rather than Concentration.

Detect Poison

Divination

Level: Assassin 1, Knowledge 1, Paladin 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One creature, one object, or a 5-ft. cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You determine whether a creature, object, or area has been poisoned, is poisonous, or is infected with a disease. You can determine the exact type of disease or poison with a DC 20 Heal check. To identify a poison, character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Heal check fails.

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Scrying

Divination

Level: Sor/Wiz 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 4 additional spell points, you can use the scrying sensors you detect as a tunnel into the scrier's mind. First, you must successfully make

a scrying sensor work both ways, as with the first augment of this spell. For as long as the scryer's spell lasts, can then cast any Mind-Affecting spell on the scryer as if you had line of effect and line of sight to the scryer, and the scryer were within range of the spell.

Detect Secret Doors

Divination

Level: Knowledge 1, Sor/Wiz 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.

Detect Undead

Divination

Level: Paladin 1, Sor/Wiz 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 undead creatures within 60'.
- Whether any creature within your line of sight is undead or not.
- The strength (number of HD) of any undead creature within your line of sight. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see the [Detect Undead](#) table), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

Table 16: Detect Undead

HD	Strength	Duration
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6×10 minutes
11 or higher	Overwhelming	1d6 days

- Whether any undead creatures have recently passed within 60' of the location in which you are standing. How long the signs of the undead creature passing remain depends on its strength (see the [Detect Undead](#) table).

The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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

1. If you spend 4 additional spell points, the duration of this spell becomes 10 minutes per level rather than Concentration.
2. If you spend 8 additional spell points and 500XP, the duration of this spell becomes Permanent rather than Concentration.

Dimensional Anchor

Abjuration

Level: Assassin 4, Planes 4, Sor/Wiz 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 [Astral Projection](#), [Blink](#), [Dimension Door](#), [Ethereal Jaunt](#), [Gate](#), [Maze](#), [Plane Shift](#), [Shadow Walk](#), [Teleport](#), and similar spell-like or psionic abilities. 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 50 lbs per spell point spent on the spell (minimum 350 lbs).

Dimensional Lock

Abjuration

Level: Abjurer 8, Planes 8

Components: V, S

Casting Time: 1 standard action

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

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

Duration: One day/level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 15

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include [Astral Projection](#), [Blink](#), [Dimension Door](#), [Ethereal Jaunt](#), [Gate](#), [Maze](#), [Plane Shift](#), [Shadow Walk](#), [Teleport](#), and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock 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, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Augment: If you spend an additional 4 spell points and 1000XP, the spell's duration increases to permanent.

Dimension Door

Conjuration (Teleportation)

Level: Assassin 4, Conjurer 4, Travel 4, Paladin 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: You can augment this spell in one or both of the following ways:

1. If you spend an additional 6 spell points, you can cast this spell as a move action.
2. If you spend an additional 6 spell points, you can act after casting this spell (provided you have actions to do so).

Discern Alignment

Divination

Level: Chaos 1, Evil 1, Good 1, Law 1, Paladin 1

Components: V

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Spell Points: 1

This spell reveals to you the exact alignment of the target. It also reveals any alignment subtypes a creature may have.

If the subject resists the spell with a successful Will save, you fail to overcome its spell resistance, or if it is under the influence of an [Mask Alignment](#) spell (or similar magic), the spell reveals no information (exception: see the Mask Alignment augment). In such a case, you do not know the reason for the spell failing.

Augment: For every additional spell point you spend, this spell can affect an additional target within range.

Disguise Self

Illusion (Glamour)

Level: Assassin 1, Sor/Wiz 1, Trickery 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 glamer 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.

Dismissal

Abjuration

Level: Abjurer 5, Planes 4

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: Abjurer 9, Planes 7

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.

Disintegrate

Transmutation

Level: Destruction 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial (object)

Spell Resistance: Yes

Spell Points: 11

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 22d6 points of damage.

When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but not magical effects such as an [Antimagic Field](#).

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.

Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Augment: For every additional spell point you spend, the damage this spell deals to a subject that fails its saving throw increases by 2d6 points. Augmenting this spell does not change the amount of damage the target takes if it succeeds on its saving throw.

Dispel Alignment

Abjuration [See text]

Level: Chaos 5, Evil 5, Good 5, Law 5, Paladin 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target or Targets: You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text

Spell Resistance: See text

Spell Points: 9

When casting this spell, choose an alignment you wish to dispel (Good, Evil, Law, or Chaos). The spell gains the descriptor opposed to that alignment (so

for example, if you want to dispel Evil, this spell becomes an Abjuration [Good spell]).

First, you gain a +4 deflection bonus to AC against attacks by creatures of the chosen alignment.

Second, on making a successful melee touch attack against a creature of the chosen alignment from another plane, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell cast by a creature of the chosen alignment, or any one spell with an alignment descriptor matching the chosen alignment. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Exception: Spells that can't be dispelled by dispel magic also can't be dispelled by dispel alignment.

Dispel Magic

Abjuration

Level: Magic 3, Sor/Wiz 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).

Dispelling Touch

Abjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target or Area: Creature or spell

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell 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. Dispellng 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.

Disruping Weapon

Transmutation

Level: Destruction 5, Paladin 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: One melee weapon

Duration: 1 round/level

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

Spell Points: 9

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than 9 must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

Augment: For every additional spell point you spend, the weapon can affect an undead creature with 2 more HD.

Divine Favor

Evocation

Level: Luck 1, Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Spell Points: 1

Calling upon the strength and wisdom of your deity, you gain a +1 luck bonus on attack and weapon damage rolls.

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

1. For every 4 additional power points you spend, the luck bonus gained on your attack and damage rolls increases by 1.
2. If you spend 6 additional power points, you can cast this spell as a swift action.

Divine Footstep

Transmutation [Air, Good]

Level: Paladin 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Spell Points: 3

This spell functions as the [Air Walk](#) spell (the Air Walk augment not included), except as noted here.

Augment: For every 3 additional spell points you spend, this spell's duration increases by 1 round.

Divine Power

Evocation

Level: War 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Spell Points: 7

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain an insight bonus on attack rolls equal to the difference between your character level and your base attack bonus, you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

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.

Note: This spell falls into the category of [Minion Spells](#).

Dream

Illusion (Phantasm) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Target: One creature

Duration: Instantaneous; see text

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 (23) 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 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.

Dweomer Rip

Abjuration

Level: Magic 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving throw: Fortitude half

Spell Resistance: No

Spell Points: 3

You pull at the strings of magic surrounding a creature, each cutting it like a thread.

If a creature targeted by this spell has active spell effects on it at the time of casting, it takes damage equal to the combined number of spell points that were spent on the spells, excluding those spell points spent to apply metamagic feats to the spells. For example, a Wizard under the protection of a [Mage Armor](#) spell augmented to cost 3 spell points and an unaugmented, quickened [Shield](#) spell would take 4 points of damage.

A successful fortitude save halves the damage. The spells are not dispelled.

Augment: For every 3 additional spell points you spend, this spell can affect an additional target.

Endure Elements

Abjuration

Level: Fire 1, Paladin 1, Protection 1, Sor/Wiz 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.

Energized Touch

Evocation [see text]

Level: Sor/Wiz 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 energy damage. Choose one of the following energy types upon casting:

- Cold: A touch of this energy type deals +1 point of damage per die. This form of the spell is usually referred to as *Chill Touch*.
- Electricity: When delivering a jolt of this energy type, 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), and a +2 bonus on caster level checks for the purpose of overcoming spell resistance. This form of the spell is usually referred to as *Shocking Grasp*.
- Fire: A touch of this energy type deals +1 point of damage per die. This form of the spell is usually referred to as *Burning Hands*.
- Sonic: A touch 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).

Special: Casting this spell does not provoke Attacks of Opportunity.

Energy Arrow

Evocation [see text]

Level: Sor/Wiz 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*.

Enervation

Necromancy

Level: Necromancer 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 under the [Negative Levels](#) section.

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.

Ethereal Jaunt

Transmutation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 13

The subject becomes ethereal, along with your equipment. For the duration of the spell, the subject is in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the spell expires, the subjects return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. An insubstantial creature can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature 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 ethereal objects as if they were material.

If you end the spell while the subject is inside a material object (such as a solid wall), the subject is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet that you so travel.

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

1. For every two additional spell points you spend, this spell can affect an additional creature.
2. If you spend two additional spell points, this spell's duration increases to 1 min./level.

Table 17: Eyebite

HD	Effect
10 or more	Sickened
9 or less	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are concurrent.

Eyebite

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 11

Each round, you may target a single living creature, striking it with waves of evil power. Depending on the target's HD, this attack has as many as three effects. See the [Eyebite](#) table for information on which effects apply.

The effects are:

Sickened: Sudden pain and fever sweeps over the subject's body, rendering it *sickened*. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or [Heal](#) spell, but a [Remove Curse](#) is effective.

Panicked: The subject becomes *panicked* for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect (it is possible to be immune to this part of the spell, while still being subject to the others normally).

Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect or casting a [Remove Curse](#) spell on it. This is not a sleep effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. You must spend a move action each round after the first to target a foe.

Augment: You affect creatures more powerfully by spending additional spell points. For each additional spell point you spend, a creature of 1 HD more is affected by the Panicked and Comatose effects of the spell. For example, if you spend one additional spell point, a creature of 10 HD or less is Panicked and Sickened, and a creature of 5 HD or less is Comatose, Panicked, and Sickened.

Expeditious Retreat

Transmutation

Level: Sor/Wiz 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".

Explosive Runes

Abjuration [Force]

Level: Sor/Wiz 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.

False Life

Necromancy

Level: Assassin 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until depleted; see text

Spell Points: 3

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.

False Vision

Illusion (Glamer)

Level: Sor/Wiz 5, Trickery 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.

Feeblemind

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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](#), [Wish, Limited](#), 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.

Fear

Necromancy [Fear, Mind-Affecting]
Level: Evil 1, Death 1, 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.

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 augmenting the spell, the spell can affect a creature one HD higher.

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:** A missile 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.

The spell has all side effects 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 number of spell points spent on the spell and its augments + your key ability modifier, rather than as described in the section on [Saving Throws](#).

Finger of Death

Necromancy [Death]

Level: Death 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Spell Points: 13

You can slay any one living creature within range. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

The subject might die from damage even if it succeeds on its saving throw.

Augment: For every 3 additional spell points you spend, this spell can target an additional creature within range.

Fist of the Deity

Evocation [see text]

Level: Chaos 4, Evil 4, Good 4, Law 4

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous; see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

Spell Points: 7

When casting this spell, select an alignment. The spell gains a descriptor matching that alignment.

Any creature within the spell's area not of the selected alignment takes 4d8 points of damage, unless it is an outsider with an alignment subtype of the alignment opposed to the alignment you selected, in which case it takes 7d6 points of damage. In addition, all creatures not of the selected alignment suffer an additional penalty, depending on the alignment you selected:

- *Chaos:* The chaotic version of this spell is referred to as *Chaos Hammer*, and stuns creatures for 1d2 rounds.
- *Evil:* The evil version of this spell is referred to as *Unholy Blight*, and blinds creatures for 2d4 rounds.
- *Good:* The good version of this spell is referred to as *Holy Smite*, and nauseates creatures for 1d4 rounds.
- *Law:* The lawful version of this spell is referred to as *Order's Wrath*, and dazes creatures for 1d2 rounds.

A successful will saving throw reduces the damage by half and negates the additional penalty.

Augment: For every 2 additional spell points you spend, the damage against outsiders of an opposed alignment increases by 2d6, and the damage against other creatures increases by 1d8.

Flaming Sphere

Evocation [Fire]

Level: Fire 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Spell Points: 3

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

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

1. If you spend 2 additional spell points, you can direct the spell as a free action rather than as a move action.
2. For every 2 additional spell points you spend, this spell's damage increases by one die (d6).

Floating Disk

Evocation [Force]

Level: Sor/Wiz 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 spell 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.

Fly

Transmutation

Level: Transmuter 3, Travel 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: 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).

Fog

Conjuration (Creation)

Level: Air 1, Assassin 1, Conjurer, Water 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.

Forced Visions

Divination [Mind-Affecting]

Level: Sor/Wiz 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 future¹⁰. 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 must succeed on a will save or be *confused* for that round. 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.

Form of the Avian

Transmutation (Polymorph)

Level: Animal 3, 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

The subject assumes the form of a winged bird, like that of an eagle or a swan.

The subject undergoes the following changes:

Its size changes to small.

Its base strength score changes to 10.

Its base dexterity score changes to 16.

It 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.

It gains the benefit of the Weapon Finesse feat.

The avian form has physical wings and can fly at a speed of 60', with good maneuverability. Its land speed changes to 10'. However, the form has no hands,

¹⁰If 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

preventing the subject from using weapons and items requiring fine manipulation (although it can use its feet to hold things that can be easily gripped).

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

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

Form of the Carnivore

Transmutation (Polymorph)

Level: Animal 4, 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

The subject assumes the form of a large, dangerous beast, like a tiger or a bear.

The subject undergoes the following changes:

Its size changes to large (long).

Its base strength score changes to 22.

Its base natural armor changes to 5.

It gains two claw attacks that deal 1d8 + its strength modifier, which are primary natural attacks.

It gains a bite attack that deals 2d6 points of damage + 1/2 its strength modifier, which is a secondary natural attack.

Its form is that of a quadruped, granting it a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Its land speed changes to 40'. However, the form has no hands, preventing the subject 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 the assumed form increases by 3.

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

Form of the Celestial

Transmutation (Polymorph)

Level: Paladin 6

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min/level (D)

Spell Points: 11

You assume the form of a celestial creature, sprouting angelic wings and your skin taking on a different hue.

You undergo the following changes:

Your wings allow you to fly at a speed of 100', with good maneuverability.

You gain darkvision out to 60', and low-light vision.

You gain immunity to acid, cold, and petrification.

You gain resistance to electricity 10 and fire 10.

You gain immunity to poison.

You gain the ability to understand, speak, and write all languages, as if by a [Comprehend Languages](#) spell with the first and second augments.

You gain immunity to some spells, as if you were under the protection of a [Globe of Invulnerability](#) spell augmented to cost as many spell points as you spent on this spell. You do not emanate a globe, you only gain the protection yourself.

Augment: If you spend 4 additional spell points, you are able to retain more of yourself throughout the transformation. You retain all your class features when polymorphed (notably, allowing spellcasting). This is an exception to the general rules of Polymorph subschool spells.

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

The subject assumes the form of a majestic metallic or chromatic dragon.

The subject undergoes the following changes:

Its size changes to large (long).

Its base strength score changes to 26.

Its base natural armor changes to 7.

It gains a bite attack that deals 1d8 points of damage + its strength modifier, which is a primary natural attack.

It gains two claw attacks that deal 1d6 + its strength modifier, which are secondary natural attacks.

It gains two wing attacks that deal 1d4 + 1/2 its strength modifier, which are secondary natural attacks.

The form is that of a quadruped, granting the subject a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Its land speed changes to 30'. The draconic form has physical wings and can fly at a speed of 100', with poor maneuverability. The form's front claws are capable of fine manipulation, enabling you to use items as if you had hands. However, the subject is not able to simultaneously walk and hold items in both hands.

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

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 constantly 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 subject gains bonuses according to the selected element.

- *Air Elemental*: The subject gains a fly speed of 60' (perfect maneuverability) 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.

Augment: If you spend 4 additional spell points, the subject is able to retain more of yourself throughout the transformation. The subject retains all its class features when polymorphed (notably, allowing spellcasting). This is an exception to the general rules of Polymorph subschool spells.

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

The subject assumes the form of a water-dwelling creature, such as a tuna or seal.

The subject undergoes the following changes:

Its size changes to small.

Its base strength score changes to 14.

It gains a bite attack that deals 1d6 points of damage + 1 1/2 times your strength modifier, which is your primary natural attack.

The subject loses its land speed, and gains 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 the form increases by 10'.
2. For every 3 additional spell points you spend, the strength score of the 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 the bite attack by one step.

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

The subject assumes the form of a horrific aberration.

The subject undergoes the following changes:

Its base strength score changes to 18.

Its base natural armor changes to 5.

It gains two tentacle attacks that deal 1d8 + its strength modifier, which are primary natural attacks. It gains 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 the subject's actual size. They also function as if one size larger than its actual size with regards to grappling (gaining the appropriate size bonus on grapple checks, and allowing it to grab larger creatures).

The aberrant form has no hands, preventing the subject from using weapons and items requiring fine manipulation. However, the 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, the subject gains an additional tentacle attack.
2. For every four additional spell points you spend, the effective size of the subject's tentacles with respect to reach and grappling increases one additional category above its own.

Form of the Iron Golem

Transmutation (Polymorph)

Level: Earth 8, Transmuter 8

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Willing living creature touched

Duration: 1 minute./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 15

This spell transforms the subject's body into living iron.

The subject undergoes the following changes:

It gains damage reduction 15/adamantine.

It gains immunity to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect its physiology or respiration, because it has no physiology or respiration while this spell is in effect.

It becomes vulnerable to the Rusting Grasp spell and rust monsters.

Its size changes to large (tall).

Its base strength score changes to 30.

Its base dexterity score changes to 6.

Its base natural armor changes to 8.

It gains a slam attack that deals $1d10 + 1 \frac{1}{2}$ times its strength modifier, which is a primary natural attack.

The subject's land speed changes to 20'.

The subject can not drink (and thus can't use potions) or play wind instruments. Its weight increases by a factor of ten, causing it to sink in water like a stone (the subject loses any swim speed it may have, and it automatically fails all swim checks). However, it could survive the crushing pressure and lack of air at the bottom of the ocean - at least until the spell duration expires.

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 the assumed form increases by 2.
2. For every additional spell point you spend, the damage reduction offered by this spell increases by 2.

Form of the Plant

Transmutation (Polymorph)

Level: Plant 2

Components: V,S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Spell Points: 3

You assume the form of a tree, bush, a vine or other kind of appropriately sized plant.

You undergo the following changes:

Your size changes to large (tall), large (long), or medium, chosen at the time of casting.

You lose your strength and dexterity scores (the change to “-“), becoming immobile.

You gain immunity to poison, sleep effects, paralysis, stunning, and critical hits.

You lose your ability to see and hear, but you gain the Blindsense ability out to 60’.

You become rooted when on the ground, granting you a +20 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Your climb DC is 10. Use the maximum carrying capacity of your unpolymorphed form to determine whether the the plant can support the climber’s weight.

You gain a +16 racial bonus on hide checks when in forested areas, and a +30 bonus on Disguise checks made to pretend being a tree.

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

1. If you spend 2 additional spell points, you can choose to become a small or tiny plant.
2. If you spend 6 additional spell points, you can choose to become a diminutive or fine plant.
3. If you spend 4 additional spell points, you can choose to become a huge plant.
4. If you spend 6 additional spell points, you can choose to become a gargantuan plant.
5. If you spend 8 additional spell points, you can choose to become a colossal plant.

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

The subject assumes the form of a fast, agile creature.

The subject undergoes the following changes:

Its size changes to tiny.

Its base strength score changes to 2.

Its base dexterity score changes to 14.

It gains no natural attacks.

The form is that of a quadruped, granting the subject a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Its land speed changes to 30'. The form has no hands, preventing the subject from using weapons and items requiring fine manipulation. It may be able to use its mouth to hold items, within the limits of its new strength score. As a tiny creature, the subject has a +8 size bonus on hide checks. It also gains a +8 racial bonus on move silently checks.

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

- A burrow speed of 20'.
- A climb speed of 20'.
- A swim speed of 20'.
- An increase in base land speed, up 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, the 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, the subject's size decreases to diminutive, its base strength score changes to 1, and its base dexterity score changes to 16. The racial bonus on move silently checks increases to +12, and as a diminutive creature, the subject has a +12 size bonus on hide checks.
3. If you spend 12 additional spell points, the subject's size decreases to fine, its base strength score changes to 1, and its base dexterity score changes to 20. The racial bonus on move silently checks increases to +16, and as a fine creature, the subject has a +16 size bonus on hide checks.

Form of the Treant

Transmutation (Polymorph)

Level: Plant 5, 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

The subject assumes the form of a mobile plant creature.

The subject undergoes the following changes:

Its size changes to large (tall).

Its base strength score changes to 22.

Its base natural armor changes to 9, and it gains damage reduction 10/slashing.

It gains a slam attack that deals 1d8 points of damage + 11/2 times its strength modifier, which is a primary natural attack.

It gains the trample special attack, which follows the normal rules for such attacks.

It gains immunity to poison, sleep effects, paralysis, stunning, and critical hits.

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

The form has no limbs capable of fine manipulation, although the subject can bend its appendages to pick up objects.

The subject gains 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 the assumed form increases by 1.
2. If you spend 4 additional spell points, the subject's size becomes huge when casting the spell, and its strength score changes to 26. The slam attack has its base damage die increased by one step.
3. If you spend 8 additional spell points, the subject's size becomes gargantuan when casting the spell, and its strength score changes to 30. The slam attack has its base damage die increased by two steps.

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

The subject assumes the form of a gigantic insect, arachnid, crustacean or other generally repugnant creature.

The subject undergoes the following changes:

Its size changes to medium.

Its base strength score changes to 18.

It gains a sting attack that deals 2d6 points of damage + 11/2 times its strength modifier, which is a 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 the subject has secreted immediately disappears, including poison that has been injected into a creature, but has yet to deal its secondary damage. However, any damage the poison may already have inflicted remains.

Using this poison against a sapient creature (intelligence score of 3 or above) is an evil act.

The form has multiple pairs of legs, granting the subject a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. Its land speed changes to 40'. It gains a climb, swim or burrow speed of 20', chosen at the time of casting. However, the 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, the subject's size becomes large (long) when casting the spell, and its strength score changes to 20. The 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, the subject's size becomes huge when casting the spell, and its strength score changes to 24. The sting attack (and claw or slam attacks, if you have them) has its base damage die increased by two steps. The poison's primary and secondary dexterity damage increases to 1d8.
3. If you spend 2 additional spell points, the subject gains two slam or claw attacks (your choice). These secondary attacks deal 1d6 points of damage + 1/2 the subject's 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.

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

The subject assumes the form of a dangerous snake.

The subject undergoes the following changes:

Its size changes to large (long).

Its base strength score changes to 20.

It gains a bite attack that deals 1d8 points of damage + 11/2 times its strength modifier, which is a primary natural attack. The bite is poisonous, dealing 1d6 points of primary and secondary constitution damage. The poison's save DC is equal to this spell's save DC. If the spell ends, all poison the subject has secreted immediately disappears, including poison that has been injected into a creature, but has yet to deal its secondary damage. However, any damage the

poison may already have inflicted remains. Using this poison against a sapient creature (intelligence score of 3 or above) is an evil act.

The subject gains the constrict special attack. It deals damage equal to the damage dealt by the bite attack, except the constriction damage is bludgeoning damage, and does not deliver poison. The subject does not provoke an attack of opportunity when starting a grapple as if it had the Improved Grapple feat.

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

The viper form has no limbs that can be used to manipulate items, but the subject may be able to hold some items in its mouth, depending on the form's size.

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

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

Foresight

Divination

Level: Diviner 9, Knowledge 9

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or Yes (harmless)

Spell Points: 17

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

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished

before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Freedom

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous, then 1 round/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Spell Points: 17

The subject is freed from the effect of a [Binding](#), [Imprisonment](#), [Maze](#) and/or a [Temporal Stasis](#) spell.

To free a creature from imprisonment or [Maze](#), you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

The freedom effect itself is instantaneous. But in addition, the subject of the Freedom spell gains the benefits of the [Freedom of Movement](#) after the Freedom spell has been cast, except for that the duration of the Freedom of Movement is 1 round per level. It is possible to cast the Freedom spell on a creature that isn't imprisoned simply to give it this secondary benefit.

Augment: For every 2 additional spell points you spend, this spell can target an additional creature within range.

Freedom of Movement

Abjuration

Level: Luck 4

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or creature touched

Duration: 10 min./level or until discharged; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 7

This spell enables the subject to move and attack normally for the duration of the spell, even under the influence of certain magic and conditions that usually impede movement.

- The subject gains immunity to the conditions of being *Entangled*, *Immobilized*, *Paralyzed* and *Stunned*.
- The subject gains immunity to the effects of the spells *Entangle*, [Fog](#) (immunity to the movement-hampering effects of one of its third augment

only. The subject does not gain the ability to see through the fog.), [Grease](#), [Slow](#) and [Web](#) (the webs still provide cover and such, the subject simply gains the ability to walk through the spell's area unhindered). Note that the subject may be further immune to the effects of some spells (such as the [Hold Person](#) spell) due to it being immune to the condition that the spell inflicts.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, allow water breathing.

At any point during the spell's duration, the subject may discharge it as an immediate action to automatically succeed on any grapple check made to resist a grapple attempt, as well as on grapple checks or Escape Artist checks made to escape a grapple or a pin made within 1 round of the discharge.

Augment: If you spend 6 additional spell points, the subject automatically succeeds on the outlined grapple and Escape Artist checks for 1 round/level after discharging the spell, rather than for 1 round.

Freezing Sphere

Evocation [Cold]

Level: Sor/Wiz 6

Components: S

Casting Time: 1 standard action

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

Area: 10-foot-radius burst; see text

Duration: 1 round/level; see text

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Spell Points: 11

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it silently pulses out in a 10-foot-radius burst, dealing 6d6 points of cold damage to each creature in the area. An elemental (water) creature instead takes 12d6 points of cold damage. In addition, all creatures within the bursts are frozen in place, Immobilized. The creatures remain Immobilized for 1 round/level unless they succeed on a Reflex save (which reduces the duration as far as that creature is concerned to 1 round). An Immobilized creature may attempt a DC 25 Strength check or a DC 25 Escape Artist check to escape as a full round action.

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), the radius of the spell increases to 100' (but never beyond the edge of the body of water, unless the edge is within the spell's normal 10' radius). This freezes the liquid over to a depth of 6 inches for 1 round per level.

Augment: For every additional spell point you spend, this spell deals an additional 1d6 points of damage to elemental (water) creatures. In addition, for

every 2 additional spell points you spend, the damage against other creatures increases by 1d6.

Gaseous Form

Transmutation

Level: Air 3, Assassin 3, Sor/Wiz 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, the subject can evoke a powerful wind to increase its speed while in gaseous form. At the start of every round of the spell's duration, it can decide whether the wind is active or not. If it decides that it is, its fly speed increases to 600 feet, but its 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.

Gate

Conjuration (Creation or Calling) [see text]

Level: Conjurer 9, Planes 9

Components: V, S

Casting Time: 1 standard action

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

Effect: See text

Duration: Instantaneous or concentration (up to 1 round/level); see text

Saving Throw: None

Spell Resistance: No

Spell points: 17

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction.

Second, you may then call a particular individual or kind of being through the gate.

The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.

A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

- *Planar Travel:*

As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you—anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

- *Calling Creatures:*

The second effect of the gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below).

If you choose to call a kind of creature instead of a known individual you may call either a single creature or several creatures, whose total HD is no more than 20. The creature or creatures you call are not under your control, but diplomacy, intimidation, and negotiation work as normal. If called into the middle of a fight, a creature usually acts according to its type or alignment (for example, most angels will not pass up the chance to fight a demon), but its allegiance to you is not assured.

At the end of the spell's duration, the creature is sent back to the place it came from.

Note: When you use a calling spell such as *gate* to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Augment: For every additional spell point you spend, the spell's calling creatures function can call in creatures whose HD total is one higher when calling a type of creature.

Experience cost: 1,000 XP (only for the calling creatures function).

Geas/Quest

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

Level: Enchanter 4, Law 4, Paladin 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 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 geas.

A geas (and all ability score penalties) can be ended by [Wish](#), [Limited](#), [Remove Curse](#), miracle, or [Wish](#). [Dispel Magic](#) does not affect a geas.

Clerics and Paladins usually refer to this spell as *Quest* rather than geas.

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

Genesis

Conjuration (Creation)

Level: Sor/Wiz 9

Components: V

Casting Time: One week (8 hours/day)

Range: 180 ft.; see text

Effect: A demiplane coterminous with the Astral Plane, centered on your location

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Points: 17, XP

You create a finite plane with limited access: a demiplane. Demiplanes created by this spell are very small, very minor planes. This spell works best when cast while you are on the Astral Plane. The casting of this spell creates a local density fluctuation that precipitates the creation of a demiplane. At first, the fledgling plane grows in radius at a rate of 1 foot per day to an initial maximum radius of 180 feet as it rapidly draws substance from the surrounding astral ectoplasm. Once the new demiplane reaches its maximum size, it doesn't really stop growing, but its growth rate decreases to only 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using [Plane Shift](#), [Gate](#) or some other spell or permanent link that you arrange for separately.

You determine the environment within the demiplane when you cast *genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This spell cannot create life (including vegetation), nor can it create construction (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering magical effects with this spell; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material, such as silver or uranium; you're limited to stone and dirt.

You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane. Its size trait is determined by the limitations of this spell. If you have a divine rank of 1 or higher, you can select any Morphic Traits, otherwise you are limited to creating alterable morphic planes.

Once your demiplane reaches 180 feet in radius, you can cast this spell again to gradually add another 180 feet of radius to it, and so on.

Experience Cost: 1,000 XP.

Gentle Repose

Necromancy

Level: Death 2, 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: Death 3, Necromancer 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.

Ghoul Touch

Necromancy

Level: Sor/Wiz 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 yourself 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.

Glibness

Transmutation

Level: Assassin 4

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

Spell Points: 7

Your speech becomes fluent and more believable. You gain a bonus on Bluff checks equal to 10 + your caster level.

Augment: If you spend 4 additional spell points, the spell's duration changes to 1 day.

Glitterdust

Conjuration (Creation)

Level: Sor/Wiz 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.

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 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 6 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.

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

Glyph of Warding

Abjuration

Level: Magic 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged (D)

Saving Throw: See text

Spell Resistance: No (object) and Yes; see text

Spell Points: 5, XP

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

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

who travel past them ethereally. Multiple glyphs can not be cast on the same area or object.

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

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. You can identify a Glyph of Warding by observing it for one full round and making a DC 13 Spellcraft check. Identifying the glyph does not necessarily discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

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

- *Blast Glyph*: A blast glyph deals 3d8 points of damage to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Augment: For every additional 2 spell points you spend, the Blast Glyph version of the spell deals an additional 1d8 points of damage.

- *Spell Glyph*: You can store any harmful spell that costs 5 spell points or less in the glyph. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the number of spell points spent on the spell stored in the glyph.

The Glyph of Warding spell and the companion spell are cast in immediate succession - you must pay the companion spell's spell point cost on the round after you begin casting the Glyph of Warding spell. The 10-minute casting time is the total for both castings. The companion spell may not have an unmodified casting time of more than 1 round. The companion spell may be augmented or acted by a metamagic feat, but this choice must be made at the time the Glyph of Warding spell is cast.

Augment: For every additional spell point you spend, the Spell Glyph version of the spell can store a spell costing one more spell point.

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

Experience cost: 40XP

Grease

Conjuration (Creation)

Level: Sor/Wiz 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.

Gust of Wind

Evocation [Air]

Level: Air 2, Sor/Wiz 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.

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.

Hallucinatory Terrain

Illusion (Glamer)

Level: Sor/Wiz 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).

Halt Undead

Necromancy [see text]

Level: Sor/Wiz 3

Target: One undead creature

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

This spell functions like [Hold Person](#), except as noted here. When an augment allows this spell to be used against a non-undead creature, this spell gains the Mind-Affecting descriptor.

A nonintelligent undead creature receives no saving throw against 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 spell can affect any kind of creature.
2. For every 2 additional spell points you spend, the spell can target an additional creature within range.

Hand of Force

Evocation [Force]

Level: Sor/Wiz 4, Strength 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.

Hardening

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One item of a volume no greater than 100 cu. ft (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

Spell Points: 11

This spell increases the hardness of materials. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement.

The hardening spell does not in any way affect resistance to other forms of transformation.

If cast upon a metal or mineral, the volume is reduced to 10 cubic feet.

Augment: For every additional spell point you spend, you can target an additional 10 cubic feet of material, or 1 additional cubic foot of metal or mineral.

Harm

Necromancy

Level: Destruction 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half; see text

Spell Resistance: Yes (harmless)

Spell Points: 11

Harm charges a subject with negative energy that deals 110 points of damage. If the creature successfully saves, harm deals half this amount, but it cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like [Heal](#).

Augment: If you spend 6 additional spell points, this spell's range changes to Close (25 ft. + 5 ft./2 levels), and it can affect any number of creatures within range, no two of which can be more than 30 ft. apart.

In addition, for every additional spell point you spend, the amount of damage dealt by this spell increases by 10.

Haste

Transmutation

Level: Sor/Wiz 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.

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

Heal

Necromancy (Healing)

Level: Healing 6, Paladin 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 11

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the Target: ability damage, *blinded*, *confused*, *dazed*, *dazzled*, *deafened*, *diseased*, *exhausted*, *fatigued*, *feble-minded*, *nauseated*, *sickened*, *stunned*, and *poisoned*. It also cures 110 hit points of damage.

Heal does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like [Harm](#).

Augment: If you spend 6 additional spell points, this spell's range changes to Close (25 ft. + 5 ft./2 levels), and it can affect any number of creatures within range, no two of which can be more than 30 ft. apart.

In addition, for every additional spell point you spend, the amount of damage cured by this spell increases by 10.

Heal Mount

Necromancy (Healing)

Level: Paladin 3

Target: Your celestial mount

Spell Points: 5

This spell works as the [Heal](#) spell, except as noted here. This spell only cures 50 hit points of damage, does not include Heal's augmentation option, and can only target your celestial companion granted by the [Celestial Mount](#) feat.

Augment: For every additional spell point you spend, the amount of damage cured by this spell increases by 10.

Heroism

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3

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, the subject gains an immunity to fear effects, and 1 temporary hit point per caster level.

Hideous Laughter

Enchantment (Compulsion) [Mind-Affecting]

Level: Chaos 2, Sor/Wiz 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.

Hold Animal

Enchantment (Compulsion) [Mind-Affecting]

Level: Animal 2

Target: One animal

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

Hold Person

Enchantment (Compulsion) [Mind-Affecting]

Level: Law 3, Sor/Wiz 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: You can augment this spell in one or both of the following ways:

1. If you spend 6 additional spell points, the spell can affect any kind of creature.
2. For every 2 additional spell points you spend, the spell can target an additional creature within range.

Holy Sword

Evocation [Good]
Level: Paladin 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No
Spell Points: 9

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon gains a +5 enhancement bonus on attack and damage rolls, and the benefit of the Holy enhancement (dealing 2d6 extra points of damage against evil creatures). These benefits overlap (do not stack with) any enhancements the weapon may already have.

Augment: If you spend 2 additional spell points, all creatures within a 10-ft.-radius emanation of the sword gain the benefit of an [Aligned Protection](#) spell.

Horrid Wilting

Necromancy
Level: Necromancer 8, Water 8
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures within range, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Spell Points: 15

This spell evaporates moisture from the body of each subject living creature, dealing 15d6 points of damage and renders it *Fatigued* until it gets a drink of water (as if it were dehydrated). This spell is especially devastating to water elementals and plant creatures, which take 15d8 points of damage in addition to the fatigue. A successful fortitude saving throw reduces the damage by half and negates the fatigue. This spell does not function underwater.

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

1. If you spend 2 additional spell points, this spell renders its victims *Exhausted* rather than *Fatigued* on a failed Fortitude save.
2. For every additional spell point you spend, this spell's damage increases by one die (d6).

Ice Storm

Conjuration (Creation) [Cold]

Level: Sor/Wiz 4, Water 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.

Identify

Divination

Level: Magic 1, Sor/Wiz 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.

Identify has a 1% chance per caster level of revealing the properties of a cursed item.

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, the target becomes "One or more objects within range", and the chance of revealing the properties of a cursed item is increased to 100%.

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's duration changes to 1 min./level, rather than lasting only while you concentrate. You must still concentrate in order to move the image.

5. If you spend 10 additional spell points, the spell's duration changes to Permanent, rather than lasting only while you concentrate. You must still concentrate in order to move the image. This incurs an experience cost of 20XP.

Imbue with Spell Ability

Evocation

Level: Magic 4

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature touched; see text

Duration: Permanent until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 7

You transfer some of your current spell points and spells known to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only spells from the schools of abjuration, divination, and necromancy (healing) can be transferred.

The subject can be granted up to two 1st-level spells and one 2nd-level spell, and up to 14 spell points. Even multiple castings of imbue with spell ability can't exceed this limit.

The transferred spells use your caster level when cast, not the subject's own (if any). The transferred spell points and spells known are kept wholly separate from the subject's own spellcasting, the subject can not use its own spell points to cast the spells you granted it, and it can not use the spell points you granted it to cast spells it may know.

Once you cast Imbue with Spell Ability, the spell points and spells known you granted remain inaccessible to you until the recipient uses up the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. When the spell ends, you regain knowledge of the spells, and any unused spell points are transferred back to you. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put.

The subject must follow all the normal restrictions associated with spellcasting - it can not spend more spell points on a spell than your caster level, it must provide components and XP for the spells, and so on.

Augment: For every additional spell point you spend, you can grant the subject two additional spell points. These must come from your own pool of spell points, as normal.

Imprisonment

Abjuration

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: Yes
Spell Points: 17

When you cast imprisonment and touch a creature, it is entombed in a state of suspended animation (see the [Temporal Stasis](#) spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a [Freedom](#) spell is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a [Locate](#) or [Scrying](#) spell, or some other similar divination does not reveal the fact that a creature is imprisoned or its location, but [Absolute Revelation](#) does.

A [Wish](#) or miracle spell will not free the recipient, but will reveal where it is entombed. If you know the target's name and some facts about its life, the target takes a -4 penalty on its save.

Instant Summons

Conjuration (Summoning)
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object weighing 10 lb. or less whose longest dimension is 6 ft. or less
Duration: Permanent until discharged
Saving Throw: None
Spell Resistance: No
Spell Points: 13

You call some nonliving item from virtually any location directly to your hand.

First, you must cast this spell on an object. This object can not be attended by another creature at the time the spell is cast.

Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) as an immediate action. The item appears instantly in your hand, and the spell ends.

If the item is being attended by another creature at the time you speak the special word, the spell does not work, but you know who the possessor is and where that creature is located when the summoning is attempted. This does not discharge the spell.

The item can be summoned from another plane.

Augment: If you spend 2 additional spell points, you can target any object with a weight up to your maximum load. If your maximum load has changed to be less than the weight of the item when you attempt to summon it, the summoning fails, and the spell is not discharged.

Interposing Hand

Evocation [Force]

Level: Sor/Wiz 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 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](#).

As an object of force, it is impervious to most forms of attack, but a [Disintegrate](#) or a successful [Dispell Magic](#) spell 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.

Invisibility

Illusion (Glamour)

Level: Assassin 2, Illusionist 2, Trickery 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 that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

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

1. If you spend 4 additional spell points, the spell doesn't end if the subject attacks.
2. If you spend 2 additional spell points, this spell can affect an additional target within range.

Invisibility Purge

Evocation

Level: Magic 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Spell Points: 5

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area, the invisibility effects being suppressed.

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

1. If you spend 6 additional spell points, the sphere suppresses all Illusion (glamer) spells within the area in addition to invisibility effects.
2. If you spend 8 additional spell points and 500XP, the duration of this spell becomes Permanent rather than Concentration.

Irresistible Dance

Enchantment (Compulsion) [Mind-Affecting]

Level: Enchanter 8

Components: V
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Spell Resistance: Yes
Spell Points: 15

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to take any actions other than caper and prance in place. In addition, the effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn.

Augment: For every 2 additional spell points you spend, the spell lasts for an additional round.

Keen Edge

Transmutation

Level: Paladin 3, Sor/Wiz 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).

Legend Lore

Divination

Level: Diviner 6, Knowledge 6

Components: V, S

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Spell Points: 11

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

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

Augment: If you spend 2 additional spell points, you can strain yourself to obtain the information more quickly. This incurs an experience point cost of 100XP, and reduces the spell's casting time to one standard action. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 +1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

Levitate

Transmutation

Level: Sor/Wiz 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:

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

Light

Evocation [Light]

Level: Fire 1, Paladin 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

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

Target: Object touched OR one creature; see text

Duration: 10 min./level (D) OR 1 round; see text

Saving Throw: None

Spell Resistance: No

Spell Points: 1

This spell has two separate functions, *Glow* (which causes a touched object to emit light) and *Flare* (which creates a single, focused flash). Each has its own usage descriptions and augmentation options.

- *Glow:* This function of the 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.

If an area of magical light and an area of magical darkness overlap, the spell on which more spell points were spent prevails. If an equal number of spell points were spent on both spells, ambient light conditions remain.

Augment: You can augment the Glow function of the spell in one or both 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.

In addition, you may spend any number of additional spell points when casting the spell using the *Glow* function (subject to your normal limits). While they do not directly provide any additional benefits, they still contribute to determining what darkness spells can be countered.

- **Flare:** This function of the spell targets a single creature within range, and *dazzles* it with a flash of light for one round, with no saving throw allowed. An undead creature, or a creature that takes penalties in bright light of any kind is instead *blinded* for one round.

Augment: For every additional spell point you spend on the Flare function of the spell, the creature is *dazzled* or *blinded* for an additional round.

Life and Death

Necromancy

Level: Necromancer 6

Components: V, S

Casting Time: 1 standard action

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

Area: Several living OR undead creatures within a 40-ft.-radius burst; see text

Duration: Instantaneous

Saving Throw: Fortitude negates OR Will negates; see text

Spell Resistance: Yes

Spell Points: 11, XP

The spell slays 11d4 Hit Dice worth of creatures unless they succeed on a saving throw. Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and Hit Dice that are not sufficient to affect a creature are wasted.

When casting this spell, you must choose whether you channel positive or negative energy.

- If you channel negative energy, the spell affects living creatures only (and is often referred to as *Circle of Death*). This adds the [Death] descriptor to the spell. The save DC to survive this form of the spell is a Fortitude save.
- If you channel positive energy, the spell affects undead creatures only (and is often referred to as *Undead to Death*). The save DC to survive this form of the spell is a Will save.

Augment: For every additional spell point you spend, this spell slays an additional 1d4 HD of creatures. In addition, for every two spell points you spend, this spell can slay creatures with one additional HD.

Experience Cost: 50XP.

Lion's Charge

Transmutation

Level: Paladin 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous; see text

Spell Points: 3

You gain the powerful charging ability of a lion for one round. When you charge, you can make a full attack in the same round.

You can manifest this power with an instant thought, quickly enough to gain the benefit of the power as you charge. Manifesting the power is a swift action. You cannot manifest this power when it isn't your turn.

Augment: For every additional spell point you spend, each of your attacks after a charge in the current round gains a circumstance bonus on damage equal to the number of additional points spent.

Locate

Divination

Level: Assassin 3, Knowledge 2, Sor/Wiz 2, Travel 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: Assassin 5, Sor/Wiz 3, Travel 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 (but see augment, below).

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 [Nondetection](#) and polymorph spells.

Mace of the Astral Deva

Transmutation [Good]

Level: Paladin 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Melee weapon touched

Duration: 1 round/level

Saving Throw: None; see text

Spell Resistance: No; see text

Spell Points: 9

A creature struck twice in the same round with a weapon imbued with this spell must make a Fortitude save or be stunned for 1d3 rounds. This effect is subject to spell resistance.

Mage Armor

Abjuration [Force]

Level: Abjurer 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 mage armor does not stack with the armor bonus provided by regular armor.

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

1. For every 2 additional spell points you spend, the armor bonus to Armor Class increases by 1.
2. If you spend 2 additional spell points, the spell's range changes to "touch", and its target changes to "creature touched".

Mage's Disjunction

Abjuration

Level: Abjurer 9, Magic 9

Components: V

Casting Time: 1 standard action

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

Area: All magical effects within a 40-ft.-radius burst OR **Target:** One magic item or [Antimagic Field](#)

Duration: Instantaneous

Saving Throw: None OR Will negates (object); see text

Spell Resistance: No

Spell Points: 17

The master abjurer understands the fabric of magic in a way no one else does, allowing him to disassemble its dweomers more effectively than the more primitive [Dispel Magic](#) could ever accomplish. This spell comes in two versions, an Area version and a Targeted version.

- **Area:** All magical effects within the radius of the spell, except for those affecting you, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect, as if dispelled).
- **Target:** The targeted version of the spell targets one magical item or [Antimagic Field](#). A disjoined [Antimagic Field](#) instantly ends. A disjoined magic item must make a successful Will save or be turned into a normal item. An item in a creature's possession uses its own Will save bonus or its possessor's Will save bonus, whichever is higher.

Even artifacts are subject to this focused version of disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 25 Will save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

Mage's Private Sanctum

Abjuration

Level: Sor/Wiz 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 [Read 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: You can augment this spell in one of the following ways:

1. 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.
2. If you spend 6 additional spell points, this spell prevents any (teleportation) effects from ending up in the area *except* for those used by you personally.

Mage's Sword

Evocation [Force]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

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

Effect: One sword

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

Spell Points: 13

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as you desire, starting in the round that you cast the spell. The sword attacks its designated target once each round on your turn. Its attack bonus is equal to your caster level + your key ability modifier, with an additional +3 enhancement bonus. Its attacks are melee touch attacks. As a force effect, it can strike ethereal and incorporeal creatures. It deals 4d6+3+your key ability modifier points of force damage, with a threat range of 19-20 and a critical multiplier of $\times 2$.

The sword always strikes from your direction, if possible. It occupies a single 5' square, as a medium-sized creature would. It does not get a bonus for flanking, but it can help a combatant get one if the other combatant places himself accordingly. If the sword's target goes beyond the spell range from you, if it goes out of your sight, or if you are not directing the sword, the sword instantaneously returns to you and hovers.

Each round after the first, you can use a move action to switch the sword to a new target. If you do not, the sword continues to attack the previous round's target.

The sword cannot be attacked or harmed by physical attacks, but [Dispel Magic](#), [Disintegrate](#), a sphere of annihilation, or a rod of cancellation affects

it. The sword's AC is 13 (10, +0 size bonus for Medium object, +3 deflection bonus).

If an attacked creature has spell resistance, the resistance is checked the first time Mage's sword strikes it. If the sword is successfully resisted, the sword can not strike that creature, and takes no actions until you select another target. If not, the sword has its normal full effect on that creature for the duration of the spell.

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

1. For every 2 additional spell points you spend, the spell creates another sword. All the swords attack the same target. You direct all swords using the same move action.
2. For every 3 additional spell points you spend, the swords created by the spell have their enhancement bonus increased by 1.

Magic Aura

Illusion (Glamer)

Level: Magic 1, Sor/Wiz 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 Magic](#) (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.

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

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

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

Magic Missile

Evocation [Force]

Level: Sor/Wiz 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.

Magic Vestment

Transmutation

Level: Strength 3, War 3

Components: V, S

Casting Time: 1 standard action

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

Target: Armor or shield touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Spell Points: 5

You imbue a suit of armor or a shield with a +2 enhancement bonus.

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

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

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

Magic Weapon

Transmutation

Level: Paladin 1, Sor/Wiz 1, War 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.)

This spell can affect a natural weapon.

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.

Maneuvering Hand

Evocation [Force]

Level: Evoker 3, Strength 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, 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.

Mark of Justice

Necromancy

Level: Law 5, Paladin 4

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: Yes

Spell Points: Law 9, Paladin 7

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of an unaugmented [Bestow Curse](#), with no saving throw allowed.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

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

1. If you spend 2 additional spell points, this spell's casting time is reduced to 1 standard action, but it gains a saving throw entry of "Will negates".
2. If you spend 6 additional spell points, the curse bestowed on the subject when the mark triggers is as if by an augmented bestow curse.

Mask Alignment

Abjuration

Level: Assassin 2, Chaos 2, Evil 2, Good 2, Law 2, Paladin 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object
Duration: 24 hours
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)
Spell Points: 3

This spell renders the targeted creature or object immune to all divination spells used to determine its alignment, notably the [Discern Alignment](#) spell.

Augment: If you spend 10 additional spell points, instead of rendering the target immune to the relevant spells, you choose a false alignment that any attempted divination “reveals”.

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.

Augment: If you spend an additional 6 spell points, you can also create an object of mineral nature: stone, crystal, metal, or the like. It can still not be of a valuable nature.

Maze

Conjuration (Teleportation)
Level: Conjurer 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: None
Spell Resistance: Yes
Spell Points: 15

You banish the subject into an extradimensional labyrinth of force planes. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn’t escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell.

Minotaurs are not affected by this spell.

Augment: For every additional spell point you spend, the Intelligence check DC to escape increases by 1.

Mental Link

Enchantment

Level: Sor/Wiz 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 spell 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.

Meteor

Evocation

Level: Evoker 9

Components: V, S

Casting Time: 1 standard action

Range: Unlimited

Area: 1 mile radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: No
Spell Points: 17

The most spectacular display of an evoker's art imaginable is the evocation of a meteor - the ultimate weapon of destruction.

The meteor strikes down one round after the spell is cast, dealing 24d6 points of damage to everything within the affected area on impact. Although the meteor explodes in a burst, it has immense penetrating power, only obstacles that are not destroyed by the meteor provide cover against it. Creatures that survive the blast must make a reflex save or be *stunned* for 1d4 rounds.

A meteor can only be cast outdoors. If a meteor is aimed to end up indoors (or in other locales where the sky is not in plain view, such as in a cave), the meteor strikes the topmost surface straight above the intended point of impact.

If the meteor strikes the surface of the earth, a cloud of dust rises in the area for 1d20 hours. The dust is treated as nonmagical fog. The meteor blast enforces all the usual consequences of an enormous explosion, like creatures being buried under rubble and mundane fires starting.

Despite the spell's range, you must still have line of sight (or other means of aiming) to the intended point of impact in order to cast the spell.

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

1. For every additional spell point you spend, the damage dealt by the meteor increases by 2d6.
2. If you spend 3 additional spell points, the meteor strikes down immediately rather than one round after the spell is cast.

Mind Blank

Abjuration
Level: Protection 8, Sor/Wiz 8
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 15

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils [Wish](#), [Limited](#), miracle, and [Wish](#) spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as [Arcane Eye](#), the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all. Those trying

to obtain information about a Mind Blanked subject via the [True Seeing](#) spell must succeed on a caster level check, as indicated in that spell's description.

Mind Blank, Personal

Level: Paladin 6

Range: Personal

Target: You

Duration: 24 hours

Spell Points: 11

As [Mind Blank](#), except as noted here.

Mind Fog

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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, to a maximum penalty of 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.

Mirror Image

Illusion (Figment)

Level: Illusionist 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 randomly¹¹ 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.

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.

¹¹Percentage 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.

Mislead

Illusion (Figment, Glamer)

Level: Illusionist 6, Luck 6, Trickery 6

Components: S

Casting Time: 1 standard action

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

Target/Effect: You/one illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

Spell Points: 11

You become invisible (a glamer. You are capable of acting unhindered, similar to being under an [Invisibility](#) spell with the first augment), and at the same time, an illusory double of you (a figment, similar to an [Image](#) with the first, second, and third augments) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

Augment: If you spend 2 additional spell points, you can make it appear as if any spell you cast while the illusory double is active originates from the double. All effects relating to range, line of sight, and so on, are still calculated using your real position, only your spells' visual and auditory effects, as well as their components, appear to be coming from the double.

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.

Mold Material

Transmutation

Level: Earth 3, Sor/Wiz 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: Earth 5, Sor/Wiz 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 to 1 round per cubic foot of material to be affected by the spell.

Moment of Prescience

Divination

Level: Knowledge 8, Luck 8, Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

Spell Points: 15

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you a +15 insight bonus on any single attack roll, opposed ability or skill check, or saving throw (An initiative roll is an ability check, not an opposed ability check, and is thus not eligible). Alternatively, you can apply the insight bonus to your AC against a single attack. Activating the effect is an immediate action; you can even activate it on another character's turn if needed, although not if flat-footed (as normal for immediate actions). You must choose to use the moment of prescience before you make the roll it is to modify, or before knowing the

result of the attack you wish to increase your AC against. Once used, the spell ends.

You can't have more than one moment of prescience active on you at the same time.

Augment: For every additional spell point you spend, the insight bonus increases by 1.

Mount

Conjuration (Summoning)

Level: Sor/Wiz 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. It comes with a bit, 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.

Nondetection

Abjuration

Level: Assassin 3, Abjurer 3, Trickery 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 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 nondetection 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 under [Saving Throws](#)), 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: For every additional spell point you spend, the caster level check DC the would-be diviner has to succeed on increases by 1.

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).

Open/Close

Abjuration

Level: Sor/Wiz 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, 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 (such as [Disintegrate](#)).
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.

Pass without Trace

Transmutation

Level: Assassin 1

Components: V, S

Casting Time: 1 standard action
Range: Touch
Targets: One creature/level touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 1

The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

Pattern

Illusion (Pattern) [Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Colorful lights in a 10-ft.-radius spread
Duration: Concentration + 2 rounds
Saving Throw: Will negates
Spell Resistance: Yes
Spell Points: 3

A twisting pattern of subtle, shifting colors weaves through the air, *fascinating* creatures within it. The pattern affects a number of Hit Dice of creatures equal to twice your caster level. Creatures with the fewest HD are affected first; and, 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. Sightless creatures are not affected.

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

1. If you spend 2 additional spell points, you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin) with a simple gesture (a free action). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected.
2. If you spend 10 additional spell points, the spell has different effects, depending on the subjects' HD.
 - Creatures with 6 HD or less are rendered *Unconscious* rather than *Fascinated*.
 - Creatures with 7 to 12 HD or less are *Stunned* rather than *Fascinated*.
 - Creatures with more than 13 HD are rendered *Confused* rather than *Fascinated*.
3. If you spend 2 additional spell points, this spell's radius increases to 20'.

Phantasmal Killer

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 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.

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.

Phantom Trap

Illusion (Glamour)

Level: Sor/Wiz 2

Components: V, S

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.

Phase Door

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V

Casting Time: 1 standard action

Range: 0 ft.

Effect: Ethereal 5 ft. by 8 ft. opening, 10 ft. deep + 5 ft. deep per three levels

Duration: 6 usages

Saving Throw: None

Spell Resistance: No

Spell Points: 13

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

A phase door is subject to [Dispel Magic](#). If anyone is within the passage when it is dispelled, he is harmlessly ejected to the nearest exit.

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

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

1. For every additional spell point you spend, the door gains an additional use.
2. If you spend 2 additional spell points and 1000 experience points, the phase door becomes permanent (no use limitation).

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.

Special: If you draw a calling diagram (a circle, religious symbol, or similar) appropriate to the creature to be bound, the creature takes a -2 penalty on its saving throw. The diagram must be drawn on the squares in which the creature will appear. Drawing the diagram takes at least 1 minute of work. Knowing what kind of diagram to draw requires a successful Knowledge check to recall useful information about the creature in question.

Plane Shift

Conjuration (Teleportation)

Level: Planes 7, Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 13

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time.

Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Augment: If you spend 4 additional spell points, you can decide the destination location precisely.

Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Poison

Conjuration (creation)

Level: Evil 3

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: One dose of poison

Duration: 10 min./level (D)

Saving Throw: None; see text

Spell Resistance: No

Spell Points: 5

You create one dose of nonmagical poison. Unless you supply a vial or other suitable container, the poison is released immediately (inhaled poisons are released into the air in your space, contact poisons are placed on some object within reach, and injury poisons must be immediately applied to a weapon or other implement). The poison is stored or applied as part of casting the spell. At

the end of the spell's duration, all poison you have created disappears. Poisons that have been delivered but have yet to deal their secondary damage when the spell expires do not deal their secondary damage. Penalties the poison may have inflicted do not disappear, however.

The dose of poison you create can be any poison with a market value of 300GP or less.

Rather than the normal save DCs for spells, use the poison's save DC.

Augment: For every additional spell point you spend, the value of the poison you can create increases by 300GP.

Polar Ray

Evocation [Cold]

Level: Evoker 8

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: 15

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 15d6 points of cold damage and encases the target in a block of ice.

The block of ice is 12 inches thick. It has 36 hit points, and hardness 0. The strength DC to burst it is 22. A creature encased in ice is *immobilized* and can not make attacks (but it can attempt to burst free as a standard action). The block of ice blocks line of effect, but not line of sight.

Augment: For every additional spell point you spend, the spell's damage increases by one die (d6), the block gains an additional 3 hit points, and the strength DC to burst it increases by 1.

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, and your spellcasting ability.)
- 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 the host dies, 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

Table 18: Power Word durations

Target's hit Points	Power Word Blind	Power Word Stun	Power Word Kill
<50	Permanent	4d4 rounds	Instantaneous
51-100	1d4+1 minutes	2d4 rounds	Instantaneous
101-150	1d4+1 minutes	1d4 rounds	-
151-200	1d4+1 rounds	-	-
200<	-	-	-

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.

Power Word

Enchantment (Compulsion) [Mind-Affecting]

Level: Enchanter 7, War 7

Components: V

Casting Time: 1 standard action

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

Target: One creature with 200 hp or less

Duration: See the [Power Word](#) table

Saving Throw: None

Spell Resistance: Yes

Spell Points: 13

You utter a single word of power that causes one creature of your choice to become *blinded*, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by Power Word. This, most basic form of the spell is referred to as Power Word: Blind. See the [Power Word](#) table for this spell's duration.

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

1. If you spend 2 additional spell points, you can use Power Word: Stun. This changes the condition inflicted by the spell to *stun* rather than *blindness*, and renders any creature that currently has 151 or more hit points immune to the spell.
2. If you spend 4 additional spell points, you can use Power Word: Kill. This adds the [Death] descriptor to the spell, causes a creature that falls victim to the spell to die rather than being *blinded*, and renders any creature that currently has 101 or more hit points immune to the spell.

Precognition

Divination

Level: Diviner 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Saving Throw: None; see text

Duration: 1 round/level or until discharged; see text

Spell Points: 13

Immediately after casting this spell, and then at the start of your turn on every round of the spell's duration, you may select one creature you can see (or are otherwise aware of in your presence) as a free action. You gain a glimpse of that creature's immediate future. You can ask the GM (or whoever may be in control of that creature's actions) what actions that creature is likely to take on its next turn. He must answer to the best of his ability given the current situation, but he is not under an obligation to not change his mind should the creature's situation change.

If you select a creature that is also under the influence of Precognition, the spell yields no information and you must roll a Will save (using this spell's save DC) or be *Stunned* for one round as the spell attempts to rapidly compensate for the respective insights you have into the fabric of time.

Augment: For every 2 additional spell points you spend, you can select an additional creature whose actions you wish to predict. This is done as part of the same free action.

Prismatic Sphere

Abjuration

Level: Protection 9, Sor/Wiz 9, Sun 9

Components: V

Range: 10 ft.

Effect: 10-ft.-radius sphere centered on you

Spell Points: 17

This spell functions like [Prismatic Wall](#), except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum.

The sphere's blindness effect on creatures with less than 8 HD lasts 2d4×10 minutes.

You can pass into and out of the prismatic sphere and remain near it without harm. However, when you're inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe will exist, since you are at the center of the sphere, so the lower half is usually excluded by the floor surface you are standing on.

Table 19: Prismatic Spray

1d8	Beam Color	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 points of Constitution damage instead on a successful save)
5	Blue	Turned to stone, as if by a Transmute Flesh and Stone spell (Fortitude negates)
6	Indigo	Permanently confused, as if by an augmented Confusion spell (Will negates)
7	Violet	Sent to a randomly determined plane, as if by an unaugmented Plane Shift spell (Will negates)
8	Struck by two rays; roll twice more, ignoring any “8” results.	

The colors of the sphere have the same effects as the colors of a [Prismatic Wall](#).

Augment: This spell can be augmented in one or both of the following ways:

1. For every additional spell point you spend, the HD limit on the creatures blinded by the spell increases by 1.
2. If you spend 2 additional spell points and 4500XP, the spell's duration increases to Permanent.

Prismatic Spray

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

Spell Points: 13

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically *blinded* for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects. See the [Prismatic Spray](#) table for descriptions of the individual beams. In all cases, the saving throw DC is the one for this spell, rather than the spell referenced on the table. Immunities to and the spell descriptors of the referenced spells apply normally.

Augment: For every additional spell point you spend, the HD limit on the creatures blinded by the spell increases by 1.

Prismatic Wall

Abjuration

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 standard action

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

Effect: Wall 4 ft./level wide, 2 ft./level high

Duration: 10 min./level (D)

Saving Throw: See text

Spell Resistance: See text

Spell Points: 15

Prismatic wall creates a vertical, opaque wall—a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. However, any other creature with less than 8 HD that is within 20 feet of the wall is blinded for 2d4 rounds by the colors if it looks at the wall.

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A prismatic wall spell cast to materialize in a space occupied by a creature is disrupted, and the spell is wasted.

Each color in the wall has a special effect. The [Prismatic Wall](#) table shows the seven colors of the wall, the order in which they appear and their effects on creatures trying to attack you or pass through the wall.

A rod of cancellation or a [Mage's Disjunction](#) spell destroys a prismatic wall, but an [Antimagic Field](#) fails to penetrate it. [Dispel Magic](#) cannot dispel the wall as a whole, but cast in succession, it can remove the wall one layer at a time (the outermost layers first). Spell resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

Augment: This spell can be augmented in one or both of the following ways:

1. For every additional spell point you spend, the HD limit on the creatures blinded by the spell increases by 1.
2. If you spend 2 additional spell points and 4000XP, the spell's duration increases to Permanent.

Programmed Image

Illusion

Level: Illusionist 6

Components: V, S

Casting Time: 1 standard action

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

Target: An [Image](#) spell

Duration: Permanent until triggered, then as original spell

Saving Throw: None

Table 20: Prismatic Wall

Order	Color	Effect of color
1st	Red	Stops nonmagical ranged weapons. 20 points fire damage (Reflex half).
2nd	Orange	Stops magical ranged weapons. 40 points acid damage (Reflex half).
3rd	Yellow	Stops poisons, gases, and petrification. 80 points electricity damage (Reflex half)
4th	Green	Stops breath weapons. Poison (Kills; Fortitude partial, take 1d6 points of Constitution damage instead on a successful save)
5th	Blue	Stops Divination and mental attacks. Turned to stone, as if by a Transmute Flesh and Stone spell (Fortitude negates)
6th	Indigo	Stops all spells. Permanently confused, as if by an augmented Confusion spell (Will negates)
7th	Violet	Energy field destroys all objects and effects. ¹ Sent to a randomly determined plane, as if by an unaugmented Plane Shift spell (Will negates)

1. The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and spell resistance might render some colors ineffective (see above).

Spell Resistance: No

Spell Points: 11

This spell suppresses the targeted figment until a specific condition occurs. The spell is effectively placed in stasis until triggered (not using up the remainder of the spell's duration), at which point it resumes normally.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See [Ventriloquism](#) for more details about such triggers.)

Augment: If you spend 4 additional spell points, the program does not end when first triggered (changing the duration to be truly Permanent). You may set a second trigger that suppresses the image again, or have the image suppressed after a certain period of time has lapsed. The spell then resumes watching for the original trigger.

Protection from Arrows

Abjuration

Level: Sor/Wiz 2

Components: V, S

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.

Prying Eyes

Divination

Level: Sor/Wiz 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 human eyeball, 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.

Pyrotechnics

Transmutation

Level: Fire 2, Sor/Wiz 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.

Rage

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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: None

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.

Raise Dead

Necromancy (Healing)

Level: Healing 5

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Spell Points: 9; XP; see text

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A character who died with unused spell points comes back with 50% of them (rounded down, minimum 0). The potential spell point loss for losing a level won't come in until the next time the raised character replenishes his spell points.

A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Augment: This spell can be augmented in one or more of the following ways:

1. If you spend 2 additional spell points and 500 additional XP, the condition of the remains is not a factor. So long as some small portion of the creature's body still exists, you can cast this spell on the remains. The portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature is restored to full hit points (although reduced due to the level or constitution loss), and all missing body parts are restored. Magical diseases and curses are still not undone.

2. If you spend 2 additional spell points and 500 additional XP, the creature can have been dead no longer than 10 years per caster level rather than one day per caster level.
3. If you spend an additional spell point and 250 additional XP, a spellcaster being raised does not lose any spell points as part of returning from the dead.
4. If you spend an additional spell point and 250 additional XP, curses and magical diseases are cured as part of the subject returning from the dead.
5. If you spend 2 additional spell points and 250 additional XP, you can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. In the case of an undead creature, the creature is returned to the state it was before it died.
6. If you spend 2 additional spell points and 250 additional XP, you can resurrect an elemental or an outsider.
7. If you spend 4 additional spell points and 1000 additional XP, you can bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method). The creature is restored to full hit points (although reduced due to the level or constitution loss), and its body is restored. Magical diseases and curses are still not undone. This changes the spell's range to "unlimited" and its target entry to an "Effect: Resurrection" entry.
8. If you spend 8 additional spell points and 4000 additional XP, the subject of the spell does not lose a level or points of constitution when it is raised from the dead.

Experience Cost: 1000XP.

Random Action

Enchantment (Compulsion) [Mind-Affecting]

Level: Chaos 1

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Spell Points: 1

This spell causes a creature of up to 4 Hit Dice to become *confused*, making it unable to independently determine what it will do.

Augment: For every additional spell point you spend, this spell can affect a creature with one more Hit Die.

Ray of Enfeeblement

Necromancy

Level: Sor/Wiz 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 multiple castings of 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.

Read Thoughts

Enchantment [Mind-Affecting]

Level: Enchanter 2, Knowledge 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 spell in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Reality Veil

Illusion (Phantasm) [Mind-affecting]

Level: Illusionist 9

Components: V, S

Casting Time: 1 standard action

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

Target or Area: One creature OR creatures within a 15-ft.-radius sphere

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 17

This spell enables you to destroy the victim's ability to perceive reality, sending it into a catatonic state. When Reality Veil is cast, you can target either a single creature within range or a group of creatures all located within the spell's area.

- *Single Target:* If Reality Veil targets a single creature, that creature's senses are pinched off from the real world unless it succeeds on a will save. The subject's senses are all completely fabricated by you (decided at the time of casting. Casting this spell a second time allows you to alter the reality the victim lives in), though it may not realize this. In reality, the subject sprawls limply, drooling and mewling, and eventually dies of thirst and starvation without care. The subject lives within its own made-up world until the time of its actual death.
- *Area Effect:* If Reality Veil is cast on an area, it sends all affected creatures into a shared catatonia (the world is a construct, but within the world, the victims can interact with each other).

Only very potent spells (such as miracle or [Wish](#)) or similar effects can undo the mental crosswiring that this spell brings about.

Refuge

Conjuration (Teleportation)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Spell Points: 13, XP

You create powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to a location determined by you at the time of casting. You must be familiar with the location. Once the item is transmuted, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the

command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to the chosen location. No other creatures are affected (aside from a familiar that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Experience cost: 300XP.

Augment: For every 2 additional spell points you spend, another creature that is touching the subject of the teleportation is affected. If more creatures are touching the subject than the augment allows, determine randomly who comes along.

Reincarnate

Necromancy (Healing)

Level: Chaos 4

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

Spell Points: 7; XP; see text

You restore life to a deceased creature by creating a new body for it. You can raise a creature that has been dead for no longer than one week. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired (including ability damage, ability drain, as well as normal disease and poison, but not curses or magical diseases). The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new body (of an age category equal to that of the subject's previous body) for the soul to inhabit from the natural elements at hand. The new body may be of a race different from the creature's original. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated. A reincarnated creature has a number of hit points equal to its current Hit Dice. None of the dead creature's equipment or possessions are affected in any way by this spell.

Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of

Table 21: Reincarnate

d%	Incarnation
1-5	Caster's race
6-10	Target's choice (other than old race)
11-40	Same as old race
41-50	Related race (GM's adjudication)
51-60	Decidedly unrelated race (GM's adjudication)
61-90	Roll randomly among races in the setting
91+	GM's choice

Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means (if the character's race changes, determine its ability score changes first). A character who died with unused spell points comes back with 50% of them (rounded down, minimum 0). The potential spell point loss for losing a level won't come in until the next time the raised character replenishes his spell points.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

To determine the race of the creature's new body, roll on the [Reincarnate](#) table. Whatever the result, a Reincarnate spell can never result in a creature's level adjustment or number of hit dice (aside from level loss, see above) changing. To determine the ability scores of a reincarnated creature, eliminate its old racial adjustments to ability scores, and add the racial adjustments of its new race (including mental ability scores). The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form.

If the subject's race changes, it hereafter ages as a creature of its new race. For example, an orc that reached middle age just before being reincarnated as an elf ages from that point as any other elf that just reached middle age (even if the character's absolute age would not even place it as an adult for naturally born elves). For venerable creatures, reroll the maximum age according to its new race.

Augment: This spell can be augmented in one or more of the following ways:

1. If you spend 2 additional spell points and 500 additional XP, the creature can have been dead no longer than 10 years per caster level rather than one week.
2. If you spend an additional spell point and 250 additional XP, a spellcaster being raised does not lose any spell points as part of returning from the dead.
3. If you spend an additional spell point and 250 additional XP, curses and magical diseases are cured as part of the subject returning from the dead.

4. If you spend 2 additional spell points and 250 additional XP, you can reincarnate someone killed by a death effect.
5. If you spend 8 additional spell points and 4000 additional XP, the subject of the spell does not lose a level or points of constitution (other than due to a change in the subject's race) when it is reincarnated.

Experience Cost: 200XP.

Repair

Transmutation

Level: Sor/Wiz 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, XP; see text

The spell has two separate functions, *Mending* (which affects items) and *Repair construct* (which affects constructs). Each has its own usage descriptions and augmentation options.

- *Mending:* This 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. This use of the spell requires you to expend a number of experience points equal to the number required to craft the item in the first place.

- *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.

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 or smaller creature

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

1. If you spend 6 additional spell points, this spell does not offer a saving throw.
2. For every 3 additional spell points you spend, this spell can affect a creature one size category larger than medium.
3. If you spend 6 additional spell points, you can telekinetically move the sphere as long as its contents weigh 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents. You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Resistance

Abjuration

Level: Abjurer 2, Paladin 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.

Resist Energy

Abjuration

Level: Fire 2, Paladin 2, Sor/Wiz 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.

Remove Blindness/Deafness

Necromancy (Healing)

Level: Paladin 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 5

This spell cures blindness, deafness, or damage to or loss of any one special sense (such as scent, blindsight, blindsense, or tremorsense). Whether the effect is normal or magical in nature does not matter. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove Curse

Abjuration

Level: Healing 3, Luck 3, Paladin 4, Sor/Wiz 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: Healing 5, Luck 5, Paladin 7, Sor/Wiz 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.

Remove Disease

Necromancy (Healing)

Level: Healing 3

Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 5

Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Note: Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

Abjuration
Level: Healing 1, Paladin 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Targets: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 1

The subject gains immunity to fear effects.

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

1. For every three additional spell points you spend, this spell can affect an additional creature.
2. If you spend 2 additional spell points, the spell's duration increases to 10 minutes per level.

Restoration

Necromancy (Healing)
Level: Healing 2, Paladin 2
Components: V, S
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)
Spell Points: 3

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the

subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

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

1. If you spend 4 additional spell points, this spell also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per caster level. A character who has a level restored by restoration has exactly the minimum number of experience points necessary to restore him or her to his or her previous level. This augment does not restore levels or Constitution points lost due to death.
2. If you spend 4 additional spell points, this spell cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.
3. If you spend 10 additional spell points and 500XP, this spell removes all forms of insanity, confusion, and similar mental effects.

Reverse Gravity

Abjuration

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 13

You change the way gravity affects the target creature. The creature instantaneously "falls" 500' in any direction (other than down). This fall is treated as an ordinary fall in all respects - the target takes the appropriate falling damage if it hits something on the way (such as the ceiling), the [Control Fall](#) spell makes it fall 60' rather than 500', a creature with a Fly speed is not affected unless it wishes to, and the target (or those near to it) may use the Climb skill to catch itself as it falls.

Reality rapidly compensates for this breach of the laws of physics, making traditional ballistics inapplicable.¹² If you cause the creature to fall at an angle, refer to the [Reverse Gravity Angles](#) table for a reference on the vertical and horizontal distances the subject falls. A creature always falls straight down after travelling 500' in this fashion.

¹²*Optional rule:* Ballistics apply. Rather than "falling 500'", the effects of gravity on the subject are ignored for one round, and a force with an equal magnitude but different direction is applied to the subject for the same duration. This approach is recommended only if someone at the table has a talent for on-the-fly vector calculus.

Table 22: Reverse Gravity Angles

Angle*	Horizontal distance	Maximum height
0°	500 feet	0 feet
15°	485 feet	130 feet
30°	435 feet	250 feet
45°	355 feet	355 feet
60°	250 feet	435 feet
75°	130 feet	485 feet
90°	0 feet	500 feet

*An angle with respect to the ground the creature was standing on.

Augment: For every 2 additional spell points you spend, this spell affects an additional creature within range.

Righteous Might

Transmutation [see text]

Level: Paladin 5, Strength 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Spell Points: 9

Your height is doubled, your weight is multiplied by 8, and your size category increases to the next larger one. You gain a +4 size bonus to Strength, a +2 size bonus to Constitution, and your size modifier for AC and attacks changes as appropriate to your new size category. You gain a +2 enhancement bonus to your natural armor. At the time you cast this spell, choose an alignment you wish to protect yourself against. You gain DR 3/that alignment. The spell gains a descriptor opposed to that alignment (for example, if you choose to gain DR/evil, this becomes a Transmutation [Good] spell).

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, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If the check fails, you are constrained without harm by the materials enclosing you - you can not crush yourself by increasing your size.

This spell does not change your speeds.

All equipment worn or carried by you has its size similarly altered by the spell. See Table: Larger and Smaller Weapon Damage for effects on the damage of weapons. Note the effects of your changed carrying capacity. Any item that leaves your possession while you have had your 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.

Augment: If you spend 6 additional spell points, your height is tripled, your weight is multiplied sixteenfold, and your size category increases by two instead of one. You instead gain a +6 size bonus to Strength, and a +3 enhancement bonus to your natural armor.

In addition, for every additional spell point you spend, the damage reduction offered by this spell increases by 1.

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).

Screen

Illusion (Glamer)

Level: Illusionist 8, Trickery 7

Components: V, S

Casting Time: 10 minutes

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

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

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

Spell Points: Illusionist 15, Trickery 13

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect (do not penetrate) the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Scrying

Divination (Scrying)

Level: Knowledge 4, 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 the [Scrying save modifiers](#) table). Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

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.

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 24 hours.

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

Table 23: 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.

Searing Blade

Evocation [Light]

Level: Paladin 3

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round; See text

Saving Throw: None

Spell Resistance: Yes

Spell Points: 5

You imbue a weapon with the power to blast the dark and unclean.

Your next successful attack with the weapon (if it is made before the end of the spell's duration) deals an additional 5d6 points of damage if the target of the attack is an undead creature or an ooze, half that amount otherwise. A creature that is harmed by or takes penalties from sunlight or bright light takes double damage (meaning that a non-undead, non-ooze creature that takes penalties from light takes normal damage). On a successful attack, the spell is discharged.

Augment: For every additional spell point you spend, the damage against undead creatures and oozes increases by 1d6 (with a corresponding increase in damage against other creatures).

Searing Light

Evocation

Level: Fire 3

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Spell Points: 5

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. Undead creatures and oozes struck by the ray take 5d6 points of damage, objects and other creatures take half damage. A creature that is harmed by or takes penalties from sunlight or bright light takes double damage (meaning that a non-undead, non-ooze creature that takes penalties from light takes normal damage).

Augment: For every additional spell point you spend, the damage against undead creatures and oozes increases by 1d6 (with a corresponding increase in damage against other creatures).

See Invisibility

Divination

Level: Sor/Wiz 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.

Augment: If you spend 7 additional spell points and 1000XP, the duration of this spell becomes Permanent rather than 10 min./level.

Sending

Divination

Level: Knowledge 4, Sor/Wiz 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: Knowledge 7, Sor/Wiz 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.

Sepia Snake Sigil

Conjuration (Creation) [Force]

Level: Sor/Wiz 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.

Note: Magic traps such as Sepia Snake Sigils 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 a Sepia Snake Sigil.

Sequester

Abjuration

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One willing creature or object (up to a 2-ft. cube/level) touched

Duration: One day/level (D)

Saving Throw: None or Will negates (object)

Spell Resistance: No or Yes (object)

Spell Points: 13

When cast, this spell not only prevents divination spells from working to detect or locate the creature or object affected by sequester, it also renders the affected creature or object invisible to any form of sight or seeing (as the [Invisibility](#) spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

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.
2. If you spend an additional 4 spell points, you can mimic the [Wall of Stone](#) spell.
3. If you spend an additional 6 spell points, you can mimic the [Wall of Iron](#) spell.

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](#)
- [Energized Touch](#)
- [Gust of Wind](#)
- [Hand of Force](#)
- [Magic Missile](#)

- [Shatter](#)
- [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 Evocation 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 [Wall of Force](#) spell.
2. If you spend an additional 4 spell points, you can mimic the [Freezing Sphere](#) spell.
3. If you spend an additional 6 spell points, you can mimic the [Prismatic Spray](#) spell.

Shadow Walk

Illusion (Shadow)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: Up to one touched creature/ level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Spell Points: 11

To use the shadow walk spell, you must be in an area of shadowy illumination or total darkness. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative

to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10×100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10×1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Augment: If you spend 2 additional spell points, you arrive precisely at your intended destination, rather than 1d10×100 feet away.

Shadow Warriors

Illusion (Shadow)

Level: Sor/Wiz 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.

Table 24: 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	Attack of opportunity: Longsword +CL* melee (1d8+KAM*) 19-
Attacks:	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.

While the spell is active, you gain a circumstance bonus on intimidate checks equal to the number of active warriors.

The relevant statistics of a shadow warrior are given on the [Shadow Warriors](#) table.

Augment: For every additional spell point you spend, you gain an additional warrior when casting this spell.

Shapechange

Transmutation

Level: Animal 9, Transmuter 9

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Spell Points: 17

Shapechange is a special spell in the way that it has no effect on its own, but an enabler for the form-changing magic you already possess.

For the duration of the spell, you can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. The form taken is according to the effects of one "Form of the X" spell you know, augmented as if cast using a number of spell points equal to the number spent on casting the Shapechange spell. You do not have to select the same augments each time. You can use this free action to revert to your original form, if desired.

For example, a 17th-level Transmuter who knows [Form of the Fish](#) and [Form of the Dragon](#) could take the shape of a gargantuan fish with a swim speed of 40' (using the second augment only) at the end of the round in which he cast the spell, change into a dragon with a strength score of 32 (using the first augment only) at the start of the next round, and end his third round by turning into a small fish with a swim speed of 100' (using the first augment only).

In addition, you gain an additional ability corresponding to your current form.

- [Form of the Avian](#): Your form's aerial maneuverability increases to perfect, and you gain a competence bonus on spot checks equal to the number of

spell points spent on this spell.

- **Form of the Carnivore:** You gain the Pounce and Rake extraordinary abilities of a lion. Your rake attacks deal 1d4 points of damage + 1/2 your strength modifier, and benefit from size increases normally.
- **Form of the Dragon:** You gain a breath weapon. The breath weapon fills a 40' cone, and deals 1d6 points of fire damage per spell point you spent on the Shapechange spell, reflex half. Usable as a standard action once every 1d4+1 rounds (changing from the Form of the Dragon and back again does not reset the counter). This is a supernatural ability.
- **Form of the Elemental:** You gain all the benefits of each elemental form, and none of the drawbacks.
- **Form of the Fish:** You gain the Improved Grab (for your bite attack) and Swallow Whole special abilities. The damage required to cut out of your gullet is equal to 1/4 your HP total. These are extraordinary abilities.
- **Form of the Horror:** You gain the Frightful Presence special ability out to 60'. It activates whenever you attack or perform a grapple check. Opponents who fail are *Frightened* for 6d6 rounds. The save DC is equal to the Shapechange spell's save DC, rather than as normal for the Frightful Presence special ability. This is an extraordinary ability.
- **Form of the Iron Golem:** You gain a breath weapon. The breath weapon fills a 10' cube with a poisonous gas lasting 1 round. Usable as a free action once every 1d4+1 rounds (changing from the Form of the Iron Golem and back again does not reset the counter). The gas is transparent and lasts for 1 round. Initial damage 1d4 Con, secondary damage 3d4 Con. This is a supernatural ability.
- **Form of the Scout:** Creatures with the Blindsense, Blindsight, Scent, or Tremorsense special abilities can not use those abilities to detect you.
- **Form of the Treant:** You gain the Regeneration 1 special ability. Fire deals normal damage to you. Limb reattachment and regrowth happens too slowly for it to be possible to accomplish while the spell lasts.
- **Form of the Vermin:** You gain the Tremorsense special ability out to 100'. If your form has claws, they gain the Improved Grab special ability.
- **Form of the Viper:** You gain the Improved Grab (for your bite attack) special ability, and the Blindsense special ability out to 60'.

Shatter

Evocation [Sonic]

Level: Destruction 2, Sor/Wiz 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 rigid 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 rigid, 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 rigid object (such as a rock, piece of wood, or hardened leather, but not rope, a sack, or a piece of cloth), 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 creature increases by one die (1d6).

Shield

Abjuration [Force]

Level: Sor/Wiz 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.

Shield Other

Abjuration

Level: Good 2, Paladin 2, Protection 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: 3

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell is suppressed until the subject comes into range again.

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

Shout

Evocation [Sonic]

Level: Sor/Wiz 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: You can augment this spell in one or more of the following ways:

1. For every additional spell point you spend, this spell's damage increases by 1d6.
2. If you spend 2 additional spell points, the spell's range increases to 60'.
3. If you spend 6 additional spell points, this spell *stuns* a creature for one round on a failed saving throw, in addition to the deafness.

Shun

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 hour/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

Spell Points: 11

The targeted creature is compelled to avoid the presence of others. It must spend its actions physically distancing itself from every creature within line of sight. It need not expend any resources to do so (including spell points or magic item charges) unless doing so is the only way to retreat. A creature engaged in melee combat typically takes the withdraw action. A creature not aware of any other creatures within line of sight typically does its best to hide.

One round after the spell is cast, the subject receives a Will saving throw. If the saving throw is successful, the subject may act normally from there on, otherwise it continues to eschew contact with others while the spell lasts.

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.

Simulacrum

Illusion (Shadow)

Level: Illusionist 7

Components: V, S

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Points: 13, XP

Simulacrum creates an illusory duplicate of any creature you are personally familiar with. The duplicate creature is only partially real, but it appears to be the same as the original. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Spot check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its Hit Dice or abilities, and does not gain experience points. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into

nothingness. A simulacrum can not be healed, but it can receive the benefits of a [Repair](#) spell.

A simulacrum can not mimic the effects of templates. If creating a simulacrum of a creature with a template is attempted, the template is ignored for purposes of the spell.

A simulacrum has the following statistics:

- It is of the same size and base type as the original creature. (The simulacrum does not share the creature's subtypes, if any.) It inherits all traits relating to type.
- It has a number of HD equal to one-half the number of HD the original creature had, of the kind corresponding to its type. For example, a simulacrum of a 10th-level Fighter would have 5 humanoid hit dice (and no class levels).
- It has the same base ability scores as the original creature, including inherent bonuses and bonuses gained from getting extra hit dice.
- It has the same base natural armor as the original creature.
- It has the extraordinary special qualities of the base creature (including racial traits).
- It has the natural attacks and extraordinary special attacks of the original creature.
- It never has any natural abilities, supernatural abilities, spell-like abilities or spellcasting the original creature may have had.

You can not create a simulacrum of any creature that has more than 13 Hit Dice (meaning the simulacrum can not have more than 6 HD).

Augment: For every additional spell point you spend, you can create a simulacrum of a creature with one more HD (beyond the 13 allowed by the unaugmented form of the spell).

Experience Cost: You must spend 150 XP per Hit Die of the simulacrum you intend to create (minimum 1,000 XP).

Sleet Storm

Conjuration (Creation) [Cold]

Level: Sor/Wiz 3

Components: V, S

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 unprotected 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.

Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Assassin 1, Sor/Wiz 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, the maximum hit dice of creatures this spell can affect increases by 1.

Slow

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

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

Targets: Five creatures, 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.

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

Soul Bind

Necromancy

Level: Necromancer 9

Components: V, S

Casting Time: 1 standard action

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

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: No

Spell Points: 17

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Special: When casting this spell, you must have on hand a black sapphire.

Spectral Hand

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Spell Points: 3

For the duration of the spell, all touch spells you cast can be delivered as if you had a reach of 30'. Spells so delivered appear to be delivered by a floating, disembodied hand.

Augment: For every 2 additional spell points you spend, the range of the hand increases by 10'.

Spell Resistance

Abjuration **Level:** Magic 5, Protection 5 **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)
The creature gains spell resistance equal to 12 + your caster level.

Table 25: Spell Turning

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

Spell Turning

Abjuration

Level: Abjurer 7, Magic 7, Luck 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

Spell Points: 13

Spells targeted against you rebound to affect the original caster. Spells that do not allow Spell Resistance (such as [Dispel Magic](#)) ignore Spell Turning. This effect fully reverses spells that have only you as a target. If the spell has multiple individual targets, the caster is targeted instead of you, but other targets are affected normally. Spells that affect an area and those that produce effects can't be reversed. Spell Turning also can't reverse any spell with a range of touch.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly on the [Spell Turning](#) table to determine the result.

Augment: If you spend 4 additional spell points, you can change the spell's range to "touch" and its target to "creature touched".

Spiritual Weapon

Evocation [Force]

Level: War 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Spell Points: 3

A weapon made of pure force springs into existence. The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. Each round as a free action at the beginning of your turn, you can make a single attack with the weapon at any target you can see within 30 feet. The attack uses an attack bonus equal to your caster level + your key ability modifier, and deals 1d8 + 1 point per three

caster levels force damage. The weapon strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the normal miss chance associated with incorporeality.

The weapon that you get is often a force replica of your deity's favored weapon. A Cleric without a deity gets a weapon based on his alignment. A neutral Cleric without a deity (or a non-Cleric who has learned this spell) can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time.

The weapons associated with each alignment are as follows:

- *Chaos*: Battleaxe
- *Evil*: Flail
- *Good*: Warhammer
- *Law*: Longsword

Augment: If you spend 6 additional spell points, the weapon strikes as if it were an Anarchic, Axiomatic, Holy or Unholy weapon, chosen at the time of casting (Gaining a +2d6 bonus on damage rolls against creatures of the appropriate alignment). You can only choose an alignment enhancement that matches your own alignment (so for instance, a Lawful Good Cleric could make his Spiritual Weapon Axiomatic or Holy, but a Neutral Evil Cleric could only make his Spiritual Weapon Unholy). A neutral Cleric can not make use of this augment.

Stoneskin

Abjuration

Level: Earth 4, Protection 4, Sor/Wiz 4, Strength 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: You can augment this spell in one or both of the following ways:

1. For every additional spell point spent, the damage reduction offered by this spell increases by 1.
2. If you spend 4 additional spell points, you can cast this spell as an immediate action.

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.

Summon Air Elemental

Conjuration (Summoning)

Level: Air 4

Components: V, S

Casting Time: 1 round

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

Effect/Target: One air elemental / Air in a volume of 5 ft. by 5 ft. by 5 ft.; see text

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 7

This spell summons the spirit of a small or medium air elemental, which animates the cube of air you targeted. The elemental 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 elemental acts normally on the last round of the spell's duration and becomes inanimate (that is, a cube of air) at the end of its turn.

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

1. If you spend 4 additional spell points, you summon a large elemental rather than a small or medium-sized one. This requires you to target air in a volume of 10 ft. by 10 ft. by 10 ft.
2. If you spend 6 additional spell points, you summon a huge elemental rather than a small or medium-sized one. This requires you to target air in a volume of 15 ft. by 15 ft. by 15 ft.
3. If you spend 8 additional spell points, you summon a greater elemental rather than a small or medium-sized one. This requires you to target air in a volume of 15 ft. by 15 ft. by 15 ft.
4. If you spend 10 additional spell points, you summon an elder elemental rather than a small or medium-sized one. This requires you to target air in a volume of 15 ft. by 15 ft. by 15 ft.
5. If you spend 4 additional spell points, you can cast this spell as a standard action.

Summon Earth Elemental

Conjuration (Summoning)

Level: Earth 3

Components: V, S

Casting Time: 1 round

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

Effect/Target: One earth elemental / 1lbs or more of earth; see text

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

This spell summons the spirit of a small or medium earth elemental, which animates the bit of earth you targeted (changing in size, if necessary). The earth targeted must be reasonably pure soil - pure rock, gravel, or dust is insufficient. The earth targeted must weigh at least one pound. There is no upper limit on the weight of the earth you can animate with this spell except for that it may not occupy a space larger than the space of the elemental you are summoning (a larger lump is only partially animated).

It appears in the space of the earth you targeted 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 elemental acts normally on the last round of the spell's duration and becomes inanimate (that is, reverts to being a cube of soil) at the end of its turn.

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

1. If you spend 4 additional spell points, you summon a large elemental rather than a small or medium-sized one.
2. If you spend 6 additional spell points, you summon a huge elemental rather than a small or medium-sized one.

3. If you spend 8 additional spell points, you summon a greater elemental rather than a small or medium-sized one.
4. If you spend 10 additional spell points, you summon an elder elemental rather than a small or medium-sized one.
5. If you spend 4 additional spell points, you can cast this spell as a standard action.

Summon Fire Elemental

Conjuration (Summoning)

Level: Fire 3

Components: V, S

Casting Time: 1 round

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

Effect/Target: One fire elemental / a live fire; see text

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

This spell summons the spirit of a small or medium fire elemental, which animates the source of the fire you targeted (changing in size, if necessary). This extinguishes the fire. The fire targeted must be truly burning - smoldering cinders are insufficient. There is no lower or upper limit on the size of the fire you can animate with this spell except for that the fire may not occupy a space larger than the space of the elemental you are summoning (a larger fire is only partially animated).

The elemental appears in the space of the fire you targeted 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 elemental acts normally on the last round of the spell's duration and becomes a normal fire at the end of its turn. (If the original fuel source is not present in the elemental's space when the spell ends, another object in the elemental's space must save or catch a fire. If no suitable object is in its space, the fire disappears entirely.)

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

1. If you spend 4 additional spell points, you summon a large elemental rather than a small or medium-sized one.
2. If you spend 6 additional spell points, you summon a huge elemental rather than a small or medium-sized one.
3. If you spend 8 additional spell points, you summon a greater elemental rather than a small or medium-sized one.
4. If you spend 10 additional spell points, you summon an elder elemental rather than a small or medium-sized one.
5. If you spend 4 additional spell points, you can cast this spell as a standard action.

Summon Water Elemental

Conjuration (Summoning)

Level: Water 3

Components: V, S

Casting Time: 1 round

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

Effect/Target: One water elemental / 1lbs or more of water; see text

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 5

This spell summons the spirit of a small or medium water elemental, which animates the body of water you targeted (changing in size, if necessary). There is no upper limit on the amount water you can animate with this spell except for that it may not occupy a space larger than the space of the elemental you are summoning (a larger body of water is only partially animated). Instead of targeting water directly, you can target a water container up to 2 inches thick. If the container is too large to contain the elemental, it bursts.

It appears in the space of the water you targeted 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 elemental acts normally on the last round of the spell's duration and reverts to being a normal splash of water at the end of its turn.

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

1. If you spend 4 additional spell points, you summon a large elemental rather than a small or medium-sized one.
2. If you spend 6 additional spell points, you summon a huge elemental rather than a small or medium-sized one.
3. If you spend 8 additional spell points, you summon a greater elemental rather than a small or medium-sized one.
4. If you spend 10 additional spell points, you summon an elder elemental rather than a small or medium-sized one.
5. If you spend 4 additional spell points, you can cast this spell as a standard action.

Summon Monster

Conjuration (Summoning)

Level: Conjurer 1, Planes

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 the [Summoned Monsters](#) section) 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. ¹³

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 summoned monster increases by one (to a maximum of 9).
2. If you spend 4 additional spell points, you can cast this spell as a standard action.

Summon Weapon

Conjuration (Summoning)

Level: Paladin 1

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: One masterwork weapon with which you are proficient

Duration: Permanent until discharged

Saving Throw: None

Spell Resistance: No

Spell Points: 1

You call the targeted weapon from virtually any location directly to your hand.

First, you must cast this spell on a weapon. The weapon can not be attended by another creature at the time the spell is cast.

Thereafter, you can summon the weapon by speaking a special word (set by you when the spell is cast) as a move action. The item appears instantly in your hand, and the spell ends.

If the weapon is being attended by another creature at the time you speak the special word, the spell does not work, but you know who the possessor is and where that creature is located when the summoning is attempted. This does not discharge the spell.

The weapon can not be summoned across planar boundaries. Attempting to do so does not discharge the spell.

¹³*Note:* This is a complicated spell (for you, the player, not the character). Make sure you have read and understood the [Summoned Monsters](#) section before casting, in order to not slow down play.

Sunburst

Evocation [Light]

Level: Sor/Wiz 8, Sun 8

Components: V, S

Casting Time: 1 standard action

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

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Spell Points: 15

Sunburst causes a globe of searing radiance to explode silently from a point you select. Undead creatures and oozes within the burst take 15d6 points of damage and are blinded, other creatures take 6d6 points of damage and are blinded. A creature that is harmed by or takes penalties from sunlight or bright light takes double damage.

A successful Reflex save negates the blindness and reduces the damage by half.

Sunburst dispels any darkness spells within its area unless more spell points were spent on the darkness spell than on the Sunburst spell.

Augment: For every additional spell point you spend, the damage against undead creatures and oozes increases by 1d6. The damage against other creatures is unaffected.

Telepathic Beacon

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 hour

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

Target: One location (up to a 10-ft. cube/level) or one object

Duration: 2 hours/level (D)

Saving Throw: Will partial

Spell Resistance: Yes

Spell Points: 15

You cause an object or location to emanate magical vibrations that attract or repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

The spell's two function (attract or repel) are outlined below:

- *Repel creatures:* Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item

but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

- *Attract creatures:* Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Telekinesis

Transmutation

Level: Sor/Wiz 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 himself.

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.) Hurled 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).

You never take nonproficiency penalties on your attack rolls when using this spell to use an object as a weapon.

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.

Teleport

Conjuration (Teleportation)

Level: Sor/Wiz 5, Travel 5

Table 26: 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

Components: V

Casting Time: 1 minute

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

Upon completion, 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. 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, 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: You can augment this spell in one or more of the following ways:

1. If you spend 4 additional spell points, you may treat all results of "Off Target" on the [Teleport](#) table as being "On Target" instead.
2. For every additional spell point you spend, you can transport an additional medium-sized creature (or its equivalent) with this spell.
3. If you spend 4 additional spell points, you can cast this spell as a standard action.
4. If you spend 4 additional spell points, you do not have to travel along with the transported creatures or objects, you can exclude yourself from the spell effect.

Teleportation Circle

Conjuration (Teleportation)

Level: Sor/Wiz 9

Components: V

Casting Time: 10 minutes

Range: 0 ft.

Effect: 5-ft.-radius circle that teleports those who activate it

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: Yes

Spell Points: 17, XP

You create a circle on the floor or other horizontal surface that safely and unerringly teleports any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Note: Magic traps such as teleportation circle are hard to detect and disable. A rogue (only) can use the Search skill to find the circle and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

Experience Cost: 200XP.

Augment: If you spend 2 additional spell points and an additional 4500XP, you can render the spell permanent. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Temporal Stasis

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Spell Points: 15

You must succeed on a melee touch attack. You place the subject into a state of suspended animation. For the creature, time ceases to flow and its condition becomes fixed. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. This state persists until the magic is removed (such as by a successful [Dispel Magic](#) spell or a [Freedom](#) spell).

Time Stop

Transmutation

Level: Sor/Wiz 9, Trickery 9

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Spell Points: 17

You enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at normal speed. You gain

an additional full-round action (or an additional standard action and a move action) in the current round.

Augment: If you spend 3 additional spell points, you gain two additional full-round actions (or two standard actions and two move actions) when you cast this spell, rather than one additional full-round action.

Tiny Hut

Evocation [Force]

Level: Sor/Wiz 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-°F-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).

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

1. If you spend 4 additional spell points, creatures on the outside of the hut can hear no sounds that originate from the inside.
2. If you spend two additional spell points, the spell's radius is doubled.

Touch of Fatigue

Necromancy

Level: Sor/Wiz 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.

Touch of Idiocy

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 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.

Transformation

Transmutation (Polymorph)

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Spell Points: 11

You become a virtual fighting machine - harder, better, faster, stronger! Your muscles visibly change size, according to the relative change in strength induced by the spell. (A Wizard whose strength score changes from 8 to 24 will have his muscles triple in diameter, before factoring in the size change.) Your mind-set changes so that you relish combat.

Your size changes to large (tall).

Your base strength score changes to 24.

Your base natural armor changes to 4.

Your land speed changes to 30'.

You gain immunity to fatigue, exhaustion, and damage to your physical ability scores.

Your base attack bonus becomes equal to your character level (maximum 20), which may give you multiple attacks. You gain proficiency with all simple and martial weapons, if you did not already have them. (This is an exception to the general rule that Transmutation (Polymorph) spells do not change your base attack bonus and weapon proficiencies.)

For the duration of the spell, you gain a feat chosen from the list of bonus feats available to the Fighter. You must meet the prerequisites for the feat, if any, in your new form.

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 new 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.
3. If you spend 3 additional spell points, you can select an additional fighter bonus feat. You must still meet all prerequisites for the feat in your new form, but you can use one feat granted by this spell to meet the prerequisites of another.

Transmute Flesh and Stone

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature OR one construct made of stone or a cylinder of stone

from 1 ft. to 3 ft. in diameter and up to 10 ft. long; see text

Duration: Instantaneous

Saving Throw: Fortitude negates OR fortitude negates (object); see text

Spell Resistance: Yes

Spell Points: 11

Those who know this spell have mastered the dangerous art of changing living creatures to nonliving stone, and vice versa. This spell therefore comes in two forms:

- *Flesh to Stone:* The subject, along with all its carried gear, is petrified. It is turned into a mindless, inert statue. It is unaware of its surroundings, as well as the passage of time. It does not age.

The creature and each of its items retains its own hit point total throughout the transformation, and its hardness changes to that of ordinary stone. Attacking or otherwise destroying the statue kills the creature.

The petrified creature is considered a Construct for the purposes of targeting it with spells and other abilities.

Only creatures made of flesh are affected by this form of the spell.

- *Stone to Flesh:* This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored.

The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. (For example, this form of the spell would turn a stone golem into a flesh golem, but an ordinary statue would become a corpse.) This kind of a conversion never changes the number or type of the subject's hit dice.

Alternatively, you can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Transmute Rock and Mud

Transmutation [Earth]

Level: Earth 5, Sor/Wiz 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 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.

True Seeing

Divination

Level: Knowledge 5, Sor/Wiz 6

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Spell Points: Knowledge 9, Sor/Wiz 11

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

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with mortal magic, so one cannot use true seeing through spells of the [Scrying] subschool and similar spells. In order for True Seeing to reveal information about a creature under the protection of a [Mind Blank](#) spell, you must succeed on a caster level check (DC 11 + the caster level of the Mind Blank). A failure by 5 or more yields no information, but a failure by 4 or less reveals that something is amiss (although this may be obvious in some cases).

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

1. If you spend 2 additional spell points, this spell's duration increases to 1 minute per level.
2. If you spend 8 additional spell points, this spell's duration increases to 1 hour per level.

True Strike

Divination

Level: Assassin 1, Luck 1, Paladin 1, Sor/Wiz 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round; See text

Spell Points: 1

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 spell's duration) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Augment: If you spend 6 additional spell points, the next two attack rolls made before the end of the spell's duration gain this benefit.

Unseen Servant

Conjuration (Creation)

Level: Sor/Wiz 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.

Vampiric Touch

Necromancy

Level: Sor/Wiz 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.

Ventriloquism

Illusion (Figment)

Level: Assassin 1, Sor/Wiz 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.

Virtue

Transmutation

Level: Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min

Spell Points: 1

You suffuse yourself with divine power, gaining 5 temporary hit points. Using this spell again when an earlier casting has not expired merely replaces the older temporary hit points (if any remain) with the newer ones.

Augment: For every additional spell point you spend, the number of temporary hit points you gain increases by 5.

Wail of the Banshee

Necromancy [Death, Sonic]

Level: Sor/Wiz 9

Components: V

Casting Time: 1 standard action

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

Target: 17 living creatures within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Spell Points: 17

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

A creature that succeeds on its fortitude save takes 8d6 points of sonic damage instead.

Augment: For every additional spell point you spend, this spell affects an additional creature within range, and the damage taken on a successful save increases by one die (d6).

Wall of Fire

Evocation [Fire]

Level: Fire 4, Sor/Wiz 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 an additional 1d6 points of damage to creatures passing through it.

Wall of Force

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S

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 a translucent (but not 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 [Mage's 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:

1. For every additional spell point you spend, you get an additional 10-ft. square of wall.
2. 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.

Wall of Ice

Evocation [Cold]

Level: Sor/Wiz 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.

Wall of Iron

Conjuration (Creation)

Level: Conjurer 6

Components: V, S

Casting Time: 1 standard action

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

Effect: Iron wall whose area is up to 11 5-ft. squares; see text

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Spell Points: 11

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so, keeping it in place. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of iron is 1 inch thick per four caster levels. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created (nearly) vertically resting on a flat surface but not attached to the surface, so that it tips over and crushes creatures caught in the area (the wall must have sufficient space to tip over). A wall so conjured crashes to the ground after one round (on your initiative in the next round) if left to fall on its own. Any large or smaller creature caught under the wall (naturally, the effective area becomes equal to the size of the wall) when it touches down takes 11d6 points of damage and is Immobilized until he makes a successful DC 40 strength or escape artist check (or the wall is dispelled or expires). The presence of any huge or larger creature in the affected area causes the wall to automatically stabilize, negating the effect for all creatures.

In the round the wall spends falling, a creature adjacent to one of the squares in which the wall was conjured can use a move action to reverse the direction of the fall with a DC 30 strength check, or stabilize the wall in the position in which it was originally conjured with a DC 30 strength check and a DC 20 Balance check.

Augment: For every additional spell point you spend, you can create a wall with an area of one additional 5' square. This increases the damage dealt to crushed creatures by 1d6, and increases the DC of the strength or escape artist checks to escape after being pinned by the wall by 1, as well as the strength DCs to affect the fall of the wall.

Wall of Stone

Conjuration (Creation) [Earth]

Level: Earth 5, Sor/Wiz 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 are opaque, and 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.

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*.

Web

Conjuration (Creation)

Level: Sor/Wiz 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.

Wind Wall

Evocation [Air]

Level: Air 3, Sor/Wiz 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%).

Wish

Evocation

Level: Sor/Wiz 9

Components: V

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Spell Points: 17, XP

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

Even wish, however, has its limits.

A wish can produce any one of the following effects. These effects are easily within the power of the Wish, unintended consequences are next to impossible.

- Duplicate any wizard spell of 8th level or lower, other than a spell restricted to specialists of schools other than your own.
- Duplicate any wizard spell of 7th level or lower, even if it is a spell restricted to specialists of schools other than your own.
- Duplicate any other spell of 6th level or lower.
- Undo the harmful effects of many other spells, such as [Geas/Quest](#) or an augmented [Confusion](#).
- Create a nonmagical item of up to 25,000 gp in value.
- Create a magic item, or add to the powers of an existing magic item (see XP cost below).
- Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in succession (which need not be an immediate succession) can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies.
- Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead.
- Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. . A wish can revive a dead creature whose

body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level.

- **Transport travelers.** A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions, excepting the direct intervention of a deity. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- **Undo misfortune.** A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) You can describe virtually any effect, but you must do so in 10 words or less.

Duplicated spells allow saves and spell resistance as normal (but save DCs are for the number of spell points spent on the Wish).

Experience Cost: The minimum XP cost for casting wish is 5,000 XP. When a wish duplicates a spell that has an XP cost, you must pay 5,000 XP or that cost, whichever is more. When a wish creates or improves a magic item, you must pay twice the normal XP cost for crafting or improving the item, plus an additional 5,000 XP.

Wish, Limited

Evocation

Level: Sor/Wiz 7

Components: V

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Spell Points: 13, XP

Bend reality lets you create nearly any type of effect. For example, bend reality can do any of the following:

- Duplicate any wizard spell of 6th level or lower, other than a spell restricted to specialists of schools other than your own.
- Duplicate any wizard spell of 5th level or lower, even if it is a spell restricted to specialists of schools other than your own.

- Duplicate any other spell of 4th level or lower.
- Undo the harmful effects of many spells, such as [Geas/Quest](#) or an augmented [Confusion](#).
- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal (but save DCs are for the number of spell points spent on the Wish).

When Limited Wish duplicates a spell that has an XP cost, you must pay that cost or 300 XP, whichever is more.

Experience cost: 300 XP or more (see above).

Wombat's Boost

Transmutation

Level: Assassin 2, Paladin 2, Sor/Wiz 2, Strength 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 not 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.

Word of God

Evocation [Sonic, see text]

Level: Chaos 7, Evil 7, Good 7, Law 7, Paladin 6

Components: V

Casting Time: 1 standard action

Range: 40 ft.

Table 27: Word of God

≤HD	Alignment selected				Duration
	Chaotic	Evil	Good	Law	
14	Unaffected	Unaffected	Unaffected	Unaffected	N/A
13	Deafened	Deafened	Deafened	Deafened	Permanent
9-12	Stunned (1d3)	Blinded (2d4)	Nauseated (1d4)	Dazed (1d3)	Rounds, see entry
4-8	Paralyzed	Paralyzed	Paralyzed	Paralyzed	1d10 minutes
3	Killed	Killed	Killed	Killed	Instantaneous

Area: Creatures in a 40-ft.-radius spread centered on you

Duration: Instantaneous; see text

Saving Throw: None or Will negates; see text

Spell Resistance: Yes

Spell Points: Chaos 13, Evil 13, Good 13, Law 13, Paladin 11

When casting this spell, choose an alignment. The spell gains that alignment as a descriptor.

Any creature not of your selected alignment within the spell's area suffers the ill effects described on the [Word of God](#) table. This includes you, if you are not of the selected alignment. The number of HD indicated on the table refers to the maximum number of HD a creature may have in order to be subjected to the corresponding effect. The effects are cumulative and concurrent. For example, an evil creature with 10 HD caught in a good-aligned Word of God is *nauseated* and *deafened*.

Augment: For every additional spell point you spend, the number of HD indicated in each row of the [Word of God](#) table increases by 1.

Zone of Truth

Abjuration

Level: Law 2, Paladin 2

Components: V, S

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: 10 min./level (D)

Saving Throw: None

Spell Resistance: No

Spell Points: 3

All creatures within the spell's area take a penalty on Bluff checks equal to 10 + your caster level.

Augment: If you spend 4 additional spell points, the spell's duration changes to 1 day.

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.

Sorcerer/Wizard Spells:

- 0th-level spells:
 - Acid Splash: See the Cantrips class feature.
 - Arcane Mark: See the Cantrips class feature.
 - Create Water: See Water domain.
 - Dancing Lights: See the Cantrips class feature.
 - Disrupt Undead: Removed. Replace with Align Water for purposes of item creation.
 - Flare: Merged into Light.
 - Ghost Sound: Removed. Replace with Ventriloquism for purposes of item creation.
 - Mage Hand: See the Cantrips class feature.
 - Mending: Merged into Repair.
 - Message: Merged into Telepathic Link
 - Ray of Frost: See the Cantrips class feature.
- 1st-level spells:
 - Animate Rope: Removed. Replace with Animate objects (?) for purposes of item creation.
 - Burning Hands: Merged into Energized Touch.
 - Cause Fear: Renamed Fear.
 - Chill Touch: Merged into Energized Touch.
 - Charm Person: Renamed Charm.
 - Detect Undead: Removed. Replace with Discern Alignment
 - Enlarge Person: Merged into Alter Size.
 - Erase: Removed. Replace with the Cantrip class feature for purposes of item creation.
 - Feather Fall: Merged into Control Fall.
 - Hold Portal: Merged into Open/Close.
 - Hypnotism: Merged into Pattern.
 - Jump: Merged into Control Fall.
 - Minor Creation: Renamed Matter Creation.
 - Obscuring Mist: Renamed Fog.
 - Protection from Chaos/Evil/Good/Law: Merged into Aligned Protection.

- Reduce Person: Merged into Alter Size.
- Shocking Grasp: Merged into Energized Touch.
- 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.
 - Fog Cloud: Merged into Fog.
 - Hypnotic Pattern: Merged into Pattern.
 - Knock: Merged into Open/Close.
 - Locate Object: Merged into Locate.
 - Magic Mouth: Merged into Ventriloquism.
 - Minor Image: Merged into Image.
 - Misdirection: Effectively merged into Magic Aura.
 - Obscure Object: Merged into Nondetection.
 - Rope Trick: Removed. Replace with Tiny Hut for purposes of item creation.
 - Scare: Merged into Fear.
 - Spider Climb: Merged into 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.
 - Discern Lies: Removed due to overlap with Zone of Truth.
 - Displacement: Merged into Blur.
 - Flame Arrow: Renamed Energy Arrow.
 - Illusory Script: Pending inspiration.
 - Invisibility Sphere: Merged into Invisibility.
 - Lightning Bolt: Removed due to lack of niche. Replace with Fireball for purposes of item creation.
 - Magic Circle against Chaos/Evil/Good/Law: Merged into Aligned Protection.
 - Magic Weapon, Greater: Merged into Magic Weapon.

- Major Image: Merged into Image.
- Phantom Steed: Merged into Mount.
- Prayer: Merged into Bless.
- Protection from Energy: Removed. 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: Merged into Pattern.
 - 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.
 - Dispel Chaos/Evil/Good/Law: Merged into Dispel Alignment
 - 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.
 - Permanency: Removed due to changed design.
 - 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.
- 6th-level spells:
 - Acid Fog: Merged into Deadly Fog.
 - Analyze Dweomer: Merged into Identify.
 - Bear’s Endurance, Mass: Merged into Wombat’s Boost.
 - Bull’s Strength, Mass: Merged into Wombat’s Boost.
 - Cat’s Grace, Mass: Merged into Wombat’s Boost.
 - Circle of Death: Merged into Life and Death.
 - Dispel Magic, Greater: Merged into Dispel Magic.
 - Eagle’s Splendor, Mass: Merged into Wombat’s Boost.
 - Flesh to Stone: Merged into Transmute Flesh and Stone
 - Forceful Hand: Pending. Can’t think of more Hand spells. Replace with one of the other ”hand“ spells for purposes of item creation.
 - Fox’s Cunning, Mass: Merged into Wombat’s Boost.
 - Guards and Wards: Changed into a magic item.
 - Mage’s Lucubration: Not appropriate under this ruleset. Replace with Mnemonic Enhancer for purposes of item creation.
 - Move Earth: To be put on the Earth domain list.
 - Owl’s Wisdom, Mass: Merged into Wombat’s Boost.
 - Permanent Image: Merged into Image.
 - Repulsion: Replaced With Antilife Shell.
 - Stone to Flesh: Merged into Transmute Flesh and Stone
 - Suggestion, Mass: Merged into Suggestion.
 - Summon Monster VI: Merged into Summon Monster.

- Symbol of Fear: Changed into a magic item.
- Symbol of Persuasion: Changed into a magic item.
- Undeath to Death: Merged into Life and Death.
- Veil: Merged into Disguise
- 7th-level spells:
 - Arcane Sight, Greater: Merged into Detect Magic.
 - Banishment: Merged into Dismissal.
 - Delayed Blast Fireball: Changed into a Metamagic feat. Replace with fireball for purposes of item creation.
 - Forcecage: Merged into Resilient Sphere.
 - Grasping Hand: Pending. Can't think of more Hand spells.
 - Hold Person, Mass: Merged into Hold Person.
 - Invisibility, Mass: Merged into Invisibility.
 - Insanity: Merged into Confusion.
 - Mage's Magnificent Mansion: Removed.
 - Scrying, Greater: Merged into Scrying.
 - Shadow Conjuration, Greater: Merged into Shadow Conjuration.
 - Statue: Removed on account of me not being able to figure out how to make this stuff ever worth a spell known.
 - Summon Monster VII: Merged into Summon Monster.
 - Symbol of Stunning: Changed into a magic item.
 - Symbol of Weakness: Changed into a magic item.
 - Teleport, Greater: Merged into Teleport.
 - Teleport Object: Merged into Teleport.
 - Vision: Merged into Legend Lore
 - Waves of Exhaustion: Merged into Waves of Fatigue.
- 8th-level spells:
 - Antipathy: Merged into Telepathic Beacon
 - Charm Monster, Mass: Merged into Charm.
 - Clenched Fist: Pending. Can't think of more Hand spells.
 - Clone: Merged into Gentle Repose.
 - Create Greater Undead: Merged into Create Undead.
 - Demand: Removed, replaced with Scrying + the Scry and Die feat. Replace with Suggestion for purposes of item creation.
 - Discern Location: Renamed Absolute Revelation, due to me thinking that "Discern Location" and "Location" are too similar.
 - Incendiary Cloud: Merged into Deadly Fog.
 - Iron Body: Renamed Form of the Iron Golem.

- Planar Binding, Greater: Merged into Planar Binding.
 - Polymorph Any Object: Removed. Replace with Shapechange for purposes of item creation.
 - Power Word Stun: Merged into Power Word
 - Protection from Spells: Removed. Replace with Resistance for purposes of item creation.
 - Prying Eyes, Greater: Made redundant due to special senses now working through the eyes. Replace with Prying Eyes or True Seeing for purposes of item creation.
 - Shadow Evocation, Greater: Merged into Shadow Evocation.
 - Shout, Greater: Merged into Shout.
 - Summon Monster VIII: Merged into Summon Monster.
 - Symbol of Death: Changed into a magic item.
 - Symbol of Insanity: Changed into a magic item.
 - Sympathy: Merged into Telepathic Beacon.
 - Telekinetic Sphere: Merged into Resilient Sphere.
 - Trap the Soul: Removed. Replace with Soul Bind for purposes of item creation.
- 9th-level spells:
 - Crushing Hand: Pending. Can't think of more Hand spells.
 - Dominate Monster: Merged into Dominate.
 - Energy Drain: Merged into Enervation.
 - Etherealness: Merged into Ethereal Jaunt.
 - Heal, Mass: Merged into Heal.
 - Hold Monster, Mass: Merged into Hold Person.
 - Power Word Kill: Merged into Power Word.
 - Shades: Merged into Shadow Conjuration
 - Summon Monster IX: Merged into Summon Monster
 - Weird: Merged into Phantasmal Killer.

Cleric, Druid, and Paladin Spells

- 0th-level spells:
 - Guidance: Removed. Replace with Bless for purposes of item creation.
 - Inflict minor wounds: Removed. Replace with Inflict Wounds for purposes of item creation.
 - Longstrider: Travel domain granted ability.
 - Mending: Merged into Repair.
 - Purify Food and Drink: Pending
- 1st-level spells:

- Calm Animals: Removed. Replace with Charm Animal for purposes of item creation.
- Reduce Animal: Removed. Replace with Alter Size for purposes of item creation.
- Cure Moderate Wounds: Merged into Cure Wounds.
- 2nd-level spells:
 - Tree Shape: Renamed Form of the Plant
 - Warp Wood: Removed. Replace with Shatter for purposes of item creation.
 - Wood Shape: Merged into Mold Material.
- 3rd-level spells:
 - Cure Serious Wounds: Merged into Cure Wounds.
 - Diminish Plants: Merged into Resize Plant
 - Dominate Animal: Merged into Dominate.
 - Magic Circle against Chaos/Evil/Good/Law: Merged into Aligned Protection.
 - Neutralize Poison: Merged into Delay Poison.
 - Plant Growth: Merged into Resize Plant.
 - Protection from Energy: Removed. Replace with Resist Energy for purposes of item creation.
- 4th-level spells:
 - Antiplant Shell: Removed. Replace with Antilife Shell for purposes of item creation.
 - Cure Critical Wounds: Merged into Cure Wounds.
- 5th-level spells:
 - Hallow/Unhallow: Partially removed, rest merged into Consecrate/Desecrate.
 - Cure Light Wounds, Mass: Merged into Cure Wounds.
- 6th-level spells:
 - Glyph of Warding, Greater: Merged into Glyph of Warding.
 - Spellstaff: Removed. Replace with Shillelagh for purposes of item creation.
- 7th-level spells:
 - Animal Shapes: Removed. Replace with Form of the Carnivore for purposes of item creation.
 - Blasphemy/Dictum/Holy Word/Word of Chaos: Merged into Word of God.
- 8th-level spells:

- Cure Critical Wounds, Mass: Merged into Cure Wounds.
- 9th-level spells:
 - Heal, Mass: Merged into Heal.

Magical Creatures

Animal Companion

An animal companion is a normal animal that gains increased strength and power due to a bond it has formed with a character who has the [Animal Companion](#) feat. This animal can be one of the animals on the following list (or another ordinary animal of similar power, at the GM's discretion): badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. Only a normal, unmodified animal may become an animal companion.

See below for details on how animal companions work.

Animal Companion Statistics

An animal that becomes an animal companion retains the appearance, type, speeds, base natural armor, natural attacks, space, reach, special attacks, special qualities, physical ability scores, racial bonus feats (but *not* other feats) and alignment of the normal animal it once was. Other statistics change, or are replaced entirely, as outlined below.

- **Hit Dice:** An animal companion 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 animal 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 animal companion gains additional animal hit dice.

Hit Points: Animal companions gain hit points as characters do, gaining the maximum possible number of hit points at first HD, and rolling thereafter.

- **Size:** An animal companion grows in size according to its advancement table.
- **Base Attack Bonus and Base Saving Throws:** Recalculate with respect to the animal companion's new number of hit dice (see "hit dice" above). Animals use the moderate Base Attack Bonus progression, as Clerics do. They have good fortitude and reflex saving throws.
- **Special Qualities:** An animal companion gains the Evasion ability, as the Rogue class feature.
- **Ability Scores:** An animal companion retains its own Strength, Dexterity, and Constitution scores. Its Intelligence score changes to 2, and its Wisdom and Charisma both change to 10. Its ability score increases as its number of HD increases as any other creature does.
- **Skills:** The animal companion's master may rearrange the base creature's skill ranks when the animal companion is bonded. The animal companion's "class" skills are balance, climb, escape artist, hide, intimidate, jump, listen, move silently, spot, survival, swim, tumble. The animal companion retains any racial skill bonuses it may have. Note that the animal

companion's intelligence, body shape, and tricks known may place severe restrictions on its use of skills.

- **Feats:** The animal companion's master may rearrange the creature's feats (other than racial bonus feats) when the companion is bonded. The animal companion gains additional feats as it gains extra hit dice, as other creatures do. The animal companion may choose any feat for which it qualifies, including special [Companion Feats](#).

An animal companion can neither speak nor understand languages, as normal for animals.

The master of an animal companion automatically succeeds on all handle animal checks to handle or push its animal companion, and can perform them as a free action. All others automatically fail these checks.

Bonding an Animal Companion

Bonding an animal companion requires finding the creature in question, and succeeding on a Wild Empathy check to render it friendly or helpful. Bonding it requires an informal ritual that takes 1 hour to complete.

Animal Companions and Death

An animal companion can be resurrected or otherwise raised from the dead as a character can. Being raised from the dead fully restores it, it does not have experience to lose as characters do, its abilities are a function of its master.

If a character who has an animal companion dies, the animal companion does not lose the statistics it has gained due to being an animal companion (unless it so wishes), it retains the statistics it had at the time of its master's death.

An orphaned animal companion usually renounces its status as a familiar and becomes a normal animal once again some time after the death of its master.

Dismissing an Animal Companion

A master may dismiss his animal companion at any time. The animal companion then immediately becomes a normal creature of its type, and returns to the wild (although its friendly attitude towards the old master remains). This allows the master to bond a new companion, following the same rules as bonding one in the first place. The bonding ritual can also be used to restore the status of a previously dismissed animal companion, if it is found again.

The animal companion itself may also choose to abandon its master, but an event dramatic enough to cause a creature of an animal's intelligence to make such a decision is extremely rare (an example might be the master being slain and resurrected as an undead creature). In any case, the result is still that the companion loses all of its animal companion abilities, and becomes a normal creature again.

Celestial Mount

A celestial mount is a creature from the upper planes, sent to aid a Paladin in his quests. This creature can be one of the animals on the following list (or another

ordinary animal suitable as a mount for the Paladin in question, subject to GM approval. Any creature so selected should not be more powerful than those that follow): heavy warhorse, riding dog, warpony, or a large shark (appropriate for aquatic campaigns).

Most celestial mounts are animals (turned into magical beasts due to their celestial nature), but some might be magical beasts to begin with, or even dragons or creatures not natively found on the material plane. They must always be normal, unmodified creatures of their type before taking on the changes that follow when a creature becomes a celestial mount.

See below for details on how celestial mounts work.

Celestial Mount Statistics

A creature that becomes a celestial mount 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.

These changes include the benefits of the (modified) celestial template that is applied to the creature.

- **Type and subtype:** If the base creature is an animal, it becomes a magical beast. Celestial mounts hail from an appropriate celestial plane, and thus gain the extraplanar subtype when on the material plane.
- **Hit Dice:** A celestial mount 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 hit dice corresponding to its type (usually 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 celestial mount gains additional hit dice.

Hit Points: Celestial mounts gain hit points as characters do, gaining the maximum possible number of hit points at first HD, and rolling thereafter.
- **Size:** A celestial mount'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 celestial mount'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 Attacks:** Once per day, a celestial mount can smite a creature. It gains a bonus on an attack roll equal to its charisma modifier, and a bonus on the following damage roll equal to its HD. This is a supernatural ability activated as part of making the attack.

- **Special Qualities:** A celestial mount gains the following special qualities:
 The Evasion ability, as the Rogue class feature.
 Damage reduction, as normal for a celestial creature.
 Resistance to acid, cold and electricity as normal for a celestial creature.
- **Ability Scores:** A celestial companion retains its own Strength, Dexterity, and Constitution scores. Those of its mental ability scores (Intelligence, Wisdom, and Charisma) that are below 10 are increased to 10. It gains ability score increases as its number of HD increases as any other creature does.
- **Skills:** The celestial mount's master may rearrange the base creature's skill ranks when the mount is called. The celestial mount's "class" skills are balance, climb, escape artist, hide, intimidate, jump, listen, move silently, spot, survival, swim, tumble. The celestial mount retains any racial skill bonuses it may have. Note that the celestial mount's body shape may place severe restrictions on its use of skills.
- **Feats:** The celestial mount's master may rearrange the creature's feats (other than racial bonus feats) when the mount is called. The celestial mount gains additional feats as it gains extra hit dice, as other creatures do. The celestial mount may choose any feat for which it qualifies, including special [Companion Feats](#).
- **Alignment:** Becomes the same as the alignment of the paladin at the time of summoning. It typically remains at that alignment, even if its master's alignment changes.

A celestial companion knows (can understand, speak, and read, and write if its body allows) celestial and one language of its master's choice (so long as it is a language the master knows).

Calling a Celestial Mount

Initially calling a celestial mount from the upper planes requires performing a ritual that takes 1 hour to complete. The paladin chooses what kind of mount he receives.

Celestial Mounts and Death

Should the celestial mount die, it immediately disappears, leaving behind any equipment it was carrying. The paladin may not call it or another mount for thirty days or until he gains a paladin level, whichever comes first. At the end of the period, the paladin can call it again, using the same ritual used to call it in the first place. Being called back from the dead fully restores it, it does not have experience to lose as characters do, its abilities are a function of its master.

If a character who has a celestial mount dies, it does not lose the statistics it has gained due to being a celestial mount (unless it so wishes), it retains the statistics it had at the time of its master's death.

A celestial mount 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 celestial mount who deems that quest hopeless usually renounces its status as a mount and returns to its celestial home.

Dismissing a Celestial Mount

A paladin may dismiss his celestial mount at any time, although rarely done without good reason. The mount then immediately returns to its celestial home.

This allows the paladin to call a new mount, following the same rules as calling one in the first place. However, he must wait thirty days or until he gains a paladin level before calling another, whichever comes first. The calling ritual can also be used to restore the status of a previously dismissed celestial mount, if it is found again.

The celestial mount itself may also choose to abandon its master. This is a rare event, but when it occurs, it is usually due to its master straying from the path of good. In any case, the result is still that the companion immediately returns to the celestial realms, and the paladin can not gain the services of a celestial mount for thirty days or until he gains a paladin level.

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. 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.

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. Its ability score increases as its number of HD increases as any other creature does.
- **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 [Companion 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 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 master, but cannot speak them. This is a supernatural ability.

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.

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 and becomes a normal animal once again.

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.

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 [Spellstaff User](#)) 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.

Hit Points: Spellstaves gain hit points as characters do, gaining the maximum possible number of hit points at first HD, and rolling thereafter.

- Spellstaves are created or replaced, rather than summoned or resurrected (see [Crafting/Repairing a Spellstaff](#), below).

Table 28: 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	+0/-13
Attack/Grapple:	
Attack:	-
Full Attack:	-
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	-
Special Qualities:	Blindsense 20', construct traits, just a walking stick, 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:	-

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 the [Spellstaff Containment](#) feat description).

Crafting/Repairing a Spellstaff

Obtaining a spellstaff requires the expenditure of materials costing 300 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.

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.

Just a walking stick: When held by its owner, a Spellstaff is in many ways considered an item rather than a creature. For the purposes of saving throws, a held Spellstaff is considered an attended magical item. As such, it is immune to many spells, and it uses its owner's saving throw modifiers if they are better than its own. A Spellstaff can not be attacked directly when held - a sunder attempt must be made against it (its hit points and hardness are not recalculated even if used as a magic item, use its creature statistics). It can be used as a weapon, serving as a masterwork quality quarterstaff (one end masterwork). They can even receive enhancements as such, although this only affects their use as a weapon, not their normal statistics.

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.

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.

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 29: 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 $2d6 + 1\text{-}1/2$ times its Str modifier.
- **Spring Attack (Ex):** The Monster has the Spring Attack feat.
- **Whirlwind Attack (Ex):** The Monster has the Whirlwind Attack feat.

Monster Statistics

Table 30: 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 31: 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 32: 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 33: 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 34: 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 35: 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 36: 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 37: 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

Magic Items

Unless noted otherwise in this chapter, use the rules text presented in the [d20 srd](#).

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.¹⁴

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.

Deciphering the Scroll: A scroll must be deciphered before a character can use it or know exactly what spell it contains. Doing this requires a successful [Spellcraft](#) check (DC 15 + spell level). Once a particular scroll has been deciphered, it is not necessary to do so again. Deciphering a scroll in advance lets a character proceed directly to the next step when the time comes to use it. Once the scroll is deciphered, the character becomes aware of all the spells stored on the scroll. Deciphering a scroll requires one minute of study. A failed check to decipher a scroll may be retried once per day.

Activation: To activate a scroll, a caster must have deciphered it, as described above. Once the scroll has been deciphered, it is treated as a spell completion item, except as noted below.

Using a scroll's stored spell after deciphering it requires holding it and reading its inscription (a which requires the same kind of action as casting the spell ordinarily). 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.

¹⁴Instead of activating a scroll directly, it is possible to use the knowledge contained on it to cast the spell using the caster's own spell point reserve.

Table 38: 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.

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.

- 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.

Rods

To be created.

Staffs

To be created.

Table 39: 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.

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.

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.

Wondrous Items

Candle of Invocation

Does not exist.

Golem Manual

Does not exist (pending rewrite).

Guards and Wards

Price: 50000gp

Body Slot: -

Caster Level: 12th

Activation: -; see text

Weight: -

This powerful magic item is primarily used to defend your stronghold. It takes the form of a magic rod, which can be attuned to a location of a size of up to 2000 square feet (as much as 20 feet high), and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them. Attuning the item to a location is a process that takes 30 minutes (and requires you be somewhere within the area to be warded). After it has been attuned,

The ward creates the following magical effects within the warded area:

Fog Magical fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). *Saving Throw: None. Spell Resistance: No.*

Arcane Locks All doors in the warded area are arcane locked (as the augment of the [Open/Close](#) spell). *Saving Throw: None. Spell Resistance: No.*

Webs Webs fill all stairs from top to bottom. These strands are identical with those created by the [Web](#) spell (DC 17), except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. *Saving Throw: see text for web. Spell Resistance: No.*

Confusion Where there are choices in directions such as a corridor intersection or side passage - a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an Illusion (phantasm), mind-affecting effect. *Saving Throw: None. Spell Resistance: Yes.*

Lost Doors 12 doors are covered by an [Image](#) spell (DC 16) to appear as if they were a plain wall. *Saving Throw: Will disbelief (if interacted with). Spell Resistance: No.*

In addition, you can place your choice of one of the following five magical effects:

1. Change in ambient light levels in four corridors. You can designate a simple program that causes the light level changes to repeat as long as the guards and wards effect is in place. *Saving Throw: None. Spell Resistance: No.*
2. A magic mouth in two places, as per the augment of the [Ventriloquism](#) spell. *Saving Throw: None. Spell Resistance: No.*

3. A [Noxious Vapors](#) in two places (no augments in effect, save DC 17). The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards effect is in place. *Saving Throw: see text for Noxious Vapors. Spell Resistance: No.*
4. A [Gust of Wind](#) in one corridor or room. Save DC 17, fires once per round. *Saving Throw: see gust of wind. Spell Resistance: Yes.*
5. A [Suggestion](#) in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. *Saving Throw: Will negates. Spell Resistance: Yes.*

You can redesignate which of the magical effects is active (as well its location) by re-attuning the item to the area.

A [Dispel Magic](#) cast on a specific effect, if successful, removes only that effect. A successful disjunction destroys the entire guards and wards effect.

Prerequisites: Craft Wondrous Item, Light, Fog, Open/Close, Image, Web, Hall of Mirrors, Ventriloquism, Noxious Cloud, Gust of Wind, Suggestion, Prestidigitation.

Cost to Create: 25000gp, 2000 XP

Ioun Stones

As normal, but Orange Prism Ioun Stone does not exist.

Pearl of Power

Price: See table [40](#)

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.

Table 40: 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

Prerequisites: Craft Wondrous Item

Cost to Create: See table 40.

Prayer Beads

As normal, but Bead of Karma does not exist.

Rings

Rings are now wondrous items.

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

Symbol

Price: See table 41

Body Slot: -

Caster Level: Varies; see table 41

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 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 [41](#).

- **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

Table 41: 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

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.
- **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

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).

Your caster level must still be high enough to pay the unmodified spell point cost.

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

End notes

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- and everyone else who has commented on the system and listened to me prattle on about it as it was coming up.

Version history

- May 21, 2011: Beta 1.05: The Dragon Disciple class added. Cantrips are back in. The first few domains, the alignment domains and the Magic domain, have been added. More spells creeping in, several minor errors fixed. Length: 338 pages.
- May 4, 2011: Beta 1.04. Cleric class added, although the domains are still missing. Assassin class added. The Sorcerer given the Wild Magic class feature. Work on Cleric spells and domains continues. Length: 310 pages.
- April 24, 2011: Beta 1.03. Paladin class added! Since the project now includes a divine class, project name changed to “From Vancian to Psionic” (from “From Arcane to Psionic”). A few more wording errors fixed. Length: 288 pages.
- April 17, 2011: Beta 1.02. Bug fix release, thanks to Garryl.
- April 13, 2011: Beta 1.01. Sorcerer class added! Wizard class slightly changed w.r.t. SP/day in response to the Sorcerer. Heroism spell inconsistency fixed. Preparations for the inclusion of the Cleric class have begun. Length: 253 pages.
- April 5, 2011: Beta 1. Wizard spells of levels 6, 7, 8 and 9 included. The Archmage prestige class included. Base system more or less finalized. Polymorph subschool changed. The “Minion” type of spells created. Length: 249 pages.
- January 16th, 2011: Alpha 2. Includes the reinstatement of Familiars, Wizard 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.
- December 8th, 2010: Alpha 1. Includes the base system, the Wizard class, Wizard spells of levels 1 and 2, SRD feats, and the most basic magic items. Length: 99 pages.
- December 3rd, 2010: The project begins.

Contact Info

Problems, questions and concerns can be sent to e.ernir@gmail.com, or posted publicly at [Competitor Games](#) or [Giant in the Playground](#).

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