

Kyros

CHARACTER NAME

d12E 3, Mage Blade

CLASS

3 (3)

Character Level / CR

3000 / 6000

EXP / NEXT LEVEL

Andrew M.

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

6' 4"

HEIGHT

200 lbs.

WEIGHT

Normal

VISION

110

AGE

Male

GENDER

Sky Blue

EYES

Sandy Blond

HAIR

None

REGION

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	14		+2		
DEX Dexterity	16		+3		
CON Constitution	16		+3		
INT Intelligence	23		+6		
WIS Wisdom	15		+2		
CHA Charisma	13		+1		

HP
hit points

46

WOUNDS/CURRENT HP

AC
armor class

21

18

13

10

6

2

3

0

0

0

0

0

0

0

INITIATIVE
modifier

+5

+3

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED
Walk 30 ft.

MISS CHANCE

0

0

0

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	+1	+3	+0	+0	+0		
REFLEX (dexterity)	+4	+1	+3	+0	+0	+0		
WILL (wisdom)	+3	+1	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+3	+2	+0	-1	+0	
RANGED attack bonus	+5	+3	+3	+0	-1	+0	
GRAPPLE attack bonus	+4	+3	+2	+0	-1	+0	

*Kyros's Athame (Bonded (Greater))					
HAND		TYPE		SIZE	CRITICAL
Both		S		M	19-20/x2
To Hit		Dam		To Hit	
1H-P		+15/+15		2d8+6	
1H-O		+11/+11		2d8+5	
2H		+15/+15		2d8+7	
Special Properties		Athame, may become Large adding a +1d6 die, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.			

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Shimmer Mail		+4		+0	0

This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.

TOTAL SKILLPOINTS: 64		SKILLS					MAX RANKS: 6/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Acrobatics	DEX	9	=	3	+	6		
✓ Appraise	INT	6	=	6				
Arcana	INT	16	=	6	+	6	+	4
✓ Athletics	STR	7	=	2	+	5		
✓ Craft (Untrained)	INT	6	=	6				
✓ Deception	CHA	7	=	1	+	6		
✓ Deception (Act in character)	CHA	9	=	1	+	[6]	+	2
✓ Endurance	CON	3	=	3				
✓ Gather Information	CHA	5	=	1			+	4
✓ Heal	WIS	2	=	2				
✓ Insight	WIS	8	=	2	+	6		
Knowledge (History)	INT	7	=	6	+	1		
Knowledge (Tactics)	INT	12	=	6	+	6		
Linguistics	INT	11	=	6	+	5		
Martial Arts (Intelligence Based)	INT	12	=	6	+	6		
✓ Perception	WIS	8	=	2	+	6		
✓ Persuasion	CHA	11	=	1	+	6	+	4
✓ Persuasion (Diplomacy)	CHA	13	=	1	+	[6]	+	6
Profession (Sailor)	WIS	8	=	2	+	6		
✓ Ride	DEX	3	=	3				
✓ Stealth	DEX	8	=	3	+	5		
✓ Survival	WIS	8	=	2	+	6		
✓ Survival (Find or follow tracks)	WIS	10	=	2	+	[6]	+	2
✓ Thievery	DEX	3	=	3				
✓ Thievery (Sleight of Hand)	DEX	5	=	3			+	2
✓ Use Rope	DEX	3	=	3				
			=		+		+	
			=		+		+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Character: Kyros
Player: Andrew M.

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
Created using PCGen 5.17.12-dev on Mar 9, 2012 at 2:46:51 PM

Level:3 (CR:3)
Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Astrolabe	Equipped	1	0.0	0.0	
This large pocket watch keeps track of the minutes, hours, days, months, years, the phases of the moon, the time of sunrise and sunset, dominant constellations, eclipses, and many other astronomical events. It provides a +5 bonus on relevant checks.					
Captain's Torc, Charm	Equipped	1	0.0	0.0	
This neckpiece amplifies sound and thus provides both a +4 bonus to Listen checks and great volume to the user's voice, allowing him or her to be clearly heard at considerably greater distances. They do, however, have the unfortunate side effect of a -1 on saving throws versus sonic attacks. They're fairly popular with orators, actors and, of course, military commanders.					
Endless Rope	Equipped	1	0.0	0.0	
This coil of rope never seems to run out, supplying several hundred feet per day.					
Mandarin's Pin	Equipped	1	0.0	0.0	
This modest pin keeps the wearer and his clothing clean, neat, and well-mended.					
Shimmer Mail	Equipped	1	0.0	0.0	
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.					
Traveler's Bedroll	Equipped	1	0.0	0.0	
This simple bedroll is always warm, dry, insect-free, and extremely comfortable. Its virtue permits the user to manage comfortably on only six hours of sleep a night.					
Wellstone	Equipped	1	0.0	0.0	
Made from naturally-holed stones, these produce a steady trickle of fresh water, yielding 2d4 gallons per day.					
Kyros's Athame (Bonded (Greater))	Equipped	1	12.0	25.0	
Athame, may become Large adding a +1d6 die, Bonded Weapon:+3 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.					
TOTAL WEIGHT CARRIED/VALUE			12 lbs. 25.0 gp		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

LANGUAGES	
Abyssal, Celestial, Common, Draconic, Low Common, Terran, Tradetongue	

Special Attacks	
Bonded Weapon	[Drew]
Bonded Weapon has a +3 to Hit and Damage, Alarm on the Weapon, Sunder damage redirected to self, Hardness 6	
Warcraft	[Eclipse, p.10]
+0 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Charms and Talismans	[TPE]
You own 5 charms & 2 talismans	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Wealth Level / 06 Wealthy	[TPE, p.187]
You're filthy rich. You can afford hundreds of servants, field a private army, live in a palace or castle, and have a notable spellcaster on call. Similar benefits apply to those supported by dukes, minor kings, major organizations, and to those who loot the treasures of ancient empires.	
Wealth Level Perk / Armor/Shields	[TPE, p.187]
Treat armor as one category lighter for movement and special ability purposes. This applies to shields as far as proficiencies go. Add a +2 Wealth AC bonus to shields and armor and improve the Armor Check Penalty (if any) by 2.	
Wealth Level Perk / Legal Privileges	[TPE, p.187]
At this point you're virtually above the law; having the resources to fund private armies tends to have that effect. Those with grievances usually resort to outlaw tactics or even larger armies.	
Wealth Level Perk / Magical Items	[TPE, p.187]
Seven charms and three talismans.	
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.187]
Mounts gain 2d4 levels of Magical Beast, +1d3 to each attribute, and +5' to Move. Pets and Familiars gain 1d4 levels of Magical Beast, +1d2 to each attribute, and +5' to Move.	
Wealth Level Perk / Recognition	[TPE, p.187]
Anyone at this level of wealth will be widely known, influential in the community and often "on call." With power comes authority - and a great deal of responsibility unless the character opts to become a hermit.	
Wealth Level Perk / Retainers	[TPE, p.187]
You often have a hedge wizard or minor priest, a sage or scholar (if desired), some bodyguards and agents, and an assortment of craftsmen and ordinary employees numbering up to the hundreds at this level. Standard d20, you may have a dozen wizards.	
Wealth Level Perk / Skill Bonuses	[TPE, p.187]
+2 nameless bonus to Diplomacy, Gather Information, and Intimidate, thanks to the use of cash and high-quality gear. Masterwork tools and reference material (for knowledge-based skills) is presumed wherever it is useful.	
Wealth Level Perk / Training	[TPE, p.187]
Superb. You gain +2 SP and +1 HP per level gained while this template applies, and a +2 to any single attribute (total, not per level).	
Wealth Level Perk / Weapons	[TPE, p.187]
Your weaponry gains +2 built-in Wealth bonuses. It may be made of adamantine, silver, or of exotic materials as desired. Wealth bonuses stack with magical enhancement.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Greatsword)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (Venerate the Gods)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
Fast Learner ~ Other (HD)	[Eclipse, p.17]
You have Fast Learner for an item. [+3 total CP].	
Restrictions (Profane a Temple to the Gods)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+3 total CP].	

DISADVANTAGES	
Compulsive (Follows a personal code of honor)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Recorder	[Eclipse, p.19]
You record the game session.	

Spell Caster Information	
Mage Blade	[Eclipse, p.11]
Mage Blade Level 5, Casterlevel is 5	

<div>Eclipse Abilities</div> <div> <div>Character Points Total [Eclipse]</div> <div>Character Points Total 130, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 6 CP, Fast Learner adds 6 CP, Restrictions adds 3 CP, HD 12 deducts 24 CP</div> <div>Adept (Acrobatics, Arcana, Martial Arts, Perception) [Eclipse, p.24]</div> <div>Choose four related skills that only cost 1/2 a Character Point for each skill rank.</div> <div>Athame Master [Drew]</div> <div>Anime Master w/ Finesse Specialized only for Athame and corrupted must be unarmored. May use one handed and Int applies to Hit.</div> <div>Evasive / Specialized/Corrupted [Drew]</div> <div>Must be using the Athame and can't wear armor/ For Spellcasting</div> <div>Fast Learner /Specialized in Skills [Eclipse]</div> <div>+2 SP/Level (6 CP). [Granted 12]</div> <div>Grant of Aid / Specialized (requires several hours) [Eclipse]</div> <div>[1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs.</div> <div>Imbuement / Specialized and Corrupted [Drew]</div> <div>Specialized and Corrupted - Only for specially prepared Athame and cannot be replaced without a ritual</div> <div>Immunity / Aging [Eclipse]</div> <div>(uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging.</div> <div>Innate Enchantment / Corrupted [Drew, p.34]</div> <div>adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 6600 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.</div> <div>Innate Enchantment / Detect Magic [Eclipse]</div> <div>(+700) At-will personal use at L1 caster level.</div> <div>Innate Enchantment / Expertise (Weapon Mastery) [Eclipse]</div> <div>(Greatsword)</div> <div>You gain a +3 BAB with a particular weapon.</div> <div>Innate Enchantment / Force Shield [Eclipse]</div> <div>[At Will] As Shield Spell, grants +2 Shield AC.</div> <div>Innate Enchantment / Enhanced Attribute (+2 Strength) [Eclipse]</div> <div>[At Will] Grants +2 Enhancement Bonus to Strength</div> <div>Innate Enchantment / Enhanced Attribute (+2 Dexterity) [Eclipse]</div> <div>[At Will] Grants +2 Enhancement Bonus to Dexterity</div> <div>Innate Enchantment / Serpents Strike [Eclipse]</div> <div>Gain one additional attack at your full BAB which may be taken off-action.</div> <div>Legionary [Eclipse, p.53]</div> <div>Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.</div> <div>Mystic Link (Athame) [Eclipse, p.38]</div> <div>Has an occult bond with Athame. He or she may sense the target or the direction it lies in.</div> <div>Mystic Link (Summons Link) [Eclipse, p.38]</div> <div>Grants the power for the character to teleport the Athame to his or her location.</div> <div>Reflex Training / Specialized/corrupted [Drew]</div> <div>Must be cast through the Athame and unarmored/ Cast a Spell and get an Attack</div> <div>Relic Purchase / First Relic [Eclipse]</div> <div>You have spent CP for a Relic. [Total CP Spent on First Relic = 1]</div> <div>Relic Purchase / Second Relic (2x) [Eclipse]</div> <div>You have spent CP for a second Relic. [Total CP Spent on Second Relic = 2]</div> </div>	
<div>PROFICIENCIES</div> <div>Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Greatsword, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike</div>	
<div>TEMPLATES</div> <div>Pureblooded</div> <div>04 - Kyros</div> <div>03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level</div>	
<div>Martial Arts</div> <div> <div>Martial Arts Basic / Power (2x) [Eclipse, p.81]</div> <div>Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.</div> <div>Martial Arts Basic / Power / Improve Die Size (2x) [Eclipse, p.81]</div> <div>Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.</div> <div>Martial Arts Basic / Synergy (Arcana) [Eclipse, p.81]</div> <div>You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.</div> <div>Martial Arts Advanced / Reach [Eclipse, p.81]</div> <div>You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.</div> <div>Martial Arts Advanced / Versatility [Eclipse, p.81]</div> <div>You may change your damage with the specified martial arts weapon or unarmed attacks from lethal to subdual without penalty, and between bludgeoning, slashing, and piercing.</div> <div>Martial Arts Master / Whirlwind Attack [Eclipse, p.82]</div> <div>As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.</div> </div>	
<div>Feats</div> <div> <div>Born to the Blade [Is This It]</div> <div>Gain a +2 bonus on initiative and +1 bonus on save DCs.</div> </div>	

Mage Blade Spells

LEVEL	0	1	2	3	4	5	6	7	8
PER DAY	3	4	3	—	—	—	—	—	—

LEVEL 0 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
■■■■■Acid Splash	Conjuration (Creation) [Acid]	Standard action	Instantaneous	Close (35 ft.)	ST:null
[] TARGET: One creature or object; EFFECT: A globe of acid strikes your target for 1d3 points of damage., Upon casting this spell, you conjure a silvery-blue orb of acid above the palm of your hand. It instantaneously streaks toward your designated target. You must succeed at a ranged touch attack to hit. Upon striking the target, the orb deals 1d3 points of acid damage. Heightened Effects: The orb takes on a blackish-blue sheen. You may chose to hold it for up to 1 round before selecting a target as a free action. If you do not choose a target after 1 round, you take 1d3 points of acid damage and the orb vanishes. If it hits its target, the orb deals 1d4 points of acid damage. As well, the target must make a Reflex save or suffer 1 point of Strength damage. [SR:No]					
■■■■■Animated Tattoo	Illusion [Faen, Runic]	One hour	Permanent	Touch	ST:null
[] TARGET: A 3-inch-square area of flesh; EFFECT: You create a tattoo with the ability to move in place upon a creature's skin. Thus, the spell can create an animated tattoo of a lion roaring or a dragon breathing fire, a moving waterfall, or a warrior swinging a sword. The image and its movements are preset; once the spell is cast, one cannot change them. The image is decorative only, with no other effects. Heightened Effects: The tattoo can move all over the subject's body, if you wish. [SR:No]					
■■■■■Appropriate Size	Transmutation [Faen, Giant]	Standard action	One minute/level [D]	Touch	AE:p.238
[] TARGET: One object; EFFECT: You ensorcel an object so that it becomes "appropriately sized" for whatever creature holds or wears it, up to size Huge and down to size Tiny creatures. For clothing and items that are worn, the "appropriate size" is fairly obvious. For weapons, the weapon becomes just big enough or just small enough to wield comfortably. For example, for a Medium human, a short sword, longsword, or greatsword do not change size under the effects of this spell. A Huge greatsword would shrink to the size of a normal greatsword, however. A Tiny longsword would remain dagger-sized for the human, but a Tiny short sword would grow to dagger size. Other objects change size only if it is impossible for the creature to use them properly unchanged. A Huge statue does not shrink [because a statue can be enjoyed at any size], but a very tiny book might grow large enough for a creature to read it without eyestrain. HEIGHTENED EFFECTS: The spell modifies objects for a creature of any size. [SR:Yes [object]; DC:17, Fortitude negates [object]]					
■■■■■Arcana Inscribed	Transmutation [Dragon, Runic]	Standard action	Permanent	0 feet	ST:p.34
[] TARGET: One personal rune or mark, all of which must fit within 1 square foot; EFFECT: Casting this spell brings into being a wet, reddish glow at the end of one of your fingers. The energy seems to pool, threatening to drip off if you are not careful. Using this glow as a stylus, you may inscribe your personal rune or mark, which can consist of no more than six characters. The markings must be simple enough for you to inscribe them in less than a single round. You choose whether the writing will be visible or invisible. A mark made with arcana inscribed enables you to etch your rune upon any substance without harm to the material upon which it is placed. A detect magic spell causes an invisible mark to glow and become visible, though not necessarily understandable. See invisibility, lion's eye, or similar magic likewise allows the user to see invisible writing made with arcana inscribed. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcana inscribed spell is placed on a living being, normal wear gradually causes the effect to fade in about a month. Some societies use this spell to mark criminals, with their sentence ending when the spell eventually fades. Arcana inscribed must be cast on an object prior to casting materia bond on the same object [see page 142 for details]. Heightened Effects: The spell allows you 1 round per caster level to write your mark, with no space or word limitation. With enough patience and castings of this spell, you could literally inscribe a book. You can imbed a creature's truename into the writing, making it visible only to that creature or those who also know [and speak] the creature's truename; such a usage carries the truename descriptor. [SR:No]					
■■■■■Assess Creature	Divination	Standard action	Instantaneous	Close (35 ft.)	ST:null
[] TARGET: One creature; EFFECT: With a wave of your hand, you determine the Hit Dice of one creature. This spell is foiled by any type of magical disguise, polymorph magic, or shapechanging ability. Heightened Effects: If the target has class levels, you know which class. If the creature has more than one class, you know the class in which it has the most levels. [SR:Yes; DC:17, Will negates]					
■■■■■Audible Whisper	Transmutation [S]	Standard action	10 minutes/level [D]	Personal	ST:p.37
[] TARGET: You; EFFECT: You give your voice a magical quality so that your words, even your whispers, can be heard by all within 100 feet. This effect proves true even over loud noises, like combat. You cannot be selective with this spell, however. Everyone within 100 feet can hear everything you say. Diminished Effects: Creatures within 50 feet can hear your whispers. Heightened Effects: Creatures within 200 feet can hear your whispers. [SR:No]					
■■■■■Bash	Transmutation [Litorian, Sibeccai]	Standard action	Until discharged [no more than 1 round/level] [D]	Personal	AE:p.239
[] TARGET: You; EFFECT: Your eyes glow with silvery might until the spell ends. The next time you make a melee attack, add a +2 competence bonus to the attack and damage roll. Once used, the spell ends. HEIGHTENED EFFECTS: The bonus is +5.					
■■■■■Brass Claw	Transmutation [Dragon, Force]	Standard action	Instantaneous	Close (35 ft.)	ST:p.45
[] TARGET: Object weighing up to 30 lbs. or a portal that can be opened or closed; EFFECT: This spell summons a translucent brass-colored claw or hand. You can use the brass claw to open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails. In addition, the spell can open and close only things that weigh 30 lbs. or less. Thus some doors, chests, and similar objects sized for larger creatures may be beyond this spell's ability to affect. Heightened Effects: You may apply real force to your manipulation, opening and closing objects up to 30 lbs. plus 2 lbs. per caster level. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■Canny Effort	Transmutation	Standard action	Until discharged [no more than1 round/level] [D]	Personal	AE:p.244
[] TARGET: You; EFFECT: Your eyes flash with a tiny sparkle until the spell ends. The next time you make a skill check of any kind, you get to add a +2 competence bonus to the roll. Once used, the spell ends. HEIGHTENED EFFECTS: The bonus is +10.					
■■■■■Clarity of Mind	Enchantment (Compulsion)	Standard action	1 round/level	Personal	ST:null
[] TARGET: You; EFFECT: You call upon the stillness of the universe to grant you mental and emotional peace. You gain a +1 competence bonus to Concentration checks. Heightened Effects: The spell confers a +4 competence bonus to Concentration checks. [SR:No]					
■■■■■Comrade's Trail	Conjuration (Creation) [Truename]	Standard action	One hour/level [D]	Touch	ST:null
[] TARGET: A trail up to one mile long/level; EFFECT: You create a trail, like a glowing thread, visible only to those whom you name while casting the spell. You can name only one creature per level. Nothing can disturb the trail physically, but it can be dispelled, and even 1 point of damage inflicted from a magical source destroys it. You can use this spell to create a visible trail through a maze, through a thick woods, or anywhere you want your friends to follow. Heightened Effects: The duration becomes one day per level. [SR:Yes]					
■■■■■Contact	Divination [Mind-Affecting, Psionic]	Standard action	Instantaneous	Touch	AE:p.250
[] TARGET: One creature; EFFECT: Using this minor spell allows you to send a mental message, up to one word per caster level, to a creature you touch. You do not get a message back, but you do get an idea of the subject's emotional state. Contact does not reveal magical charms or compulsions on the subject. HEIGHTENED EFFECTS: The subject can send a mental message back, up to one word per caster level. [SR:Yes; DC:17, Will negates]					
■■■■■Detect Creature	Divination	Standard action	Concentration, up to one minute/level [D]	60 feet	AE:p.254
[] TARGET: Quarter circle emanating from you to the extreme of the range; EFFECT: You can detect the aura that surrounds a given type of creature. You must specify the type of creature being sought [giants, humanoids, dragons, and so on] when you cast the spell. Once chosen, you cannot change the type unless you cast the spell again. You cannot choose a specific creature [you can select humanoids, but not Grak the goblin]. The amount of information the spell reveals depends on how long you study a particular area or subject: 1st Round: Presence or absence of the specified creature. 2nd Round: Number of specified creatures in the area and the strength of the strongest one present. 3rd Round: The strength and location of each creature. If a creature is outside your line of sight, you discern its direction but not its exact location. Aura Strength: The creature's Hit Dice determine the strength of its aura. Each round you can detect creatures 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. HEIGHTENED EFFECTS: All information comes in the first round. [SR:No]					
■■■■■Detect Disease	Divination	Standard action	Instantaneous	Close (35 ft.)	AE:p.254
[] TARGET: One creature, one object, or a 5-foot cube; EFFECT: You can determine whether a creature, object, or area is diseased or carries a disease. You can tell the exact type of disease with a successful Wisdom check [DC 20]. If you have the Heal skill, you may try a Heal check [DC 20] if the Wisdom check fails, or you may try the Heal check prior to the Wisdom check. Detect disease 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. [SR:No]					
■■■■■Detect Magic	Universal	Standard action	Concentration, up to one minute/level [D]	60 feet	AE:p.254
[] TARGET: Quarter circle emanating from you to the extreme of the range; EFFECT: You can detect magical auras. The amount of information the spell reveals depends on how long you study a particular area or subject: 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the strength of the strongest one. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura, DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras. Aura Strength: An aura's magical power and strength depend on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. Length Aura Lingers: How long the aura lingers depends on its original strength. Note: Each round, you can turn to detect magic 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. Outsiders and elementals are not magical in themselves, but if they are conjured, the conjuration spell registers. HEIGHTENED EFFECTS: All information comes in the first round. [SR:No]					
■■■■■Detect Poison	Divination	Standard action	Instantaneous	Close (35 ft.)	AE:p.254
[] TARGET: One creature, one object, or a 5-foot cube; EFFECT: You can determine whether a creature, object, or area has been poisoned or is poisonous. With a successful Wisdom check [DC 20], you can determine the exact type of poison. If you have the Alchemy skill, you may try an Alchemy check [DC 20] if the Wisdom check fails, or you may try the Alchemy check prior to the Wisdom check. This spell penetrates 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. [SR:No]					
■■■■■Disorient	Transformation	Standard action	Until the creature's next turn	Touch	AE:p.257
[] TARGET: Creature touched; EFFECT: A creature you touch with your blueglowing hand becomes disoriented. The target immediately rerolls its initiative. Until its next action, it is considered flat footed. HEIGHTENED EFFECTS: The target also suffers a -1 circumstance penalty to attack rolls, saving throws, and checks for 1d4 rounds. [SR:Yes; DC:17, Will negates]					
■■■■■Disrupt Undead	Necromancy [Positive Energy]	Standard action	Instantaneous	Close (35 ft.)	ST:null
[] TARGET: Ray; EFFECT: A bright white ray shoots from your extended hand. Youmust make a ranged touch attack to hit your target. If the ray hits an undead creature, it deals 1d6 points of damage to it. Heightened Effects: An undead target takes 1d6 points of damage per two caster levels, to a maximum of 5d6. [SR:Yes]					
■■■■■Door Warning	Divination [Dragon]	Standard action	Until triggered [D]	Touch	AE:p.258
[] TARGET: One door, no larger than 10 feet by 10 feet by 2 feet; EFFECT: You cast this spell on a door. The next time that door is opened, you become aware of it, and you know the name of the one who opened it. If a creature without a name opened the door-or a natural force, like the wind-you learn the kind of creature or force it is. Once the door opens, the spell ends. You may have only one such spell active at any given time. HEIGHTENED EFFECTS: You may have two door warnings active at one time. [SR:No]					
■■■■■Enchanting Flavor	Transmutation [Faen, Mind-Affecting]	1 full round	Instantaneous	Touch	AE:p.262
[] TARGET: One meal; EFFECT: You give an intense and pleasant flavor to a single meal for up to four people. Once they have finished eating the satisfying meal, you receive a +2 circumstance bonus on a single Charisma-based check [Diplomacy, Bluff, etc.] against the diners. HEIGHTENED EFFECTS: You transfer the flavor directly into the mouth of your targets; the target becomes 1d4 creatures, and the range becomes Close [25 feet + 5 feet/two levels]. You gain the +2 bonus immediately. [SR:No]					
■■■■■Faen Glow	Evocation [Faen, Light]	Standard action	One minute [D]	Medium (150 ft.)	ST:null
[] TARGET: Up to four lights, all within a 10 foot-radius area; EFFECT: When this spell is cast, it surrounds you with tiny motes of sparkling light. These rush out to form one of the types of light described below. You can choose to create either up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o' wisps; see the MM for details], or one faintly glowing, vaguely humanoid shape. The lights must all stay within 10 feet of each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between them and it exceeds the spell's range. Heightened Effects: The number of lights created doubles. Further, the spell's duration increases to one minute per level. [SR:No]					
■■■■■Ghost Sound	Illusion	Standard action	1 round/level [D]	Close (35 ft.)	AE:p.269
[] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting it, and you cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per caster level [maximum 20 humans]. Thus, you can create talking, singing, shouting, walking, marching, or running sounds. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A lion's roar is equal to the noise from 16 humans, while a dire cat's roar equals the noise from 20 humans. HEIGHTENED EFFECTS: You may preprogram the sound so it occurs when a specific event triggers it [it lasts until triggered]. Trigger events can be as general or as detailed as desired, although only visual and audible triggers work. Triggers react to what appears to be the case, so 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. Note that actions can serve as triggers if they are visible or audible. A spell cannot distinguish invisible creatures, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per caster level. Regardless of range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance. [SR:No; DC:17, Will disbelief [if interacted with]]					
* =Domain/Specialty Spell					

Mage Blade Spells

■■■■■Glowglobe, Lesser	Evocation [Faen, Light]	Standard action	10 minutes/level [D]	0 feet	AE:p.270
[] TARGET: Glowing sphere; EFFECT: This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. A lesser glowglobe does not function in an area of magical darkness. The globe can be covered and hidden but not smothered or quenched. HEIGHTENED EFFECTS: The lesser glowglobe moves as you will it. You control its movement as a free action. However, it never moves farther than 10 feet from your position., This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. A lesser glowglobe does not function in an area of magical darkness. The globe can be covered and hidden but not smothered or quenched. HEIGHTENED EFFECTS: The lesser glowglobe moves as you will it. You control its movement as a free action. However, it never moves farther than 10 feet from your position. [SR:No]					
■■■■■Hygiene	Transmutation	Standard action	Instantaneous	Touch	AE:p.272
[] TARGET: One creature; EFFECT: You clean the subject creature, ridding it of dirt, sweat, contamination, foul odors, and so on. This spell not only makes the subject presentable for fine company, it promotes better health. For 24 hours after the casting, the subject gains a +1 circumstance bonus on all saves against disease. Used frequently, this spell can help stave off tooth decay and other such minor maladies, although this has no in-game effect. HEIGHTENED EFFECTS: You can affect one creature per caster level. [SR:Yes; DC:17, Fortitude negates]					
■■■■■Ignore	Enchantment [Charm] [Mind-Affecting, Psionic]	One standard action	1 round	Close (35 ft.)	ST:null
[] TARGET: One creature; EFFECT: You magically distract a creature, causing it to suffer a -5 penalty to Spot and Listen checks. Heightened Effect: The duration lasts 1 round per level. [SR:Yes; DC:17, Will negates]					
■■■■■Keep Dry	Abjuration	Standard action	Eight hours [D]	Touch	ST:null
[] TARGET: One object; EFFECT: You magically protect one object from getting wet. Even if submerged underwater, the object remains dry. Objects that normally would absorb water [cloth, paper, a sponge] under the influence of this spell do not. Characters often cast this spell to protect their papers or scrolls when in damp areas. Heightened Effects: You can affect one object per level. [SR:No]					
■■■■■Keep Fresh	Abjuration	Standard action	24 hours	Touch	ST:null
[] TARGET: 1 lb. of food; EFFECT: Food under the effect of this spell does not spoil, rot, or decay in any way. It doesn't even change temperature [hot food stays hot, cold food stays cold]. It remains as fresh at the end of the duration as it was at the beginning. Heightened Effects: You can affect 1 lb. per level. [SR:No]					
■■■■■Know Talent	Divination [Mind-Affecting, Psionic]	One standard action	Instantaneous	Touch	ST:null
[] TARGET: One creature; EFFECT: You learn which skill the target has the most ranks in, if any. Alternatively, if cast on a child, you know what the child's highest ability score will be and which class and skills he may excel at. This spell does not predict the future, however- learning what a child is best at is not always an indicator of what he will actually do. Heightened Effects: You also learn one random feat that the target has, and one spell [if any] that he currently has readied. [SR:Yes; DC:17, Will negates]					
■■■■■Learn Heritage	Divination	Standard action	Instantaneous	Close (35 ft.)	ST:null
[] TARGET: One creature; EFFECT: You learn details of the family and ancestry of a chosen target. You learn the race of the target as well as detecting the presence of any other unusual elements [dragon blood, for example]. You also can mentally check for one specific bloodline [blood of the Tairevel family, for example] and get a yes/no indication. To check for more than one bloodline, you must cast the spell multiple times. Heightened Effects: You can check for one bloodline per level. [SR:Yes; DC:17, Will negates]					
■■■■■Light as a Feather	Divination	One standard action	1 round + 1 round/two levels	Personal	ST:null
[] TARGET: You; EFFECT: You negate the armor check penalty for your armor and shield. This spell cannot be made permanent. Heightened Effect: The spell's duration becomes one minute per level.					
■■■■■Long Flame	Transmutation [Fire, Light]	Standard action	See text	Touch	ST:null
[] TARGET: One candle, lantern, or torch; EFFECT: You take one lit candle, torch, or lantern and increase the amount of time it will burn without consuming additional fuel or wick by a factor of 1 plus your level. Thus, a 1st-level caster increases the amount of time a torch lasts-usually an hour-by two [thus, three hours]. Heightened Effects: The flame continues to burn indefinitely [but can be put out normally, ending the spell]. [SR:No]					
■■■■■Mental Alarm	Divination [Psionic]	Standard action	One hour/level	Close (35 ft.)	ST:null
[] TARGET: One creature/level [maximum eight creatures]; EFFECT: All subjects are mentally alerted simultaneously at the same predesignated moment. The moment is chosen by you and must be within the duration of the spell. Small groups often use this spell to coordinate actions. Heightened Effects: The duration lasts one day per level. [SR:No]					
■■■■■Minor Illusion	Illusion	Standard action	1 round/level [D]	0 feet	AE:p.281
[] TARGET: An image up to 6 inches on allsides; EFFECT: You create a tiny, immobile image- a very small dagger, a floating ball, a miniature face, etc.-in your open palm. HEIGHTENED EFFECTS: The object can move and moves with you, so you can pretend to wield a tiny illusory dagger or create the image of a tiny dancing monkey in your hand. [SR:No; DC:17, Will negates [disbelief]]					
■■■■■Minor Ward	Abjuration	10 minutes	One day/level	Touch	ST:null
[] TARGET: Object touched or up to 20 square feet; EFFECT: This inscription harms those who enter, pass, or open the warded area or object. A minor ward 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 of a specific type violating the warded area is subject to the magic it stores. Wards can be set according to creature type, subtype, or species [such as 'sibecai' or 'aberration']. Wards also can be set to pass those of your religion or organization. They cannot be set according to appearance, class, Hit Dice, or level. Wards respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple minor wards cannot function within 30 feet of each other. When casting the spell, you mark a clear design in paint, chalk, blood, scratch marks, or some other means. The ward can conform to any shape up to the limitations of your total square footage. When the spell is completed, the ward remains quite obvious. Wards cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. The unknown spell can fool a minor ward. Read magic allows you to identify a minor ward with a successful Spellcraft check [DC 13]. Identifying the minor ward does not discharge it, but it allows you to know the basic nature of the glyph [version [see below], type of damage caused, what spell is stored]. Depending on the version selected, a minor ward either blasts the intruder or activates a spell: Blast Ward: A blast deals 1d4 points of damage to one target. This damage is acid, cold, electricity, fire, or sonic [your choice, made at time of casting]. Those affected can make Reflex saves to take half damage. Spell Ward: You can store any harmful 0-level spell that you know. All level-dependent features of the spell are based on your level at the time of casting. If the spell has targets, it targets the intruder. If the spell has an area or an amorphous effect [such as a cloud], the area or effect centers on the intruder. All saves operate as normal, except that the Difficulty Class is based on the level of the minor ward. Heightened Effects: The blast ward inflicts 2d4 points of damage. The spell ward is any harmful 1st-level spell you know. [SR:Yes (object); DC:17, See text]					
■■■■■Monkey Climb	Transmutation [Faen]	Standard action	1 round/level	Personal	ST:null
[] TARGET: You; EFFECT: By increasing your finger length, strength, and agility, you grant yourself a +5 bonus to one Climb check made during the duration. This spell cannot be made permanent. Heightened Effect: The spell affects all Climb checks made during the duration, the range becomes Touch, and the target is one creature.					
■■■■■Preserve Ice	Transmutation [Cold]	Standard action	24 hours	Touch	ST:null
[] TARGET: 1-foot cube of ice; EFFECT: Ice you touch will not melt. It remains wet and cold, but does not diminish in mass. Heightened Effects: The duration is Permanent [D]. [SR:No]					
■■■■■Prestidigitation	Transmutation	Standard action	One hour	10 feet	ST:p.164
[] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for one hour. The effects are minor and have severe limitations. The spell can slowly lift 1 lb. of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 lb. of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile and cannot be used as tools, weapons, or spell foci. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only for one hour. Heightened Effects: The spell allows you to perform feats of legerdemain and sleight of hand [pulling a small rabbit or dove out of your hat, for example, or producing a bouquet of flowers from your sleeve]. If the spell is used in this way, add your caster level to all Perform checks. Created items vanish when the spell does, although you may make them vanish sooner. You can slowly lift up to 5 lbs. per caster level, but no higher than a single foot above the surface below the item. If this spell is ongoing while you cast other spells, it can alter the way the new spell manifests to an observer. For example, if a spell normally is accompanied by a bright flash of light, you might choose to have the spell accompanied by an explosion of rose petals. This has the effect of doubling the spell level for the purpose of a caster's Spellcraft check to determine what spell you are casting. [SR:No; DC:17, See text]					
■■■■■Purify Food and Drink	Transmutation [Plant, Water]	Standard action	Instantaneous	10 feet	ST:p.169
[] TARGET: 1 cubic foot/level of contaminated food and water; EFFECT: A healthy green glow surrounds food and drink of your choosing, which becomes suitable for consumption even if it was spoiled, rotten, poisonous, or otherwise contaminated. This spell does not prevent subsequent natural decay or spoilage. Magically enhanced or harmed food and drink remains unaffected by purify food and drink. Note that one cubic foot of water contains roughly 8 gallons and weighs about 64 lbs. Heightened Effects: Food or drink that was magically made impure can be purified with a successful caster power check [DC 11 + caster level]. [SR:Yes (object); DC:17, Will negates (object)]					
■■■■■Quick Boost	Transmutation [Positive Energy]	Standard action	1d4 rounds [D]	Touch	ST:null
[] TARGET: One living creature; EFFECT: Calling up a short-lived but intense burst of positive energy,you bestow a +2 enhancement bonus to the Strength, Constitution, or Dexterity score of one creature. Heightened Effects: The enhancement bonus is +4. [SR:Yes]					
■■■■■Read Magic	Divination	Standard action	10 minutes/level	Personal	AE:p.289
[] TARGET: You; EFFECT: By means of read magic, you can read magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once you have cast the spell and read the magical inscription, you can thereafter read that particular writing without read magic. You can read at the rate of one page [250 words] per minute. The spell also allows you to identify a rune created by a runethane.					
■■■■■Recent Occupant	Divination	Standard action	Instantaneous	20 feet	ST:p.173
[] TARGET: 20-foot radius centered on you; EFFECT: You learn the name and race of the last creature with Intelligence 3 or higher who occupied the area for at least 1 round. You also learn how long ago this creature occupied it. This spell proves very useful for tracking [or avoiding] foes. Heightened Effects: You learn the details of a number of most recent occupants equal to your level. [SR:Yes]					
■■■■■Remove Minor Malady	Transmutation [Positive Energy]	Standard action	Instantaneous	Touch	ST:null
[] TARGET: One living creature; EFFECT: You remove a wart, blemish, mole, or other minor physical malady from the target touched. The malady must be visible and natural, not caused by magic. This spell is not powerful enough to deal with anything that actually harms the target [like a disease]. Heightened Effects: The malady can be magical, but the spell still cannot handle anything that truly harms the target. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
■■■■■Repair, Lesser	Transmutation	Standard action	Instantaneous	10 feet	AE:p.290
[] TARGET: One object of up to 1 lb.; EFFECT: You repair a broken or damaged object as it hums and glows with an orange light. For example, this spell will weld a broken ring, a chain link, a medallion, or a slender dagger. You can invisibly rejoin pieces of ceramic or wooden objects to be as strong as new. A hole in a leather sack or wineskin is completely mended with lesser repair. If an object is damaged, this spell restores 1d10 of its lost hit points. The spell can repair a magic item but does not restore the item's magical abilities. HEIGHTENED EFFECTS: The object can weigh up to 10 lbs. per caster level; when restoring an object's lost hit points, the spell restores 2d6 points + 1 point per caster level. [SR:Yes [harmless,object]; DC:17, Will negates [harmless,object]]					
■■■■■Sample	Abjuration	1 round	Instantaneous	Touch	ST:p.181
[] TARGET: 1 ounce of a liquid or solid; EFFECT: You gather a small bit of some hazardous or potentially hazardous substance and magically place it within a crystal flask; casting the spell transports the sample into the flask instantly. Sample protects you from harm in the process. You don't even have to physically touch the substance. This spell allows you to safely handle and store, for instance, poison from a slassan venom sac, a small amount of acid found in an ancient vat, or a tiny piece of a disease-ridden robe. Heightened Effects: You gather 1 ounce per level. [SR:Yes]					
■■■■■Saving Grace	Abjuration	Standard action	One round/level [D]	Personal	AE:p.294
[] TARGET: You; EFFECT: A flash of violet surrounds your eyes momentarily. When you cast this spell, you must specify a saving throw type: Fortitude, Reflex, or Will. For the duration, you gain a +1 luck bonus to that saving throw category. HEIGHTENED EFFECTS: The duration becomes one minute per level, and the bonus is +3.					
■■■■■Scent Bane	Abjuration [Litorian, Sibeccai]	Standard action	One minute/level [D]	Touch	AE:p.294
[] TARGET: One creature or object; EFFECT: The scent ability does not help creatures find targets of this spell; they have no scent. HEIGHTENED EFFECTS: The duration becomes 10 minutes per level. [SR:Yes [harmless]; DC:17, Will negates[harmless]]					
■■■■■Seeker	Transmutation [Litorian, Sibeccai]	Standard action	Until discharged [no more than 1 round/level] [D]	Personal	AE:p.296
[] TARGET: You; EFFECT: Your eyes glow with golden power until the spell ends. Next time you make a ranged attack, add a +2 competence bonus to attack and damage rolls. Used once, the spell ends. HEIGHTENED EFFECTS: The bonus is +5.					
■■■■■Sense Spell, Minor	Divination	Standard action	Concentration	10 feet	ST:p.186
[] TARGET: Cone; EFFECT: You specify a particular noninstantaneous spell during casting: one that is on your list of known spells and that you are of a level high enough to cast. If the specified spell is in effect within the area, you become aware of it. You gain no other information-you don't know the caster, caster level, remaining duration, or even the number of such spells in the area. Creatures with spells such as disguise self cast upon them willingly gain a saving throw. Spells like unknown foil minor sense spell and thus cannot serve as the specified spell. Heightened TARGETAREA:You need not be able to cast the specified spell. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
■■■■■Sense Thoughts	Divination [Mind-Affecting, Psionic]	Standard action	Concentration [up to 1 round/level]	Close (35 ft.)	AE:p.297
[] TARGET: One creature; EFFECT: After you have used contact on a creature, at any time for the next 24 hours you can cast sense thoughts if that creature were within range. You do not need to have line of sight to the creature. This spell reveals the creature's location and emotional state. HEIGHTENED EFFECTS: You do not need to have used contact on the target[s] previously- you become aware of the locations of all thinking beings within range who fail their saving throw. [SR:Yes; DC:17, Will negates]					
* =Domain/Specialty Spell					

Mage Blade Spells

Song of Sleep	Enchantment (Compulsion) [Faen, Mind-Affecting, Psionic, Sonic]	Standard action	Concentration + 1 round/level [D]	Medium (150 ft.)	ST:p.192
[] TARGET: Living creatures within a 10-foot-radius burst; EFFECT: In order to cast this spell, you must create a pleasing, relaxing melody. Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Listen and Spot checks and a -2 penalty on Will saves against sleep effects while this spell remains in effect. If the creature is not of the same type as you [humanoid, giant, and so on], it receives a +2 bonus on its saving throw. The spell lasts for as long as you concentrate, plus up to 1 round per caster level thereafter. Heightened Effects: The spell's area increases to a 20- foot-radius burst. Further, the subjects also suffer a -5 penalty on Knowledge and Sense Motive checks. [SR:Yes; DC:17, Will negates]					
Sun Bond	Divination [Litorian, Sibeccal]	Standard action	Instantaneous	Personal	ST:null
[] TARGET: You; EFFECT: Casting this spell brings the hint of a feral look to your eyes. You instantly know the direction of the sunrise relative to your current position. The spell may not work in extraplanar settings. Your knowledge of the sun's rising point is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction. Heightened Effects: You also know the sun's current location relative to you, even if underground. The spell lasts 10 minutes per level.					
Telekinesis, Lesser	Transmutation [Psionic]	Standard action	Concentration	Close (35 ft.)	AE:p.306
[] TARGET: Nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You can point a finger at an object and lift and move it at will from a distance. As a move-equivalent action, you can move the object up to 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You have no fine manipulation skills. You cannot use the spell to move levers or untie knots. HEIGHTENED EFFECTS: The spell can affect magical objects. [SR:No]					
Tongue of Angels	Transmutation	Standard action	1 round/level	Personal	ST:p.209
[] TARGET: You; EFFECT: You can speak Celestial, which allows you to confer with celestials and celestial beings, as well as give commands to your magically summoned celestial creatures. Heightened Effects: The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures that speak Celestial. [SR:No; DC:17, None (harmless)]					
Tongue of Fiends	Transmutation	Standard action	1 round/level	Personal	ST:p.209
[] TARGET: You; EFFECT: You can speak Infernal, which allows you to confer with demons, devils, and other fiendish beings, as well as give commands to your magically summoned fiendish creatures. Heightened Effects: The spell also grants you a +4 competence bonus to Bluff and Diplomacy checks made in regard to creatures that speak Infernal. [SR:No; DC:17, None (harmless)]					
Touch of Nausea	Transmutation	Standard action	1 round	Touch	AE:p.310
[] TARGET: One creature touched; EFFECT: As the spell emits a foul odor and a low moan, a creature you touch is filled with nausea. The target can take only a single move action on its next turn. HEIGHTENED EFFECTS: The duration becomes 1 round per two levels. [SR:Yes; DC:17, Fortitude negates]					
Touch of Weakness	Transmutation	Standard action	Instantaneous	Touch	AE:p.310
[] TARGET: One creature; EFFECT: You inflict 1 point of temporary Strength damage on a creature you touch. The damage is healed when the duration ends. HEIGHTENED EFFECTS: The damage heals normally. The duration of the spell becomes instantaneous. [SR:Yes; DC:17, Fortitude negates]					
Transcribe	Transmutation	1 round	Instantaneous	Touch	ST:p.210
[] TARGET: One piece of paper or parchment up to 1 foot square; EFFECT: You fill a piece of paper or parchment up to 1 foot square with nonmagical text of your choosing. For example, if you needed to create a message to give to a courier or leave for a friend, you could do so instantly. You can make such a transcription only in languages you know. The resulting text appears in your handwriting. Heightened Effects: You can fill one page of text per level with this version of the spell. [SR:No]					
Trust	Transmutation [Mind-Affecting, Psionic]	One standard action	1 round	Personal	ST:null
[] TARGET: You; EFFECT: You manipulate your voice, eyes, and facial features to make yourself seem more sincere, thus granting yourself a +5 bonus to one Bluff or Diplomacy check made during the following round. This spell cannot be made permanent. Heightened Effect: The duration lasts 1 round per level.					
Warrior's Competence	Divination [Litorian]	Standard action	One minute or until discharged	Touch	ST:null
[] TARGET: Creature touched; EFFECT: This spell heightens all of the target's warrior instincts. The subject gets a +1 competence bonus on a single attack roll, saving throw, or skill check. The target must choose to use the bonus before making the roll to which it applies. Heightened Effects: The spell lasts 10 minutes or until discharged. You may select up to three additional creatures within 15 feet of you to affect, if you know their truenames. If used in this way, the spell takes on the truename descriptor. The bonus can also be used on an initiative check. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Web Splat	Conjuration (Creation)	Standard action	1 round/level or until destroyed	Close (35 ft.)	ST:null
[] TARGET: 3 inches by 3 inches; EFFECT: You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, stick an object to the floor, or attempt to stick a creature's foot to the floor or its hand to an object. You can even try to tear the webbing over the creature's eyes to partially blind it [everything has 50 percent concealment to the creature]. The creature gets a saving throw, and those who fail it must take a standard action and attempt a Strength check [DC 10] to put the webs away. Likewise, if you web together two objects, a creature can tear them apart with a Strength check [DC 10], using a standard action. The webbing can support about 100 lbs., which means you could stick a 100-lb. rock to the ceiling for the duration, if you wanted. The web splat can be destroyed in 1 round by fire. Heightened Effects: Strength checks involved with the spell have DC 15 rather than DC 10, and the duration becomes one minute per level. [SR:Yes; DC:17, Reflex negates]					

LEVEL 1 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
Acidic Curse	Evocation [Acid]	Standard action	Instantaneous	Close (35 ft.)	ST:p.24
[] TARGET: One creature with eyes; EFFECT: You cause a victim's eyes to burst with acid, inflicting 1d6 points of acid damage and blinding the target for 1d4 rounds. Creatures who suffer no damage from the acid [due to a successful saving throw, an immunity, or a spell granting resistance] are not blind. Diminished Effects: The spell inflicts 1 point of damage and blinds for 1 round. Heightened Effects: The blinding effect lasts one day per caster level. [SR:Yes; DC:18, Fortitude negates]					
Acrobatics	Transmutation [Faen]	Standard action	10 minutes/level	Personal	AE:p.236
[] TARGET: You; EFFECT: You gain a +5 competence bonus to Balance, Climb, Jump, and Tumble checks. DIMINISHED EFFECTS: The bonus becomes +1. HEIGHTENED EFFECTS: The bonus becomes +10.					
Animal Messenger	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Special	One day/level	Close (35 ft.)	ST:null
[] TARGET: One Tiny animal; EFFECT: As a standard action, you can summon a Tiny animal to appear before you, bathed in a green glow that quickly fades. The animal must be within range in order to be summoned, but you may select the type of animal you are hoping to have appear [such as a sparrow or a mouse]. If the specified type is unavailable, any other viable animal within range may answer your call. The animal cannot be one tamed or trained by someone else, including an animal companion. When the animal appears, you may mentally impress upon it a certain place well known to you, or an obvious landmark. The animal allows you to tie a small item or note to it, and then it departs for the named location. Your directions for getting to the location must be simple, as the animal relies on your personal knowledge and not its own. The animal goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. It travels at its own speed, so if the journey is too far or too arduous, it will be unable to complete the trip. If attacked by anything, the messenger abandons its mission and flees. The animal will not perform any other tricks for you. Once it arrives, the animal messenger will wait for your intended recipient to appear. During this period of waiting, the messenger will allow anyone to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message [if it's written in a language he or she doesn't know, for example]. Diminished Effects: The duration of the spell becomes only one hour per caster level. This version of the spell is most often employed by spell users to send notes to their apprentices or to locals to ask a favor. Heightened Effects: The range becomes Medium [100 feet + 10 feet per level] and the animal that appears can be Small or Tiny. The duration increases to one week plus one day per level. Finally, the animal's base speed is increased by one-half and it receives the benefit of the scent bane spell. This makes it more likely to reach its destination without being disturbed by predators. [SR:No; DC:18, None (see text)]					
Animate Rope	Transmutation [Plant]	Standard action	1 round/level	Medium (150 ft.)	ST:null
[] TARGET: One ropelike object, length up to 50 feet + 5 feet/level [see text]; EFFECT: This spell encases a nonliving ropelike object of your choice in a shimmering yellow glow. As the glow fades at the end of casting, the rope begins to move under your spoken command. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50 percent for each additional inch of thickness, and increase it by 50 percent for each reduction of the rope's diameter by half. You can give the rope one of 10 possible commands: "coil" form a neat, coiled stack, "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ["uncoil," and so forth]. You can give one command each round as a move-equivalent action, as if directing an active spell. The rope, while animated, cannot move into squares other than its own. It can, however, wrap around a creature or an object within 1 foot of it-it does not snake outward-so it must either begin near the intended target or be thrown. Throwing requires a successful ranged touch attack [range increment 10 feet]. A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and can be burst with a Strength check [DC 23]. The rope does not deal damage, but it can be used as a trip line or to entangle an opponent that fails a Reflex saving throw. A spellcaster bound by the animated rope must make a Concentration check [DC 15] to cast a spell. An entangled creature can slip free with an Escape Artist check [DC 20]. This spell grants a +2 bonus on any Use Rope checks you make when using the transmuted rope. The rope itself and any knots tied in it are not magical. The spell cannot animate objects that a creature carries or wears. If the distance between you and the rope exceeds the spell's range for any reason, the spell ends and the rope falls still. Diminished Effects: The spell's range is reduced to Close [25 feet + 5 feet per two levels], and the touch attack to wrap up a creature takes a -2 penalty. Heightened Effects: In this version of the spell, you also can command the rope to "move" and "stop." The rope moves at a speed of 5 feet per round and can slither up trees or bumpy surfaces with a +10 bonus on its Climb check. [SR:No]					
Animate Weapon	Transmutation	Standard action	Concentration [up to 2 rounds/level]	Close (35 ft.)	AE:p.238
[] TARGET: A weapon you are proficient with; EFFECT: You direct the movement of one melee weapon with which you are proficient and could normally wield, making it fly through the air to any place within range that you can see. It moves and attacks as you would if you were wielding it. Thus, if you have a speed of 30 feet and an attack bonus of +10/+5, it could move up to 30 feet and make a single attack with a +10 bonus, or it could move 5 feet and make two attacks, one with a +10 bonus and the other with a +5 bonus. The weapon threatens areas and can flank foes, just as if it were in your hands. Reach weapons have reach. The weapon also can provoke attacks of opportunity as if it were a creature. The weapon can be targeted for attacks [AC usually based only on size], with hit points and hardness dependent upon the type. DIMINISHED EFFECTS: The weapon can take only one action per round-either a standard or a move-equivalent action, but not both-and suffers a -2 penalty to attack rolls. HEIGHTENED EFFECTS: You may apply your Charisma, Wisdom, or Intelligence modifier [your choice] rather than your Strength modifier to attack and damage rolls. [SR:No]					
Arrow Deflection	Transmutation	Standard action	One minute/level	Personal	ST:null
[] TARGET: You; EFFECT: You can deflect one ranged physical [nonspell] attack per round as a free action if you make a Reflex saving throw [DC 20]; if the ranged weapon has a magical bonus to attack, the Difficulty Class increases by that amount. Should you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed, however. Diminished Effects: The spell affects only one attack. Heightened Effects: You can deflect up to three incoming attacks in a round. [SR:No]					
Bane	Enchantment (Compulsion) [Dragon, Fear, Mind-Affecting, Psionic]	Standard action	One minute/level	50-foot radius centered on you	ST:null
[] TARGET: All enemies within a 50-foot-radius burst, centered on you; EFFECT: Casting this spell brings an acid odor to the air. Creatures that can hear may discern a nearly imperceptible laughter as the spell is completed. Bane fills any enemies within the target area with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless. Diminished Effects: This spell affects a single target creature and lasts for only 1 round per level. Heightened Effects: This spell gains the negative energy descriptor and lasts for one hour per level. Additionally, the -1 penalty on saving throws extends to all mind-affecting effects. [SR:Yes; DC:18, Will negates]					
Betray the Years	Abjuration [Dragon, Giant]	Standard action	Permanent	Touch	ST:p.41
[] TARGET: One nonmagical object of no more than 10 lbs. per level; EFFECT: You make one object immune to the effects of time. Wood doesn't rot, paper doesn't yellow, water doesn't evaporate, and so on. This spell does not protect against forces other than time. So, for example, a rock can still be worn down by the erosion of running water. Diminished Effects: The object can weigh no more than 1 lb. per level, and the duration is one day per level. Heightened Effects: The object can weigh up to 100 lbs. per level. [SR:No]					
Blast of Cold	Evocation [Cold]	Standard action	Instantaneous	Close (35 ft.)	ST:p.42
[] TARGET: One creature or object; EFFECT: A blue-white bolt of screaming cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of cold damage per two caster levels [maximum 5d6]. Diminished Effects: The spell inflicts 1d4 points of damage. Heightened Effects: The target that fails its save is also dazed for 1d3 rounds. [SR:Yes; DC:18, Reflex half]					
Bless	Enchantment (Compulsion) [Dragon, Mind-Affecting, Psionic]	Standard action	One minute/level	Self	ST:null
[] TARGET: You and all allies within a 50-foot burst, centered on you; EFFECT: Casting this spell brings the smell of freshly blooming lilacs to the air. Creatures that can hear may discern nearly imperceptible harp music. Bless causes any ally [as determined by you] within range to be filled with courage. Each affected ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Allies affected by this spell whose truenames you know also gain a +1 morale bonus on all skill checks for the duration of the spell. Bless counters and dispels bane. Diminished Effects: This spell affects only a single target creature within 50 feet, and lasts for only 1 round per level. Heightened Effects: This spell gains the positive energy descriptor and lasts for 10 minutes per level. Additionally, the saving throw bonus extends to all mind-affecting effects. [SR:Yes (harmless)]					
Bless Relationship	Enchantment (Charm) [Giant]	One minute	Instantaneous	Touch	ST:null
[] TARGET: Two creatures; EFFECT: You put your deity's blessing on a relationship, most likely during a ceremony such as a marriage. Henceforth, the two subjects gain a +1 inherent bonus to Diplomacy checks made in regard to each other. Diminished Effects: N/A Heightened Effects: The bonus is +2. [SR:Yes; DC:18, Will negates]					
Blissful Sleep	Abjuration	Standard action	Eight hours	Touch	ST:null
[] TARGET: One willing, living creature; EFFECT: The target can get a good night's sleep even in horrible conditions. Even wearing armor, lying on a slimy dungeon floor surrounded by corpses, a character can sleep soundly. This sleep is not a compulsion, however-it affects only willing targets. Characters who sleep for the full duration of this spell wake up so refreshed, they gain a +1 circumstance bonus to the first skill or ability check they make that day. Characters sleeping under the effects of this spell gain a +4 luck bonus to saving throws against somnammancer class abilities and dream hunger special attacks. Diminished Effects: The target gains no bonus to skill checks. Heightened Effects: The target gains a +1 enhancement bonus to all skill or ability checks for one hour upon waking. [SR:Yes]					

* =Domain/Specialty Spell

Mage Blade Spells

■■■■■	Blood's Truth	Necromancy [Dragon, Negative Energy]	Standard action	10 minutes/level	30 feet	ST:p.43
[T] TARGET: Cone-shaped emanation; EFFECT: Your eyes begin to glow with a dark violet light. Within the spell's range, you can determine the condition of creatures you can see that are near death. You instantly know with a glance whether each creature within the area is dead, fragile [alive and wounded, with 3 or fewer hit points left], fighting off death [alive with 4 or more hit points], undead, or neither alive nor dead [such as a construct]. Blood's truth sees through any spell or ability that allows creatures to feign death. You gain no ability to see hidden or obscured creatures with this spell. Diminished Effects: You only determine the status of creatures whose truenames you know. This version of the spell takes on the truename descriptor. Heightened Effects: The spell's area is a 60-foot cone. You additionally know if any of the following states apply to creatures you can see: exhausted, fatigued, poisoned, shaken, or stunned. [SR:No]						
■■■■■	Blue Bolt	Evocation [Faen]	Standard action	Instantaneous	Touch	ST:null
[T] TARGET: One living creature; EFFECT: You point your finger and from it erupts a thin blue bolt. You must make a ranged touch attack to use the bolt to strike a foe. If it hits, you deal 1d6 points + 1 point per level of subdual damage 10. This spell has no effect on objects, undead, or constructs. Diminished Effects: The spell inflicts 1d6 points of subdual damage. Heightened Effects: The spell inflicts 1d6 points of subdual damage plus 1d6 additional points per two levels [maximum 5d6]. [SR:Yes]						
■■■■■	Calm the Beast	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Standard action	One minute/level	Close (35 ft.)	ST:null
[T] TARGET: Animals or magical beasts with Intelligence 1 or 2, within 30 feet of each other; EFFECT: When casting this spell, your voice becomes more gruff and animalistic. Any targeted creatures [all of which must be the same species] may become docile and harmless. Roll 2d4 + caster level to determine the total number of Hit Dice affected. You gain a +10 enhancement bonus to your Handle Animal ability, and you may make immediate Handle Animal checks [instead of Diplomacy checks] as a free action to calm the animals down [see "Influencing Attitude" in Chapter One of Arcana Evolved]. You roll against each animal individually. You can only influence their attitude by up to two steps [hostile to indifferent, for example]. Animals trained to attack or guard, dire animals, and magical beasts have a +2 Difficulty Class for purposes of your attempt to influence attitude. Affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures. When the spell effect ends, they regain their prior attitude toward you. Diminished Effects: You receive only a +5 bonus on your Handle Animal checks, and you may influence only a single animal. Heightened Effects: Roll 3d6 + caster level to determine the total number of Hit Dice of creatures affected. [SR:Yes]						
■■■■■	Ceremonial Servants	Conjuration (Creation)	1 full round	Up to 24 hours	Close (35 ft.)	ST:p.51
[T] TARGET: 1 conjured figure/level; EFFECT: You conjure shadowy, ghostlike figures that resemble you and that can participate in ceremonies. For example, if you wish to gain the Blood as Power feat but do not have the six spellcasters necessary to perform the ceremony with you, you can cast this spell to create the additional figures needed. The ghostlike servants only last as long as the ceremony requires their presence. Diminished Effects: The spell can create only one servant. Heightened Effects: Ceremonies performed with the ghostlike servants take only half as long as normal in this version of the spell. [SR:No]						
■■■■■	Change Weapon	Transmutation	Standard action	One minute/level [D]	Touch	ST:null
[T] TARGET: One weapon; EFFECT: This spell alters one weapon, transforming it into another weapon of your choice with the same quality and magical abilities [if any]. Change weapon can increase or decrease a weapon's size by up to three categories, so one could transform a dagger into a dire flail but not into a Huge greatsword. [For the purposes of this spell, a "weapon" is anything designed specifically for fighting; a dagger or sword counts as a weapon, but a butter knife or a chair leg does not. This spell cannot affect or create siege engines or ranged weapon ammunition [bolts, arrows, and so on]. This spell can transform a weapon's ammunition, such as an arrow or a sling stone, into another weapon, such as a melee weapon. However, the ammunition's magical abilities [if any] can be used only once before they are forever lost. Diminished Effects: The weapon's size can change by only one category. Heightened Effects: The spell affects one weapon per caster level. [SR:No]						
■■■■■	Charm	Enchantment [Faen, Mind-Affecting]	Standard action	10 minutes/level	Touch	AE:p.245
[T] TARGET: One creature of the same type as the caster; EFFECT: This spell alters someone's mind temporarily to make you seem like a most charming being. You gain a +10 bonus to Charisma-related checks [including Intimidate] regarding that target only. This does not actually change your Charisma; you do not, for example, gain bonus spells if you are a mage blade. The spell works on creatures of the same type as you. So if you are a litorian, the spell works on all humanoid. If you are a medusa, it works on all monstrous humanoids. DMs should require charmed PCs to act accordingly. DIMINISHED EFFECTS: The spell adds only a +4 bonus to Charisma-related checks and lasts only 1 round per level. HEIGHTENED EFFECTS: The spell affects any living creature. [SR:Yes; DC:18, Will negates]						
■■■■■	Charm Item	Enchantment (Charm) [Language-Dependent]	Standard action	One hour/level [D]	Close (35 ft.)	ST:p.53
[T] TARGET: One intelligent item; EFFECT: This charm makes an intelligent item regard you as its trusted friend and ally. If the item is currently under threat or attack 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 item, but it perceives your words and actions in the most favorable way. You can try to give the item orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do [retires not allowed]. A charmed item never obeys selfdestructive or obviously harmful orders. Any act by you or your apparent allies that threatens the charmed item breaks the spell. Note also that you must speak the item's language to communicate your commands, or else be good at pantomiming. Diminished Effects: The duration becomes 1 round per level. Heightened Effects: You gain a +5 bonus when making opposed Charisma checks to convince the item to do something it normally would not do. [SR:Yes; DC:18, Will negates]						
■■■■■	Chill the Soul	Necromancy [Negative Energy]	Standard action	Instantaneous	Touch	ST:p.53
[T] TARGET: Creature or creatures touched 0; EFFECT: The bones in your hand [or similar appendage] are visible through your flesh, which emits a blue-black glow. Your touch disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of temporary Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level, attacking once per round. Undead touched by you suffer no damage or Strength damage, but they must make successful Will saving throws or flee as if panicked for 1d4 rounds + 1 round per caster level. Diminished Effects: You may make only a single attack, which deals no Strength damage. Heightened Effects: You can use this melee touch attack up to one time per level, but you can make as many touch attacks per round as you are capable of. The damage increases to 1d8 points. [SR:Yes; DC:18, Fortitude partial]						
■■■■■	Cloak of Diversion	Abjuration [Force]	Standard action	One minute/level [D]	Personal	ST:p.56
[T] TARGET: You; EFFECT: A magical energy field appears around you, glowing with a crazed mixture of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20 percent miss chance [similar to the effects of concealment]. Other attacks that simply work at a distance are not affected. Diminished Effects: This spell lasts only one minute. During that time, ranged attacks will miss you 10 percent of the time. Heightened Effects: This spell lasts 10 minutes plus one minute per level. The miss chance for ranged attacks increases to 25 percent.						
■■■■■	Cloud the Mind	Enchantment [Mind-Affecting, Psionic]	Standard action	One minute/level	Close (35 ft.)	ST:null
[T] TARGET: One creature; EFFECT: This spell hinders and clouds its target's senses, making the character less likely to notice slight clues that tip off a lie, an opponent skulking in the shadows, or a distant sound. The target suffers a -4 penalty to Listen, Sense Motive, and Spot checks. Diminished Effects: The target suffers a -1 penalty. The duration becomes 1 round per level. Heightened Effects: The duration lasts 10 minutes per level. [SR:Yes; DC:18, Will negates]						
■■■■■	Cluatta	Transmutation [Plant, Litorian]	Standard action	One minute/level	Touch	ST:null
[T] TARGET: One touched nonmagical club or quarterstaff; EFFECT: This spell is named after a litorian word for punishment. You enhance your nonmagical club or quarterstaff to grant it a +1 enhancement bonus on attack and damage rolls. [A quarterstaff gains this enhancement for both ends of the weapon.] It deals an additional 2d4 points of damage on a successful hit. These effects only occur when you wield the weapon. If you do not wield it, the weapon behaves as if unaffected by this spell. Diminished Effects: The duration expires after a single attack, but the staff deals an additional 1d3 points of damage if you hit. Heightened Effects: You may hand the weapon to a different creature to wield, but the magic quickly fades. Each round the weapon is held by someone other than you, it is as if one minute of the spell's normal duration has passed. If you wield the weapon, it deals an additional 1d12 points of damage on a successful hit instead of 2d4 points. If someone else wields the weapon, it only deals an additional 1d4 points of damage. [SR:Yes (object); DC:18, Will negates (object)]						
■■■■■	Cold Blast	Evocation [Cold]	Standard action	Instantaneous	Close (35 ft.)	AE:p.246
[T] TARGET: A ray; EFFECT: You launch a blast of white energy from your eyes. You must make a ranged touch attack. Targets suffer 1d4 points of cold damage + 1 point of temporary Strength damage + 1 point of Strength damage per five caster levels. DIMINISHED EFFECTS: The subjects suffer only 1d4 points of damage. HEIGHTENED EFFECTS: The subjects are stunned for a round as well. [SR:Yes; DC:18, Fortitude negates]						
■■■■■	Color Fan	Illusion (Fgment) [Faen, Mind-Affecting]	Standard action	Instantaneous [see text]	Close (35 ft.)	ST:p.58
[T] TARGET: Cone; EFFECT: You fan your hand toward your targets and a cone of brilliant colors springs forth. The closest 1d6 creatures within the cone are affected. The spell affects each subject according to its Hit Dice as follows. 2 HD or Less: Unconscious for 2d4 rounds, then blinded for 1d4 rounds, then stunned for 1 round. 3 or 4 HD: Blinded for 1d4 rounds, then stunned for 1 round. 5 HD or More: Stunned for 1 round. Rightless creatures are not affected by color fan, nor are constructs. Only living creatures can be rendered unconscious. Diminished Effects: The fan of lights is narrower, affecting only the nearest creature within range. Creatures of 3 HD or less are blinded for 1d3 rounds, then stunned for 1 round. Creatures of 4 or 5 HD are stunned for 1 round. Heightened Effects: Unconsciousness lasts for 2d6 rounds, blindness lasts for 1d6 rounds, and stunning lasts for 1d3 rounds. [SR:Yes; DC:18, Will negates]						
■■■■■	Compelling Command	Enchantment [Language-Dependent, Mind-Affecting]	Standard action	Instantaneous	Close (35 ft.)	AE:p.246
[T] TARGET: One living creature; EFFECT: You give a creature one of three commands, which it obeys to the best of its ability. The three possible commands are as follows: Drop what you are holding: The target drops whatever it is holding—even if it holds different objects in different hands on its next action. Fall to the ground: The target falls prone on its next action and remains on the ground for 1 round. Flee before me: The target runs away from you as fast as possible for 1 round [the target won't run into obvious danger, like a pit or through an enemy's threatened area]. DIMINISHED EFFECTS: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor. HEIGHTENED EFFECTS: The spell is entirely mental-no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor. [SR:Yes; DC:18, Will negates]						
■■■■■	Compelling Question, Lesser	Enchantment [Language-Dependent, Mind-Affecting]	Standard action	Instantaneous	Close (35 ft.)	AE:p.246
[T] TARGET: One creature; EFFECT: You ask another creature one simple question that it can answer with a single word. On the target's next turn, as a free action, it answers you as truthfully as possible. The DM is free to assign modifiers to the saving throw based on how important the target considers the answer. Ask someone whether she is the king's murderer, for example, involves a closely guarded secret and may earn a trained assassin a +4 competence bonus to the save. DIMINISHED EFFECTS: You must know the creature's truename in order for the spell to work. In this case, the spell takes on the truename descriptor. HEIGHTENED EFFECTS: The spell is entirely mental-no common language need be shared, and nothing is spoken aloud. In this case, the spell takes on the psionic descriptor and is often called less mind probe. [SR:Yes; DC:18, Will negates]						
■■■■■	Conjure Energy Creature I	Conjuration [See Text]	1 full round	1 round/level [D]	Close (35 ft.)	AE:p.246
[T] TARGET: One created creature; EFFECT: With a flash of power, this spell creates a monster out of pure energy. It appears where you designate and acts immediately, on your turn. If you do not give it a command, it attacks your opponents to the best of its ability. You can communicate with it and can direct it not to attack, to attack particular enemies, or to perform other actions. Conjured creatures act normally on the last round of the spell and disappear at the end of their turn. You choose the creature's energy type [acid, cold, electricity, fire, or sonic]. The spell takes on the descriptor of the energy type chosen. The monster, although energy, is nevertheless corporeal and solid. It uses the statistics of a monster of your choice from the list below, except for the following: It is immune to damage of its energy type. If it has more than 3 HD, it has DR 5/41 [or 5/magic]. If it has more than 10 HD, it has DR 10/2+2 [or 10/magic]. It has no Intelligence score or Constitution score. [If it has no opponents to attack and no commands to follow, it stands motionless.] It is a construct [immune to mind effects, poison, paralysis, stunning, disease, and necromantic effects]. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save. It is not subject to death by massive damage. It is destroyed [and disappears] when it reaches 0 hit points. It has darkness with a range of 60 feet. It inflicts additional damage of its energy type equal to its Hit Dice [maximum +10] with each attack. Choose the type of creature you want the spell to conjure from this list: dire rat, dog [animal], hawk [animal], or monkey [animal]. The creature is not real. It is a creation of magic. DIMINISHED EFFECTS: You must concentrate on the creature's actions or it remains motionless. HEIGHTENED EFFECTS: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls. [SR:No]						
■■■■■	Conjure Weapon, Lesser	Conjuration [See Text]	Standard action	1 round/level [D]	0	AE:p.249
[T] TARGET: One weapon; EFFECT: You create a masterwork weapon that you are proficient with, which appears in your hand. The weapon is appropriate for your size—either as a light, one-handed, or two-handed weapon for you. If it is a ranged weapon that requires ammunition, you also create one arrow, bolt, or bullet [as appropriate] per level. If given the earth spell template, the weapon [or the ammunition in the case of ranged weapons requiring them] gains an additional +1 attack and damage bonus, due to its elemental hardness. You may give the weapon to someone else to wield or cast animate weapon on it. DIMINISHED EFFECTS: You must concentrate each round or the weapon disappears. HEIGHTENED EFFECTS: At no cost, the weapon can be given an elemental or energy template, in which case it inflicts +1d6 and the spell gains the appropriate descriptor. Further, if you have the appropriate feats enabling you to wield such weapons, the weapon you create can have the dire or Devanian template. [SR:No]						
■■■■■	Create Water	Conjuration (Creation) [Water]	Standard action	Instantaneous	Close (35 ft.)	ST:null
[T] TARGET: Up to 2 gallons of water/level; EFFECT: Through this spell you create wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large [possibly creating a downpour or filling many small receptacles]. Water weighs about 8 lbs. per gallon. One cubic foot of water contains roughly eight gallons and weighs about 60 lbs. Diminished Effects: You create only one-half gallon of water per caster level. Heightened Effects: The water created can appear with force, dousing flames and putting out small fires. An elemental creature with the fire subtype caught in the area of the spell suffers 1d6 points of damage per two caster levels [maximum 5d6, Reflex save for half damage]. An elemental creature of the water subtype caught in the area of the spell enjoys 1d6 points of healing per two caster levels [maximum 5d6]. [SR:No]						
■■■■■	Creature Loresight	Divination [Psionic]	Standard action	Instantaneous	Touch	AE:p.251
[T] TARGET: One living creature or corpse; EFFECT: You learn something significant about a creature [living or dead] that you touch. Go through this list, in order—the first bit of lore you don't know, you learn magically: 1. Creature's race or type. 2. Creature's name [if none, then skip]. 3. Creature's class [if none, then skip]. 4. How the creature died [if not applicable, skip]. 5. Creature's most recent basic goal [obtain food, carry out the orders of its superior, get some sleep, etc.]. 6. Creature's attitude toward you. 7. Creature that this creature interacted with most recently [other than you]. 8. Creature's most valuable possession, if any. 9. Location of the creature's home or lair, if any. 10. Creature's current thoughts. Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing. HEIGHTENED EFFECTS: Spell gains a range of Close [50 feet + 5 feet/two levels]. [SR:Yes; DC:18, Will negates]						
■■■■■	Crystal Shard	Conjuration (Creation) [Earth]	Standard action	Instantaneous	Long (600 ft.)	ST:null
[T] TARGET: Crystal shard; EFFECT: You create a thin crystal shard that comes out of the tip of your finger and flies in the direction you point, like an arrow. Make a ranged attack roll. If you succeed, the shard inflicts 1d8+2 points of damage. After it strikes its target, the shard turns to powder. Diminished Effects: The spell has a range of 25 feet and inflicts only 1d6 points of damage. Heightened Effects: You gain a +5 enhancement bonus to the attack roll. [SR:No]						
■■■■■	Dangersense	Divination [Psionic]	Standard action	Concentration, up to 10 minutes/level [D]	60 feet	ST:p.65
[T] TARGET: Cone-shaped emanation; EFFECT: Casting this spell heightens your awareness of certain dangers. You are more likely to detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps [including trapdoor traps], but it does detect certain natural hazards: quicksand [a snare], a simple [a pit], or unsafe walls of natural rock [a deadfall]. It does not reveal other potentially dangerous conditions. The spell does not detect magic traps [except those that operate by pit, deadfall, or snaring; see the snare spell on page 191], nor mechanically complex ones, nor those that have been rendered safe or inactive. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of hazards. 2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The general type and trigger for one particular hazard that you closely examine. Each round, you can turn to detect snares and pits 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. Diminished Effects: The range of this version of the spell is only 30 feet. The duration lasts up to one minute per level. Heightened Effects: The spell can penetrate 2 feet of stone, 2 inches of metal, up to one-half inch of lead, or up to 6 feet of wood or dirt. You learn the presence or absence of hazards, as well as the number and location of each in the first round. You learn the general type and trigger for a particular hazard on the second round. [SR:No]						

* =Domain/Specialty Spell

Mage Blade Spells

■■■■■	Detect Animals or Plants	Divination [Litorian, Plant, Sibeccai]	Standard action	Concentration, up to 10 minutes/level [D]	Long (600 ft.)	ST:null
[] TARGET: Cone-shaped emanation; EFFECT: You can detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change it each round. Your skin tones darken as you detect animals, and lighten as you detect plants. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant. This spell only detects creatures of the animal subtype, although it will detect both plants and plant creatures. 1st Round: Presence or absence of that kind of animal or plant in the area. 2nd Round: Number of individuals of the specified kind in the area, and the condition of the healthiest specimen. 3rd Round: The condition [see below] and location of each individual present. If an animal or plant is outside your line of sight, then you discern its direction but not its exact location. Conditions: For purposes of this spell, the categories of condition are as follows: ~ Normal: Has at least 90 percent of full normal hit points, free of disease. Fair: 30 percent to 90 percent of full normal hit points remaining. Poor: Less than 30 percent of full normal hit points remaining, afflicted with a disease, or suffering from a debilitating injury. Weak: 0 or fewer hit points remaining, afflicted with a disease in the terminal stage, or crippled. If a creature falls into more than one category, the spell indicates the weaker of the two. Each round you can turn to detect a kind of animal or plant 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. Diminished Effects: The range of this spell is Close [25 feet + 5 feet per two levels]. It lasts only one minute per level. Heightened Effects: The spell detects groups of animals or plants of a general type [such as canines, conifers, and so on] as opposed to a specific kind [a wolf or pine tree, for example]. Further, the spell can penetrate 2 feet of stone, 2 inches of metal, up to one-half inch of lead, or up to 6 feet of wood or dirt. [SR:No]						
■■■■■	Detect Secret Doors	Divination	Standard action	Concentration, up to one minute/level [D]	60 feet	AE:p.255
[] TARGET: Quarter circle emanating from you to the extreme of the range; EFFECT: You can detect secret doors, compartments, caches, and so forth. This spell discerns only passages, doors, or openings that have been specifically constructed to escape detection. The amount of information detect secret doors reveals depends on how long you study a particular area: 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each one. If an aura is outside your line of sight, you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal that you closely examine. Note: Each round, you can turn to detect secret doors 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. HEIGHTENED EFFECTS: All information comes in the first round. [SR:No]						
■■■■■	Directed Charm	Enchantment [Faen, Mind-Affecting]	Standard action	One minute/level	Medium (150 ft.)	AE:p.256
[] TARGET: One creature of the same type as you; EFFECT: This spell alters someone's mind temporarily to make a single creature you choose seem like a most charming being. You cannot choose yourself-you must direct the target's attraction to someone else. The creature you choose gains a +10 bonus to Charisma-related checks regarding the spell's target. This effect does not actually change the creature's Charisma, however. The spell works on creatures of the same type as you. So if you are a litorian, the spell works on all humanoids. If you are a medusa, it works on all monstrous humanoids. DIMINISHED EFFECTS: The spell adds only an effective +4 bonus. HEIGHTENED EFFECTS: The spell affects any living creature. [SR:Yes; DC:18, Will negates]						
■■■■■	Discern Preference	Divination [Mind-Affecting, Psionic]	One minute	Instantaneous	Unlimited	ST:null
[] TARGET: One creature known to you; EFFECT: You learn the subject's preference regarding an issue you specify at the time of casting. For example, if you specified, "What is the king's favorite color?" and then cast the spell, you would learn the king's favorite color so you could prepare a gift to present to him when you are called to court the next day. Likewise, you could specify, "Does Charnoth want to go into the Tower of Terephon?" and learn whether or not he does [although Charnoth still might go there, even if he does not want to]. Diminished Effects: You must know the target's truename, and the spell gains the truename descriptor. Heightened Effects: This version of the spell affects up to three targets. [SR:Yes; DC:18, Will negates]						
■■■■■	Disrupt Reflexes	Enchantment [Mind-Affecting, Psionic]	Standard action	One minute/level	Close (35 ft.)	ST:null
[] TARGET: One creature; EFFECT: This enchantment hinders the target's reflexes, dulling the character's mind so she reacts slowly to sudden threats. The target suffers a -4 penalty to initiative and a -2 penalty to Reflex saves as this spell disrupts her reaction time. If cast during combat, apply the modifier to the target's current initiative score, but remove it if the spell expires before the end of the encounter. Diminished Effects: The target suffers a -1 penalty to initiative rolls and Reflex saves. The duration lasts 1 round per level. Heightened Effects: The duration becomes 10 minutes per level. [SR:Yes; DC:18, Will negates]						
■■■■■	Distraction	Illusion [Mind-Affecting, Psionic]	Standard action	1 round/level [see text]	Medium (150 ft.)	AE:p.257
[] TARGET: One creature; EFFECT: You create a mental image in someone's mind of something the target will find distracting-because it is either annoying, alluring, or frightening. The target, not the caster, decides what form the phantom takes. A failed save means the target takes no effective action for 1 round other than to defend herself. Instead, she interacts with the image in her mind-swatting at an imaginary fly, dodging an imaginary attack, staring in surprise at an imaginary loved one, and so on. A new saving throw is allowed each round, and once the target makes a successful save, the spell ends. DIMINISHED EFFECTS: The spell lasts 1 round. HEIGHTENED EFFECTS: Once the target fails the first save, she cannot act effectively for the duration. [SR:Yes; DC:18, Will negates]						
■■■■■	Endure Elements	Abjuration [Air, Earth, Fire, Water]	Standard action	24 hours	Touch	ST:null
[] TARGET: Creature touched; EFFECT: This spell summons a brief swirl of color that rushes into your target's mouth. The target is filled with a calming presence that keeps it appropriately warmed or cooled despite other weather conditions. A creature protected by this spell suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The spell likewise protects the creature's equipment. It does not 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. Diminished Effects: You must know your target's truename, and the spell takes on the truename descriptor. The spell lasts but a single hour per level [to a maximum of six hours]. Heightened Effects: The target receives a +2 morale bonus on saves against spells with an elemental descriptor [air, earth, fire, or water]. [SR:Yes (harmless); DC:18, Will negates (harmless)]						
■■■■■	Entangle	Transmutation [Plant]	Standard action	One minute/level [D]	Long (600 ft.)	ST:p.81
[] TARGET: Plants in a 20-foot-radius spread; EFFECT: With words whispered to the local vegetation, you cause grasses, weeds, bushes, and even trees to wrap, twist, and entwine about creatures in the area [or those who enter the area]. Such creatures are held fast and become entangled. A creature can break free and move half its normal speed by using a full-round action to make a Strength or Escape Artist check [DC 18]. A creature that succeeds on a Reflex save is not entangled but moves at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement. Diminished Effects: The spell's range is only Close [25 feet + 5 feet per two levels] and it affects just a single 10-foot-square area. Creatures caught within the area are not entangled, but can move at only half speed unless they make a Reflex saving throw [in which case they may move at normal speed]. The duration lasts only 1 round. Heightened Effects: The spell has a range of Long [400 feet + 40 feet per level]. Its area is a 40-foot-radius burst. Creatures in the area must make a Strength check or Escape Artist check [DC 20] in order to move. [SR:No; DC:18, Reflex partial (see text)]						
■■■■■	Erase	Transmutation [Force, Runic]	Standard action	Instantaneous	Close (35 ft.)	ST:p.82
[] TARGET: One scroll or two pages worth of writing; EFFECT: As you cast this spell, you bring into being a magical cloth or other cleaning implement. This glowing, floating form removes writings of either a magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove magical writings of 6th level or lower. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90 percent. You must touch magical writing or a rune to erase it, and also succeed on a caster power check [DC 10 + the writer's level]. The runes created by a runethane are slightly more difficult to eliminate than those created by a spell [DC 15 + the runethane's level]. A natural 1 or 2 is always a failure on this check. If you fail to erase magical writing, you accidentally activate that writing instead [if it has such an effect]. Diminished Effects: You can erase only your own writing or runes. Heightened Effects: You can erase nonmagical writings automatically. If erasing magical writings, a natural 2 is no longer considered a failure. Finally, you can target one page per caster level or one scroll per two caster levels. [SR:No; DC:18, See text]						
■■■■■	Faen Fires	Evocation [Faen, Light]	Standard action	One minute/level [D]	Long (600 ft.)	ST:null
[] TARGET: Creatures and objects within a 5-foot-radius burst; EFFECT: A pale twinkling glow surrounds and outlines your chosen targets, which shed a pale light about as strong as a candle. Outlined creatures do not benefit from the concealment normally provided by darkness [though any 2nd-level or higher spell or effect that creates magical darkness suppresses this spell]. They also do not benefit from effects or spells of 3rd level or lower that provide concealment. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The light can be blue, green, or violet, according to your choice at the time of casting. The spell does not cause any harm to the objects or creatures thus outlined. Diminished Effects: The range of the spell is Medium [100 feet + 10 feet per level]. The spell affects a single target. Heightened Effects: Targets subject to this spell have any cover bonuses reduced by 1 [so that one-quarter cover would yield a +1 AC bonus instead of +2, nine-tenths cover would yield +9 AC instead of +10, and so on]. As well, any concealment miss chance not created by darkness is reduced by 5 percent [so that a light fog would provide only 5 percent concealment, while dense foliage would provide 25 percent]. [SR:Yes]						
■■■■■	Familiarity of Place, Lesser	Divination [Dragon]	Standard action	One hour/level	0	AE:p.265
[] TARGET: 10-foot radius/level; EFFECT: With a ripple of energy emanating from you, you tie yourself directly [metaphysically speaking] to the place in which you currently stand. While in that area, you gain a +1 luck bonus to saving throws you make. DIMINISHED EFFECTS: The duration becomes 1 round/level. HEIGHTENED EFFECTS: The bonus to saving throws becomes +2. [SR:No]						
■■■■■	Fey Storage	Transmutation [Faen]	Standard action	24 hours [D]	Personal	ST:p.88
[] TARGET: You; EFFECT: You create an extradimensional space hidden on your person that can store up to 5 lbs. per level of objects able to fit through a 6-inch-square opening. This space resembles a bag of holding in most ways. If this spell ends with objects stored, they fall to the ground at your feet. Although some say the spell gains its name from the fact that you could store a pixie in the space, it actually comes from the fact that it was created by a fey caster. Diminished Effects: The extradimensional space can store only one object weighing no more than 1 lb. Heightened Effects: The extradimensional space can store up to 20 lbs. per level worth of objects. [SR:No]						
■■■■■	Fireburst	Evocation [Fire]	Standard action	Instantaneous	Medium (150 ft.)	AE:p.265
[] TARGET: 10-foot-radius burst; EFFECT: With a simple gesture, you send a burst of fire out from an already burning flame [even a candle] within range. The fireburst inflicts 1d6 points of fire damage + 1d6 points per two caster levels [maximum 5d6]. The burst is too quick to ignite flammable items [like cloth or paper] but it can still ignite combustibles [like oil]. DIMINISHED EFFECTS: The spell inflicts 1d4 points of damage rather than 1d6 points, and it does not increase with level. HEIGHTENED EFFECTS: The burst continues to blast the area for 1d4 rounds, inflicting its damage on all in the area each round. Flammable objects will catch fire in the area. Since the duration becomes 1d4 rounds, heightened fireburst can be dispelled. [SR:Yes; DC:18, Reflex half]						
■■■■■	Fire Fan	Evocation [Fire]	Standard action	Instantaneous	15 feet	ST:p.88
[] TARGET: Cone-shaped burst; EFFECT: Harmless flames flicker up and down your arms, seeming to flow toward your hands. With a gesture from you, a coneshaped fan of searing fire shoots from your fingertips. The color of the flames is of your choosing. Any creature in the area of the fire fan takes 1d4 points of fire damage per caster level [maximum 5d4]. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action. Diminished Effects: The fire deals only 1d4 points of fire damage in a 10-foot cone. Heightened Effects: The range increases to 20 feet, and the force from the cone of flame is tremendous. Creatures that fail their saves against the fire fan are shaken during their next action. [SR:Yes; DC:18, Reflex half]						
■■■■■	Glamour	Illusion [Faen]	Standard action	10 minutes/level [D]	Personal	AE:p.270
[] TARGET: You; EFFECT: You ensorcel yourself to appear beautiful to anyone looking upon you. Not only will they find you attractive, but all your Bluff, Diplomacy, and Gather Information checks against those looking at you gain a +5 circumstance bonus. This spell does not change any specific details of your appearance, such as gender, race, and so forth. However, it does prove quite useful to cast in conjunction with sorcerous guise. HEIGHTENED EFFECTS: You also gain a +2 enhancement bonus to Charisma for the duration of the spell. [SR:No; DC:18, Will disable (if interacted with)]						
■■■■■	Grave Ward	Abjuration [Negative Energy]	Standard action	10 minutes/level [D]	Touch	ST:null
[] TARGET: One touched creature/level; EFFECT: Your targets [including yourself, if desired] exude a dark red glow that magically prevents undead from seeing, hearing, or smelling them. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. However, if it has reason to believe unseen opponents are present, it can attempt to find or strike them. If a warded creature touches an undead creature or attacks any creature [even with a spell], the spell ends for all recipients. Diminished Effects: You may cast this spell only on yourself. The duration lasts 10 minutes. Heightened Effects: You may cast this spell on creatures within a 30-foot-radius burst centered on your location. [SR:Yes (harmless); DC:18, Will negates (harmless) (see text)]						
■■■■■	Guilt	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Standard action	1d4 rounds	Medium (150 ft.)	ST:null
[] TARGET: One living creature; EFFECT: A target creature is forced to think about some evil deed it performed, denying it any actions except to defend itself. Diminished Effects: The duration lasts 1 round in this version of the spell. Heightened Effects: Up to three targets, all within 25 feet of each other, can be affected. [SR:Yes; DC:18, Will negates]						
■■■■■	Harassing Weapon	Evocation [Force]	Standard action	1 round/level [D]	Medium (150 ft.)	ST:p.112
[] TARGET: A magical weapon of force; EFFECT: A melee weapon of pure force springs into existence and attacks a designated opponent when he provokes attacks of opportunity, dealing 1d8 points of damage per hit with a critical threat range of 19-20/22. The weapon is visible and takes the shape of any normal-sized simple or martial weapon you desire. It uses your base attack bonus as its own. It strikes as a spell, not as a weapon, so, for example, it can strike incorporeal creatures. The weapon follows the foe you choose as long as he remains within range. Occupying the same square as the foe, it makes attacks of opportunity whenever that particular foe provokes them, but otherwise it takes no actions. Your feats [such as Weapon Focus] or combat actions [such as charge] do not affect the weapon. If the weapon goes beyond the spell's range, the spell ends. Once you've designated a foe, you cannot choose a new opponent to harass with this spell. The harassing weapon cannot be attacked or damaged. If an attacked creature has spell resistance, check for resistance the first time the harassing weapon strikes it. Successfully resisting the weapon dispels the spell. Otherwise, the weapon retains its normal full effect for the duration. Diminished Effects: Duration becomes 1 round. Heightened Effects: The weapon attacks once per round in addition to making attacks of opportunity. [SR:Yes]						
■■■■■	Harden	Abjuration	Standard action	One hour/level [D]	Touch	AE:p.271
[] TARGET: One object or a 10-foot cube of matter; EFFECT: You increase an object's hardness by 50 percent or by +1, whichever is greater. DIMINISHED EFFECTS: You increase the hardness by +1 no matter what, and the duration becomes 1 round per level. HEIGHTENED EFFECTS: You double the hardness. [SR:Yes (harmless, object); DC:18, Fortitude negates (harmless, object)]						
■■■■■	Hated Enemy	Enchantment (Compulsion) [Mind-Affecting]	Standard action	One minute/level	Medium (150 ft.)	ST:p.112
[] TARGET: One creature of the same type as you; EFFECT: As a sort of reverse of the directed charm spell, you make one creature of your type hate another creature you designate. The object of this hatred cannot be you. The hated target suffers a -10 penalty to all Charisma-based checks made regarding the target of the spell. This spell counters and dispels directed charm. Diminished Effects: The spell bestows a penalty of -4 on Charisma-based checks. Heightened Effects: The spell affects any living creature. [SR:Yes; DC:18, Will negates]						
■■■■■	Hunter's Walk	Transmutation [Sibeccai]	Standard action	One hour/level [D]	Touch	ST:null
[] TARGET: One creature/level touched; EFFECT: You surround your target with a light brown glow, which fades as the casting concludes. The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Those who attempt to track the targets suffer a -10 penalty on their checks. Diminished Effects: You may cast the spell only on yourself. It lasts for 10 minutes. Heightened Effects: The subjects also gain a +4 insight bonus on Sneak checks. [SR:Yes (harmless); DC:18, Will negates (harmless)]						
■■■■■	Identify Scrier	Divination [Psionic]	Standard action	One minute/level	See text	ST:p.120
[] TARGET: Magical sensor; EFFECT: If you become aware that you are being scried, either through a check or a detect scrying spell, you can learn the identity of the creature scrying you. You learn only the name of the scrier, not the scrier's location or anything else about this individual. Normal proof against divination magic [such as unknown] protects the scrier. Diminished Effects: The duration lasts 1 round per level. Heightened Effects: You also learn the general direction and distance of the scrier, if he or she is within 100 miles per level. [SR:No (Variant: Yes)]						

* =Domain/Specialty Spell

Mage Blade Spells

■■■■■Illuminated Weapon	Evocation [Light, Positive Energy]	Standard action	One minute/level [D] [see text]	Touch	ST:p.120
[] TARGET: One weapon; EFFECT: You make a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of corporeal foes, inflicting upon them a -2 penalty to attacks, saves, and checks for 1 round per level when it strikes them. [Multiple strikes do not inflict stacking penalties.] Incorporeal undead hit are also disrupted and can take only a move action or a standard action on their next turn [but not both]. Diminished Effects: Undead may make a Will save to resist the spell's effects. Heightened Effects: The spell affects any creature, not just undead. [SR:Yes; DC:18, Will negates]					
■■■■■Illusory Creature, Lesser	Illusion	Standard action	Concentration	Long (600 ft.)	AE:p.273
[] TARGET: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]; EFFECT: This spell creates the visual illusion of a creature the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature, but the lesser illusory creature can move as you direct. You can move the image within the limits of the size of the effect. DIMINISHED EFFECTS: The spell's duration has a maximum of 1 round per caster level, a range of Close [25 feet + 5 feet per level], and an effect the size of a single 10- foot cube. HEIGHTENED EFFECTS: The lesser illusory creature makes sounds appropriate to the illusion [but no more than you could create with a ghost sound spell]. [SR:No; DC:18, Will disbelief [if interacted with]]					
■■■■■Illusory Object, Lesser	Illusion	Standard action	Concentration	Long (600 ft.)	AE:p.273
[] TARGET: Visual figment that cannot extend beyond four 10-foot cubes + one 10-foot cube/level [S]; EFFECT: This spell creates the visual illusion of a static, immobile, solid object the way you imagine it looks. The illusion does not create sound, smell, texture, or temperature. DIMINISHED EFFECTS: The spell's duration has a maximum of 1 round per caster level, a range of Close [25 feet + 5 feet per level], and an effect the size of a single 10-foot cube. HEIGHTENED EFFECTS: The lesser illusory object makes sounds appropriate to the illusion [as you could create with a ghost sound spell]. [SR:No; DC:18, Will disbelief [if interacted with]]					
■■■■■Inspire Courage	Enchantment (Charm) [Mind-Affecting, Sonic]	Move action	See text	20 feet	ST:null
[] TARGET: All allies within range; EFFECT: You inspire courage in your allies, bolstering them against fear and improving their combat abilities. Once the spell has been cast, you can sing as a free action each round. While singing, you can take any action other than casting spells, activating magic items by spell completion [such as scrolls], or activating magic items by magic word [such as wands]. To be affected, an ally must hear you sing for a full round, so the effect begins the round after you use this spell. The effect lasts as long as you sing and for 5 rounds after the singing stops [for the ally can no longer hear it]. Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Diminished Effects: The bonus lasts no more than 1 round, no matter what you do. Heightened Effects: The +1 morale bonus also applies to saving throws and skill checks. [SR:Yes (harmless)]					
■■■■■Instill Music	Enchantment (Compulsion) [Mind-Affecting, Psionic, Sonic]	One standard action	One minute/level	Close (35 ft.)	ST:null
[] TARGET: One creature; EFFECT: You put a song of your choosing into another creature's mind. For the duration, the song runs through the creature's head, unbidden. The spell does not compel the creature to enjoy it, but it cannot have any special helpful or adverse effects, either [it could not be a harpy's song, for example]. It must be a song you can sing or play. Diminished Effects: The duration lasts 1 round per level. Heightened Effects: The duration is one hour per level. [SR:Yes; DC:18, Will negates]					
■■■■■Jump	Transmutation [Sibeccai]	Standard action	One minute/level [D]	Touch	ST:null
[] TARGET: Creature touched; EFFECT: This spell may have been developed by the sibecai after encountering the faen spell acrobatics. This spell is similar, but much more specific, granting your target a +10 enhancement bonus on Jump checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 [the maximum] at caster level 9th. Diminished Effects: The subject receives a +5 enhancement bonus on Jump checks. Heightened Effects: The subject receives a +15 enhancement bonus on Jump checks. This bonus increases to +25 at caster level 5th, +35 at caster level 10th, and +5 per five caster levels above 10th. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
■■■■■Magical Performance	Transmutation	Standard action	One minute/level	Personal	ST:null
[] TARGET: You; EFFECT: You gain a +5 circumstance bonus to Perform checks. This bonus applies only to checks made while attempting normal Perform checks, not for checks that have to do with feat or item activation. Diminished Effects: The circumstance bonus is +1. Heightened Effects: The spell affects you and one other performer per level. [SR:No]					
■■■■■Magic Armor	Transmutation	Standard action	10 minutes/level	Touch	AE:p.278
[] TARGET: Armor touched [see text]; EFFECT: Magic armor gives a harness of armor or a shield a +1 enhancement bonus to Armor Class. This spell can also be cast on a creature with no armor, giving a +1 armor bonus to clothing or flesh. DIMINISHED EFFECTS: The spell lasts for 1 round per two levels [maximum 5 rounds]. HEIGHTENED EFFECTS: The enhancement bonus bestowed by the spell stacks with the enhancement bonus of the armor, if any. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
■■■■■Magic Ward	Abjuration	Standard action	One minute/level [D]	Touch	ST:null
[] TARGET: Creature touched; EFFECT: This spell functions like magic circle, except there is no radius to the spell [it affects only the target creature] and you cannot focus the spell inward. Diminished Effects: The spell lasts but 1 round. You may cast it only on yourself. Heightened Effects: The spell can be cast on a target creature within 30 feet. [SR:No (see text); DC:18, Will negates (harmless)]					
■■■■■Magic Weapon	Transmutation	Standard action	10 minutes/level	Touch	AE:p.279
[] TARGET: Weapon[s] touched; EFFECT: Magic weapon gives a melee or ranged weapon a +1 enhancement bonus to attack and damage rolls. You can also cast this spell on a natural weapon, such as an unarmed strike or a beast's claw attack, or on ranged weapon ammunition [one spell affects up to 50 pieces of ammunition- arrows, sling stones, bolts, shuriken, and so on]. DIMINISHED EFFECTS: The spell lasts for 1 round, allowing the wielder to make a single round's worth of attacks with it. HEIGHTENED EFFECTS: The bonus the spell bestows is a luck bonus, so it stacks with the weapon's enhancement bonus, if any. [SR:Yes (harmless, object); DC:18, Will negates (harmless,object)]					
■■■■■Memnock's Frigid Enticement	Evocation [Cold, Language-Dependent, Mind-Affecting]	Standard action	1 round/level [or until action is completed]	Medium (150 ft.)	ST:p.143
[] TARGET: One creature; EFFECT: The target gains a icy blue aura. Upon casting the spell, you specify an action the target could conceivably complete in 1 round. It cannot be an action that would directly bring obvious physical harm to the target. While the target is under no compulsion to commit the act, it knows that if it does not do so, it will be blasted with cold energy. Each round the target fails to perform the action, it suffers 1d4 points of cold damage. The ice mage Memnock created this compulsion that was not an enchantment so it wouldn't rely on the target's force of will. Diminished Effects: The spell inflicts damage once only. Heightened Effects: The spell inflicts 1d8 points of cold damage. [SR:Yes; DC:18, Fortitude negates]					
■■■■■Mind Stab	Evocation [Mind-Affecting, Psionic]	Standard action	Instantaneous	Medium (150 ft.)	AE:p.280
[] TARGET: One living creature; EFFECT: You focus your mind and create an invisible mental blast that emanates from your head and stabs the mind of another. You must make a ranged touch attack to use the blast to strike a foe. If it hits, you deal 1d6 points of subdual damage + 1 point per level [maximum +10]. DIMINISHED EFFECTS: You deal 1d4 points of subdual damage. HEIGHTENED EFFECTS: An affected subject also must make a Will saving throw or be dazed for 1 round. Dazed characters can't take actions-move, cast spells, use mental abilities, etc.-but they are not stunned. [SR:Yes]					
■■■■■Minor Lasting Image	Illusion	Standard action	Permanent	Close (35 ft.)	ST:p.144
[] TARGET: 1 square foot; EFFECT: You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature-if such exists at all. Diminished Effects: The spell's duration becomes one hour per level. Heightened Effects: The image can move for up to 1 round, repeating that same move over and over. [SR:No; DC:18, Will disbelief [if interacted with]]					
■■■■■Miracle Mount	Conjuration (Summoning)	1 full round	Two hours/level	Close (35 ft.)	ST:null
[] TARGET: One mount; EFFECT: You summon a creature of 3 Hit Dice or less to serve you as a mount. The creature must be one normally used for riding, and serves willingly and well. The mount comes with an appropriate bit, bridle, and riding saddle. Diminished Effects: The mount lasts only 10 minutes. Heightened Effects: The mount appears with maximum hit points. [SR:No]					
■■■■■Mudball	Evocation [Earth, Water]	Standard action	Instantaneous	Close (35 ft.)	AE:p.282
[] TARGET: One living creature; EFFECT: A ball of grey-brown mud appears in your hand. You can throw this ball with no penalties up to the range of the spell, learning a normal ranged [not touch] attack. If successful, the target suffers 1d8 points of earth and water damage [half each] + 1 point of damage per caster level [maximum +5]. Further, if the target has eyes and does not have damage reduction, the attack blinds it for 1 round. DIMINISHED EFFECTS: The mudball inflicts only 1d6 points of damage and has no other effects. HEIGHTENED EFFECTS: The mudball inflicts 1d8 points of earth and water damage [half each] + 1d8 additional damage per two caster levels [maximum 5d8]. [SR:No]					
■■■■■Oath of Speed	Transmutation [Litorian, Soul]	Standard action	One minute/level [D]	Personal	ST:null
[] TARGET: You; EFFECT: By concentrating on a deeply held view or an oath you have taken, you summon a reserve of magical energy that increases your base land speed by 30 feet. Treat this adjustment 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 in Chapter Four of Arcana Evolved]. Diminished Effects: The spell's duration lasts only 1 round. Heightened Effects: You may cast this version of the spell on a willing target that you touch. Alternatively, if you cast this spell on yourself, it lasts 10 minutes plus one minute per caster level, and your base land speed increases by 45 feet.					
■■■■■Object Foresight	Transmutation [Psionic]	Standard action	Instantaneous	Touch	AE:p.283
[] TARGET: One lock; EFFECT: You learn something significant about an object you touch. Go through this list, in order: the first bit of lore you do not know, you learn through this spell: 1. Age of object. 2. Name of last creature to touch the object, if any [other than you]. 3. Race of last creature to touch the object, if any [other than you]. 4. Name of the object's creator [a natural object, like a rock, was created by nature]. 5. Race of the object's creator, if any. 6. Object's purpose. 7. Material[s] that makes up the object. 8. Location of the object's creation. 9. Name of the most recent owner of the object, if any. 10. Magical ability of the object, if any [random if more than one]. Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing. [SR:No; DC:18, Will negates (harmless)]					
■■■■■Obscuring Mist	Conjuration [Air, Water]	Standard action	One minute/level	30 feet	AE:p.283
[] TARGET: 30-foot-wide by 20-foot-high cloudcentered on you; EFFECT: A misty vapor arises around the caster. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment [attacks have a 20 percent miss chance]. Creatures farther away have total concealment [50 percent miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11 mph or more] disperses the fog in 4 rounds. A strong wind [21 mph or more] disperses it in 1 round. A fire spell burns away the fog in the explosive or fiery spell's area. This spell does not function underwater. DIMINISHED EFFECTS: The area becomes a 5-foot spread that is 8 feet high. The duration becomes 1 round per level. HEIGHTENED EFFECTS: The cloud moves as you direct, ignoring the wind, up to 10 feet per round. [SR:No]					
■■■■■Open Lock	Divination	Standard action	Instantaneous	Touch	AE:p.283
[] TARGET: One object; EFFECT: You cause one lock to unlock if your caster power check beats the lock's Difficulty Class. For a door affected by a lesser or greater sealed door spell, the caster power check must overcome the Difficulty Class in the spell's description. Multiple locks require multiple castings of the spell. A magically sealed door that is also locked requires two castings. DIMINISHED EFFECTS: The lock remains open for only 1 round per two caster levels [maximum 5 rounds]. HEIGHTENED EFFECTS: You gain an additional +5 bonus to your caster power check. [SR:Yes]					
■■■■■Pattern of Sibyllic Fate	Divination [Runic, Truename]	Standard action	Instantaneous	Close (35 ft.)	ST:null
[] TARGET: One creature/two levels; EFFECT: You learn the basic fortune of a creature as a symbol appears over its head that only you can see. If you see a glowing halo, you know that the person has general good [or at least average] fortune ahead and likely will live out a fairly normal lifespan [the creature will not die in the next few months at minimum]. If you see a death's head symbol, you know the person has some hideous fortune ahead or soon will die. If you see a shifting orb of multicolored light, you know that the creature is in a state of flux; it is impossible to determine the pattern of fate at this time. There is a chance of 70 percent + 1 percent per caster level that you will see a pattern; you never see an incorrect pattern with this spell, but you might see nothing. You can only try to view a creature's fate pattern once per casting of the spell. Casting this spell on a character who frequently heads into danger but is fairly capable [like an adventurer] likely generates a flux result each time. You can never view your own pattern of sibyllic fate. Diminished Effects: The spell has only a 50 percent chance to reveal a pattern. Heightened Effects: This version of the spell always reveals a pattern. [SR:Yes; DC:18, Will negates]					
■■■■■Pebble	Transmutation [Earth]	Standard action	30 minutes or until discharged	Touch	ST:null
[] TARGET: Up to three pebbles touched; EFFECT: You transmute up to three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. A creature makes a normal ranged attack to use one of the transmuted pebbles. Each pebble that hits deals 1d6+1 points of damage [including the enhancement bonus]. Against undead creatures, this damage doubles [2d6+2 points]. Diminished Effects: Each pebble deals only 1d4+1 points of damage [or 2d4+2 points against undead]. Heightened Effects: The stones strike with such force that they may drive a creature backward. Any target hit by a pebble is bull rushed. The stones are considered Small [-4 penalty] and charging [+2 bonus]. They have an effective Strength bonus equal to one-third your caster level 1. A creature that fails its Strength check must move backward 5 feet. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
■■■■■Precise Vision	Transmutation [Sibeccai]	Standard action	10 minutes/level	Personal	AE:p.285
[] TARGET: You; EFFECT: You can see details, either small or distant, much more clearly than normal. In addition, you gain a +5 competence bonus to Spot and Search checks. DIMINISHED EFFECTS: The bonus becomes only +1, and the duration becomes 1 round per level. HEIGHTENED EFFECTS: The bonus becomes +10.					
■■■■■Predict Weather	Divination [Litorian]	One minute	Instantaneous	Personal	AE:p.285
[] TARGET: You; EFFECT: You learn what type of weather the surrounding locality will experience tomorrow. DIMINISHED EFFECTS: The spell has only a 50 percent chance of predicting the weather correctly. Casting it more than once yields the same result each time. HEIGHTENED EFFECTS: You can predict the weather for the coming week.					
■■■■■Proficiency	Transmutation [Litorian, Sibeccai]	Standard action	One hour/level	Personal	ST:null
[] TARGET: You; EFFECT: You gain proficiency with a single weapon that you hold in your hand at the time of casting. This spell gives you no special bonus with the weapon, but you do not suffer the nonproficiency penalty while using it. Diminished Effects: You suffer only a -1 nonproficiency penalty. Heightened Effects: You gain a +1 enhancement bonus to attack rolls with the weapon. [SR:No]					
■■■■■Protect Staff	Abjuration [Force]	Standard action	One hour/level [D]	Touch	AE:p.286
[] TARGET: One staff; EFFECT: You create a protective force field around a staff, adding +1 to its hardness plus an additional +1 for every two caster levels you have above 1st. Further, the staff gains temporary hit points equal to +3 per caster level. DIMINISHED EFFECTS: The duration becomes 10 minutes per level. The hardness bonus has a maximum of +5, and the temporary hit points have a maximum of +30. HEIGHTENED EFFECTS: The staff adds +1 to its hardness per caster level and gains a bonus to saving throws equal to +1 plus an additional +1 for every three caster levels you have above 1st. [SR:Yes (harmless)]					
* =Domain/Specialty Spell					

Mage Blade Spells

■■■■■	Redemptive Redress	Transmutation	Standard action	1 round/level	Close (35 ft.)	ST:nul
[TARGET: One creature; EFFECT: You compensate after the fact for the effects of any ongoing detrimental spell. If a character is affected by a spell that makes her suffer a -1 morale penalty on attacks and saves against fear, then redemptive redress grants a +1 morale bonus to attacks and saves against fear. If a curse causes a character to suffer a -6 penalty to Strength, this spell grants a +6 bonus to Strength. Redemptive redress affects only targets affected by spells with a noninstantaneous duration. This spell does not heal wounds [or compensate for them], although it will grant bonuses to ability scores to compensate for very temporary effective losses. Diminished Effects: This spell can compensate for only one spell that confers a penalty of -2 or less. Heightened Effects: This spell compensates for any spells cast upon its target during its duration. [SR:No]]						
■■■■■	Resistance	Abjuration	Standard action	10 minutes/level [D]	Close (35 ft.)	AE:p.291
[TARGET: One creature or object; EFFECT: The target gains a momentary halo of soft violet light. For the duration, the target enjoys a +1 resistance bonus to all saving throws. For every five caster levels, the target gains an additional +1 to the resistance bonus [maximum +5]. DIMINISHED EFFECTS: The bonus never exceeds +5, and it applies only to the first saving throw made during the duration. HEIGHTENED EFFECTS: The duration becomes one hour per level. [SR:Yes] [harmless]; DC:18 , Will negates [harmless]]						
■■■■■	Resist Scrying	Abjuration	Standard action	One hour/level [D]	Touch	ST:p.175
[TARGET: One living creature; EFFECT: You add +10 to the Difficulty Class of anyone attempting to scry the target by any means [spell or device]. This spell's effects stack with static veil's [see page 199]. Diminished Effects: The target gains a +2 resistance bonus to saves against scrying. Heightened Effects: The target gains a +10 bonus to saves against scrying. [SR:No]]						
■■■■■	Resist Touch	Abjuration	Standard action	10 minutes/level	Close (35 ft.)	ST:p.176
[TARGET: One creature; EFFECT: A subject you designate gains a +2 luck bonus + 1 for every three caster levels 8 to her touch Armor Class [note that this bonus cannot make the subject's touch Armor Class higher than her normal Armor Class]. This spell simply bends fate to make the subject harder to touch. Diminished Effects: The spell confers only a +2 luck bonus to touch Armor Class. Heightened Effects: The spell confers a base +5 luck bonus with an addition +1 bonus per two caster levels. [SR:No]]						
■■■■■	Rogue's Stab	Transmutation	Standard action	1 round/level	Touch	ST:nul
[TARGET: One creature; EFFECT: The target gains the ability to make sneak attacks as an unfettered against opponents denied their Dexterity bonus or those that are flanked. The target inflicts +1d6 points of damage with such an attack. If the target can make sneak attacks already, the damage she inflicts with her sneak attacks increases by +1d6. Diminished Effects: Duration becomes 1 round. Heightened Effects: The target also gains a +4 competence bonus to Sneak. [SR:Yes]]						
■■■■■	Safe Fall	Transmutation	See text	Until landing	Close (35 ft.)	AE:p.293
[TARGET: Any free-falling objects or creatures in a 10-foot radius whose weight totals up to 300 lbs./level; EFFECT: The creatures or objects affected by this spell, even though they fall at the normal rate, suffer no damage if they fall less than 50 feet + 10 feet per caster level. A target that falls into sharp objects, like spikes, suffers half damage from them. This spell does not protect a target from damage sustained by falling into a hazardous substance, like lava or acid. You can cast safe fall quickly enough to save someone who unexpectedly falls. Casting the spell is a free action and can be cast out of turn, although no more than once per round. This spell has no special effect on a piece of ammunition from a ranged weapon unless it is falling quite a distance. If you cast safe fall on a falling item, the item deals half normal damage based on weight, with no bonus for the drop's height. The spell works only on free-falling objects. It doesn't affect a sword blow or a charging or flying creature. DIMINISHED EFFECTS: The spell affects only one creature or object [of up to Medium size]; one can safely fall 10 feet per level [maximum 50 feet]. HEIGHTENED EFFECTS: Affected creatures or objects can fall an unlimited distance without damage. [SR:Yes] [object]; DC:18 , Will negates [object]]						
■■■■■	Safe Search	Abjuration	Standard action	1 round/level	Personal	ST:p.181
[TARGET: You; EFFECT: You can thoroughly search an object or area [within the limits of the spell's duration] without fear of personal harm. While searching an area slowly and carefully, you will not set off traps, although other actions-such as stepping on a pressure plate-may still activate one. Neither will you unleash curses or contract a disease when you perform a search, even of dangerous, trapped, or hazardous substances. However, this spell does not influence whether characters find what they're searching for-they still must succeed at a Search check. Diminished Effects: Duration becomes 1 round. Heightened Effects: You also gain a +4 competence bonus to Search. [SR:Yes]]						
■■■■■	Scent Tracker	Transmutation [Litorian, Sibeccai]	Standard action	10 minutes/level [D]	Personal	AE:p.295
[TARGET: You; EFFECT: You gain the scent ability [as described below] and can use it to help find creatures, track, and so on. You can identify familiar odors just as you do familiar sights. You can detect opponents within 30 feet by sense of smell. For upward opponents, the range increases to 60 feet; if they are downwind, it drops to 15 feet. You can detect strong scents, such as smoke or rotting garbage, at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, you don't determine its exact source, only its presence somewhere within range. You can take a standard action to note the direction of the scent. If you move within 5 feet of the source, you can pinpoint that source. You can follow tracks by smell, making a Wisdom check to find or follow a track. Following a fresh trail is typically DC 10 [no matter what kind of surface holds the scent]. This Difficulty Class increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the trail's age. For each hour that the trail has grown colder, the Difficulty Class increases by 2. Otherwise, follow the rules for the Track feat, but ignore the effects of surface conditions and poor visibility. DIMINISHED EFFECTS: Duration becomes 1 round per level. HEIGHTENED EFFECTS: The duration becomes one hour per level. You gain a +5 bonus to all checks to track with scent.						
■■■■■	Shelter From The Storm	Abjuration [Force]	Standard action	10 minutes/level	Close (35 ft.)	ST:nul
[TARGET: 3-foot convex shield; EFFECT: You create an umbrellalike shield of force over the head of a single creature that protects it from natural rain, snow, or hail. It provides no protection against spell effects, or an unnatural rain [such as an acid rain]. Any solid blow destroys the shield [it has 1 hit point]. The shield moves with the creature you assign it to, but it remains parallel with the ground at all times. You may change the assigned creature as a standard action. Diminished Effects: The duration becomes 1 round per level. Heightened Effects: The duration is the length of the condition being protected against [rainstorm, etc.] or 24 hours, whichever comes first. [SR:No]]						
■■■■■	Shock	Evocation [Electricity]	Standard action	Instantaneous	Touch	AE:p.298
[TARGET: Creature touched; EFFECT: A creature you touch with your crackling, lightning-filled hand suffers 1d4 points of electricity damage + 1 point of temporary Dexterity damage, +1 point of Dexterity damage per five caster levels. DIMINISHED EFFECTS: The subject suffers only 1d4 points of damage. HEIGHTENED EFFECTS: The subject is stunned for a round as well. [SR:Yes; DC:18 , Fortitude negates]						
■■■■■	Stone Blast	Evocation [Earth]	Standard action	Instantaneous	Medium (150 ft.)	AE:p.304
[TARGET: One creature or object; EFFECT: With a simple gesture, you cause a mass of earth and stone to tear itself from the ground [or other source of stone within 20 feet] and fly at a designated target. You make a ranged attack [not a touch attack] to strike the target. The stone blast inflicts 1d6 points of earth damage per two caster levels [maximum 5d6]. DIMINISHED EFFECTS: The spell inflicts 1d4 points of damage and does not increase with level. HEIGHTENED EFFECTS: The spell inflicts 1d8 points of damage per two caster levels [maximum 5d8] and also knocks down creatures of size Medium or smaller who fail a Fortitude saving throw. [SR:Yes]]						
■■■■■	Tears of Pain	Evocation [Curse]	Standard action	One day/level	Close (35 ft.)	AE:p.306
[TARGET: One living creature; EFFECT: You create this minor curse when you take one of your own tears and crush it between your fingers. The target suffers a -1 circumstance penalty to saving throws, due to wracking pain that flares up whenever he is threatened. As a side effect, however, the spell acts as an "after-thefact" sort of danger sense. [This provides little benefit, because targets almost always know when they have to make saving throws.] Since this is a curse, it cannot be dispelled. Only remove curse can deal with it. DIMINISHED EFFECTS: The duration becomes only 1 round per level. HEIGHTENED EFFECTS: The target suffers a -2 penalty to saves. [SR:Yes; DC:18 , Will negates]						
■■■■■	Terrakal's Bounty	Transmutation [Plant]	Standard action	One day/level	Touch	ST:nul
[TARGET: 2d4 edible plants touched; EFFECT: You cast this spell on a handful of freshly picked edible plants [typically berries, fruits, nuts, or vegetables]. The plants glow a healthy color, and 2d4 of them become magical. You can immediately discern which plants are affected. Each transmuted plant provides nourishment as if it were a normal meal for a Medium creature. It also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period. Diminished Effects: Only one plant becomes magical. It retains its magical properties for 10 minutes per caster level [one hour maximum]. Heightened Effects: With this version of the spell, you can affect 3d4 plants + 1 plant per three caster levels 5. [SR:Yes]]						
■■■■■	Touch of Disruption	Transmutation [Negative Energy]	Standard action	Instantaneous	Touch	AE:p.309
[TARGET: Creature touched; EFFECT: The touch of your temporarily blackened hand disrupts a creature's body. The target suffers 1d8 points of damage + 1 point per level. Undead are not harmed by this spell; they are healed. DIMINISHED EFFECTS: The target suffers 1d4 points of damage. HEIGHTENED EFFECTS: The target is stunned for a round as well. [SR:Yes; DC:18 , Fortitude negates]						
■■■■■	Touch of Fear	Enchantment [Fear]	Standard action	1 round/level	Touch	AE:p.309
[TARGET: One creature touched; EFFECT: With a flash of black energy, you instill fear in a creature you touch. The creature becomes shaken and suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. DIMINISHED EFFECTS: N/A HEIGHTENED EFFECTS: The subject also becomes frightened and tries to flee from you for the spell's duration. [SR:Yes; DC:18 , Will negates]						
■■■■■	Touch of Pain	Transmutation	Standard action	1 round/level	Touch	AE:p.310
[TARGET: One creature touched; EFFECT: While your eyes flash with red power, a creature you touch is wracked with pain. The target suffers a -2 morale penalty on attack rolls, saving throws, and checks. HEIGHTENED EFFECTS: The subject suffers a -4 morale penalty. [SR:Yes; DC:18 , Fortitude negates]						
■■■■■	Transfer Wounds, Lesser	Transmutation [Positive Energy]	1 full round	Instantaneous	Touch	AE:p.311
[TARGET: Creature touched; EFFECT: Laying your hand upon a living creature, you cure 1d10 points of the target's damage + 1 point per caster level [up to +5]. You then immediately suffer half that amount as subdual damage. If you cast this spell upon yourself, you transmute 1d10 points of damage + 1 point per caster level [up to +10] to half that amount of subdual damage. You can use this spell offensively against an undead creature, who suffers 1d10 points of damage + 1 point per caster level [up to +10], but you suffer half that amount as subdual damage. An undead creature can attempt a Will save to take half damage. When the damage heals, neither you nor the target are left with any scars or traces of injury. DIMINISHED EFFECTS: You heal 2 points of the target's damage and suffer 1 point of subdual damage. HEIGHTENED EFFECTS: You heal 2d10 points of the target's damage + 1 point per caster level [up to +10], and suffer half that amount as subdual damage. [SR:Yes; DC:18 , Will half [harmless]]						
■■■■■	Unhand	Evocation [Force]	Standard action	Instantaneous	Medium (150 ft.)	ST:nul
[TARGET: One creature; EFFECT: This spell allows you to attempt to disarm a creature with a blast of force. You and the defender make opposed rolls. You make a caster level check that includes both your Dexterity and Intelligence modifiers. [d20 + caster level + Dexterity modifier + Intelligence modifier]. The defender uses her attack bonus with the weapon in question [if the object is not a weapon, use the defender's base attack bonus plus Strength modifier]. The size of the weapon or object is irrelevant. If the defender uses her weapon in two hands, she gets an additional +4 bonus. If you beat the defender's check, you disarm the defender. The object falls to the ground at the defender's feet. Diminished Effects: You add only your level to the opposed check. Heightened Effects: You can affect one target plus one additional target per five levels. [SR:Yes]]						
■■■■■	Unseen Servant	Conjuration (Creation) [Force]	Standard action	One hour/level	Close (35 ft.)	ST:p.214
[TARGET: One invisible, mindless, shapeless servant; EFFECT: You create a servant to perform tasks for you. The 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 lbs. or drag 100 lbs.]. It can trigger traps and such, but it can exert only 20 lbs. of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a Difficulty Class 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 suffers 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. Diminished Effects: This version of the spell lasts only a single minute, and the servant's speed is 10 feet. Heightened Effects: The servant is slightly more robust than normal, having Strength 4 and a speed of 20 feet. It lasts for six hours plus one hour per caster level. [SR:No]]						
■■■■■	Veil of Darkness	Evocation [Darkness]	One action	10 minutes/level [D]	0 feet	AE:p.313
[TARGET: 10-foot-radius spread; EFFECT: You create an immobile area of magical darkness in which even creatures that normally can see in the dark cannot see. Normal lights do not work, nor do spells with the light descriptor of a lower level than this spell. A light spell of the same level as this one counters and cancels out a veil of darkness [but is then cancelled itself]. Light spells of a higher level than the veil of darkness spell dispel the darkness. DIMINISHED EFFECTS: The duration is one minute per level, and the darkness is "normal" darkness-creatures with darkvision can see in it. Normal lights, such as lanterns or torches, however, still shed no light in the area. HEIGHTENED EFFECTS: The area becomes a 20-foot radius spread, and the range is Medium [100 feet + 10 feet/level]. [SR:No]]						
■■■■■	Ventriloquism	Illusion (Figment) [Faen, Sonic]	Standard action	One minute/level [D]	Close (35 ft.)	ST:nul
[TARGET: Intelligible sound, usually speech; EFFECT: You can make your voice [or any sound that you can normally make vocally] seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears them and rolls a successful save recognizes them as illusory [but still hears them]. If you succeed at a Bluff check [DC 10], your own lips do not appear to move. Diminished Effects: You must be touching the object from which your voice issues. Heightened Effects: The range increases to Medium [100 feet + 10 feet per level]. [SR:No; DC:18 , Will disbelief [if interacted with]]						
■■■■■	Vow	Evocation [Soul]	Standard action	One minute	Personal	ST:nul
[TARGET: You; EFFECT: You call upon the strength and wisdom of a deity, ethos, oath, or belief. As you do so, you make a vow to strike down those who oppose you. You gain a +1 luck bonus on attack and damage rolls per three caster levels 6. The bonus doesn't apply to spell damage. Diminished Effects: The spell lasts only 1 round. Heightened Effects: The bonus is +1 plus an additional +1 per three caster levels 8. Additionally, the spell lasts for one minute per level. Finally, the bonus damage applies to those spells that require an attack roll.						
■■■■■	Water Roil	Evocation [Water]	Standard action	1 round	Close (35 ft.)	AE:p.316
[TARGET: Creatures in the water in range; EFFECT: You cause the water around you to roil. Creatures in the water find themselves tossed about. All creatures in the water failing their saving throws must spend the next full round keeping themselves afloat. Anyone who does not keep afloat begins to drown. Creatures who can breathe water merely suffer a -2 circumstance penalty to attack rolls, saving throws, and checks during that round. DIMINISHED EFFECTS: The spell affects water around one swimming creature in range. HEIGHTENED EFFECTS: The spell also inflicts 1d6 points of water damage per two caster levels [maximum 5d6] to all creatures in the water in range, although succeeding at the Reflex saving throw negates all damage. [SR:Yes; DC:18 , Reflex negates]						
■■■■■	Web Strand	Conjuration (Creation)	Standard action	1 round/level	Close (35 ft.)	ST:nul
[TARGET: A 1-inch-thick strand that measures 25 feet + 5 feet/two levels long; EFFECT: You create a single ropelike strand of spiderweb that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check [DC 15] to tear the strand away. The web strand can support the weight of about 200 lbs. If you use it as rope [tying it to something rather than relying on the adhesive] it proves about twice as strong as a normal rope. The web strand can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points. Diminished Effects: The duration becomes 1 round. Heightened Effects: Strength checks involved with the spell have DC 20 rather than DC 15, and the duration lasts one minute per level. [SR:Yes; DC:18 , Reflex negates]						
* =Domain/Specialty Spell						

Mage Blade Spells

▣▣▣▣▣	Wilderness Lore	Abjuration [Plant, Sibeccai, Truename]	Standard action	10 minutes/level [D]	Touch	ST:null
[] TARGET: One creature touched/level; EFFECT: You and the target creatures exude an amber glow that magically prevents animals from seeing, hearing, or smelling you. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Animals simply act as though the warded creatures are not there. If a warded character touches an animal or attacks any creature, even with a spell, the wilderness lore spell ends for all recipients. To cast this spell on creatures other than yourself, you must know their truenames. Diminished Effects: You may cast this spell only on yourself. The duration lasts 10 minutes. Heightened Effects: You may cast this spell on creatures regardless of whether you know their truenames [if you don't, it loses that descriptor]. It affects creatures within a 30-foot-radius burst of your location. [SR:Yes (harmless); DC:18, Will negates (harmless)]						
▣▣▣▣▣	Wind Churn	Evocation [Air]	Standard action	1 round	Close (35 ft.)	AE:p.317
[] TARGET: Flying creatures in range; EFFECT: You cause the air around and above you to churn. While creatures on the ground merely feel a breeze, the chaotic winds buffet those in the air. All flying creatures who fail the saving throw must either land or spend the next full round keeping themselves righted. If a flying creature does neither, it falls. Creatures flying magically do not fall but merely suffer a -2 circumstance penalty to attack rolls, saving throws, and checks during that round. DIMINISHED EFFECTS: This version of the spell affects one flying creature in range. HEIGHTENED EFFECTS: The spell also inflicts 1d6 points of air damage per two caster levels [maximum 5d6] to all flying creatures in range, although the Reflex saving throw negates all damage. [SR:Yes; DC:18, Reflex negates]						

LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source
▣▣▣▣▣ Ability Boost, Lesser	Transmutation [Sibeccai]	Standard action	10 minutes/level	Touch	AE:p.236
[] TARGET: One creature; EFFECT: Your touch carries with it a vigorous bit of violet energy. The subject gains a +2 enhancement bonus to the highest ability score that does not already have an enhancement bonus [if the subject has two ability scores which are the same, he can choose which gets boosted]. For example, if a character's highest ability score is Strength but he wears a belt of strength +4, this spell adds +2 to the next highest ability score [unless, of course, it also has an enhancement bonus]. Subjects who have enhancement bonuses on all their ability scores remain unaffected by this spell. If Intelligence is boosted, the character's skill points are not affected. If a spellcasting ability score [Intelligence, Wisdom, or Charisma] is boosted, the character does not gain bonus readied spells or spell slots. All other derived aspects of ability scores, such as hit points, attack and damage bonuses, AC bonuses, skill bonuses, spellcasting DCs, and so on, are modified. As with most spells, you gain no benefit from having this spell cast on you twice. DIMINISHED EFFECTS: The spell's range is Personal and target is You. HEIGHTENED EFFECTS: The enhancement bonus becomes +4. [SR:No]					
▣▣▣▣▣ Acid Arrow	Conjuration (Creation) [Acid]	Standard action	1 round + 1 round/three levels	Long (600 ft.)	ST:p.23
[] TARGET: One creature or object; EFFECT: With a distinct popping noise, a silvery-blue arrow of acid shoots from your hand and flies toward the target. You must succeed at a ranged touch attack to hit. On a hit, the arrow burrows into the target, dealing 2d4 points of acid damage with no splash damage. For every three caster levels [to a maximum of 18th], the acid lasts another round, dealing an additional 2d4 points of damage that round unless neutralized. Diminished Effects: The spell's range decreases to Close [25 feet + 5 feet per two caster levels], and both initial and secondary damage fall to 1d4 points. Heightened Effects: The arrow takes on a blackish-blue sheen. Each round the target takes acid damage, it also suffers 1 point of temporary Strength damage. [SR:No]					
▣▣▣▣▣ Aid	Enchantment (Compulsion) [Mind-Affecting, Positive Energy, Psionic]	Standard action	One minute/level	Touch	ST:null
[] TARGET: Living creature touched; EFFECT: A soft white light briefly enshrouds your target as you complete the casting of this spell. For the duration, your target's eyes [if any] retain a slight glow. Your target gains a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + your caster level 10. Diminished Effects: The duration is only 1 round per level. Additionally, the target gains temporary hit points equal to 1d4 + 1 point per two caster levels 5. Heightened Effects: The range becomes Close [25 feet + 5 feet per two levels]. Additionally, the target gains a +2 enhancement bonus to Strength, Constitution, or Dexterity [your choice]. [SR:Yes (harmless)]					
▣▣▣▣▣ Aid Plants	Transmutation [Plant]	10 minutes	Four months	Long (600 ft.)	AE:p.237
[] TARGET: 400 feet + 40 feet/level-radius globe, centered on you; EFFECT: You stretch out your arms, and a warm glow spreads throughout the area. All nonintelligent and nonanimate plants in the area grow strengthened and able to resist disease. Casters use this spell mostly to aid crops, gardens, and forests. If a disease or other magical effect specifically targeted at plants threatens those aided by this spell, the plants get a Fortitude saving throw [even if one is not normally allowed]. The bonus is equal to the caster's Fortitude saving throw bonus. If the effect already allows for a saving throw, the plants use their own bonus or the caster's bonus, whichever is greater. DIMINISHED EFFECTS: The spell affects one plant. HEIGHTENED EFFECTS: The spell can affect intelligent and animate plants. [SR:No]					
▣▣▣▣▣ Barksong	Transmutation [Plant, Sonic]	Standard action	10 minutes/level	Close (35 ft.)	ST:p.39
[] TARGET: One tree; EFFECT: A tree you designate forms mouths within its bark that begin to sing a gentle song, which lasts for one minute. All who hear the song in its entirety and who stand within 20 feet of the tree gain a +10 bonus to Survival and Knowledge [nature] checks for the duration. Instead of a tree, when you cast this spell you may designate a treeward [see Appendix] or a greenbond with the plant type. Diminished Effects: The bonus becomes only +5 in this version of the spell. Heightened Effects: The listeners also gain a +5 bonus to Knowledge [history] checks, if the time period in question falls within the tree's lifetime [likely anywhere between 10 and 200 years]. [SR:No (harmless); DC:19, None (harmless)]					
▣▣▣▣▣ Battle Healing, Lesser	Evocation [Positive Energy]	Standard action	Instantaneous	Touch	AE:p.240
[] TARGET: Creature touched; EFFECT: Laying your hand upon a living creature, you infuse the subject with positive [life] energy and cure 1d6 points of damage + 1 point per caster level [maximum +10 points]. As you do, your hands take on a light green glow. Your touch feels cool and soothing. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Will saving throw to take half damage. Creatures healed with this spell often are left with scars appropriate to the amount of damage inflicted. DIMINISHED EFFECTS: You heal 1 point of damage per level [maximum 5 points]. HEIGHTENED EFFECTS: You heal 1d6 points of damage + 2 points per caster level [maximum +20 points]. [SR:Yes (harmless); DC:19, Will half(harmless)]					
▣▣▣▣▣ Beastskin, Lesser	Transmutation [Dragon, Litorian]	Standard action	10 minutes/level [D]	Touch	AE:p.240
[] TARGET: Living creature touched; EFFECT: The creature's skin becomes tough, and either scaly or leathery and somewhat furred [your choice]. Lesser beastskin grants a +2 natural armor bonus to Armor Class. This bonus increases to +3 if you are 5th to 9th level and to +4 if you are 10th level and up. DIMINISHED EFFECTS: The bonus becomes +1 to Armor Class regardless of caster level. HEIGHTENED EFFECTS: The duration becomes 12 hours. [SR:Yes (harmless)]					
▣▣▣▣▣ Blinding Light	Evocation [Light]	Standard action	1 round/level	Medium (150 ft.)	AE:p.241
[] TARGET: One creature; EFFECT: You blast intense light from your fist. The target is blinded for 1 round/level. Creatures without eyes are immune to this spell. DIMINISHED EFFECTS: The spell requires you to make a ranged touch attack, and the foe still gets a saving throw. HEIGHTENED EFFECTS: You can blast up to one extra target every three levels, as long as no two are more than 20 feet apart. [SR:Yes; DC:19, Fortitude negates]					
▣▣▣▣▣ Boil	Evocation [Fire, Water]	Standard action	1 round/level [D]	Medium (150 ft.)	AE:p.241
[] TARGET: 10-foot-radius spread in water; EFFECT: This spell causes the water in the area to become very hot. Any creature at least 25 percent submerged in water in the area suffers 1d6 points of damage [half fire damage and half water damage] per caster level [maximum 5d6]. Water in the area fills with bubbles and provides 50 percent concealment. DIMINISHED EFFECTS: The spell affects the water around one submerged creature in range. HEIGHTENED EFFECTS: The spell boils the water within living creatures with any water content [DM's discretion], even if they are not in water. Creatures in the area suffer 1d6 points of damage per caster level [maximum 10d6]. Creatures submerged in water suffer an additional +1d6 points of damage. [SR:Yes; DC:19, Reflex half]					
▣▣▣▣▣ Bonemask	Necromancy [Fear, Mind-Affecting, Psionic]	Standard action	1 round/level or 1 round [see text]	Medium (150 ft.)	ST:null
[] TARGET: One living creature per three levels, no two of which can be more than 30 feet apart; EFFECT: A translucent mask of bone is superimposed over your face. All targeted creatures of less than 6 HD become frightened for 1 round per caster level. Creatures that succeed on a Will saving throw instead become shaken for 1 round. Creatures with 6 HD or more are immune to this effect. Diminished Effects: Only creatures of your type [giant, humanoid, and so on] can be affected by this version of the spell. Heightened Effects: The spell takes on the truename descriptor. Targets suffer a -4 penalty on all saving throws. Further, creatures that fail the Will save suffer the loss of 2 points of Wisdom for the duration of the spell. [SR:Yes; DC:19, Will partial]					
▣▣▣▣▣ Bypass Ward	Transmutation	Standard action	1 round/level [D]	Medium (150 ft.)	AE:p.242
[] TARGET: 20-foot-radius spread; EFFECT: The area briefly glows with a moving wave of golden light. You suppress all magical traps and sealing or warding spells [like elemental trap or lesser [but not greater] sealed door] in the area for the duration, if you make a caster power check [DC 15 + the trap's CR or the spell's level]. You can also suppress touch-trigger runes in the area with a caster power check; the DC is the same as it would be to identify them [see the runethane in Chapter Three]. You do not need to be aware of a trap or ward to suppress it. DIMINISHED EFFECTS: You can suppress only one trap, and you must be aware of it. HEIGHTENED EFFECTS: The spell suppresses [disables] mechanical traps too, with a successful caster power check [DC 10 + the trap's CR]. The disabled traps resume function when the duration ends. [SR:No]					
▣▣▣▣▣ Cloak of Darkness	Evocation [Darkness]	Standard action	10 minutes/level [D]	Personal	AE:p.245
[] TARGET: You; EFFECT: You create an area of magical darkness around you. All attacks against you have a 20 percent miss chance. Although you can see normally, you appear to be simply an ominous, cloak-shaped area of darkness, which grants you a +2 circumstance bonus to Intimidate checks [but the character you are trying to intimidate cannot see you, which may negate other possible modifiers]. When in areas of shadow or darkness, or even a dimly lit area, you gain a +5 circumstance bonus to Sneak checks when opposing Spot checks but not Listen checks. DIMINISHED EFFECTS: The duration becomes one minute per level, and the bonus to Sneak checks is only +2. HEIGHTENED EFFECTS: You can cloak all within 5 feet of you, as long as they remain that close.					
▣▣▣▣▣ Conjure Energy Creature II	Conjuration [See Text]	1 full round	1 round/level [D]	Close (35 ft.)	AE:p.247
[] TARGET: One or more created creatures, no two of which can be more than 30 feet apart; EFFECT: As conjure energy creature I, except you may pick from this list of creatures: eagle [animal], Medium shark [animal], octopus [animal], Tiny viper [animal], or wolf [animal]. Alternatively, you can create 1d3 creatures from the 1st-level list. DIMINISHED EFFECTS: You must concentrate on the created creature's actions or it remains motionless. HEIGHTENED EFFECTS: The created creature enjoys +1 hp per Hit Die, a +1 bonus to Armor Class, and a +1 enhancement bonus to attack and damage rolls. [SR:No]					
▣▣▣▣▣ Control Temperature	Transmutation [Air, Cold, Fire]	Standard action	One hour/level [D]	0 feet	AE:p.250
[] TARGET: 50-foot-radius centered on you; EFFECT: You can raise or lower the temperature in the area around you by 10 degrees F per caster level, to a maximum of 110 degrees F and a minimum of 0 degrees. Temperatures already above or below this range cannot be affected. When the temperature begins to change, it does so in 10-degree increments per round, until it reaches the desired temperature. You can readjust the temperature as many times as you want while the duration lasts. DIMINISHED EFFECTS: The temperature rises or falls up to 20 degrees maximum. HEIGHTENED EFFECTS: The caster can affect temperatures above or below the range of 0 to 110 degrees F, but still cannot take a temperature within the range and raise or lower it out of that range. [SR:Yes; DC:19, Fortitude negates]					
▣▣▣▣▣ Darkvision	Transmutation	Standard action	One hour/level	Touch	AE:p.252
[] TARGET: Creature touched; EFFECT: The subject gains the ability to see 60 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. The subject's eyes become all white for the duration. DIMINISHED EFFECTS: Subject gains low-light vision. HEIGHTENED EFFECTS: Subject can see 5 feet in magical darkness in addition to normal effects. [SR:Yes (harmless)]					
▣▣▣▣▣ Destructive Grip	Evocation [Acid]	Standard action	1 round/level [D]	Touch	AE:p.253
[] TARGET: Creature or object touched; EFFECT: Your hand oozes a powerful acid. Your touch inflicts 1d6 points of acid damage. Since the duration is 1 round/level, you can make multiple touch attacks with this spell. If you are grappling, your foe automatically takes 1d6 points of acid damage per round, regardless of what actions you attempt. DIMINISHED EFFECTS: The spell inflicts 1d6 points of acid damage + 1 point per caster level, but it only works on a single touch. HEIGHTENED EFFECTS: Destructive grip inflicts 2d6 points of damage per touch. [SR:No]					
▣▣▣▣▣ Drain Away Speed, Lesser	Transmutation [Faen]	Standard action	1 round/level [D]	Medium (150 ft.)	AE:p.258
[] TARGET: One humanoid of Medium or smaller size; EFFECT: This spell surrounds the target in a brief nimbus of blurred, swirling shapes, then reduces its speed by 30 feet. If a target's speed falls to 0 or below, it is rooted to the spot and cannot take move actions. Actions that do not involve moving from the rooted spot, such as making melee attacks at nearby foes, casting spells, using ranged weapons, and so on, are not hampered. Gravity continues to affect flying creatures in the air, but since they are not motionless, they can make a controlled [nondamaging] fall straight down. DIMINISHED EFFECTS: The target's speed is reduced by 10 feet. HEIGHTENED EFFECTS: A subject whose speed falls to 0 or below becomes truly motionless. He cannot take actions and becomes helpless. [SR:Yes; DC:19, Fortitude negates]					
▣▣▣▣▣ Dry Rain	Conjuration (Summoning) [Earth]	1 round	1 round/level	Long (600 ft.)	ST:null
[] TARGET: A cylinder up to 100 feet high with a 20-foot radius; EFFECT: You summon a dark cloud up to 100 feet directly over a point within range. The cloud has a 20-foot radius. It immediately begins raining down sand with great force, slowly burying anyone beneath the cloud. Anyone beneath it suffers 1d6 points of damage each round [a new save is required each round]. For each round the dry rain falls, a heap of sand 1 foot high piles up beneath the cloud. Creatures of size Large or smaller who fail their saving throw and remain in the area for as little as part of a round or as much as two consecutive rounds must spend a standard action to pull themselves free of the fallen sand and clear their eyes, mouth, etc. [It takes a move action for them to leave the area, if they want to go and have enough speed.] Even failing one saving throw while in the area for 2 rounds is enough to require this action. Creatures in the area who do not pull themselves free are stuck in place; they make attacks with a -2 penalty and face an effective -4 penalty to Dexterity. Characters attempting to cast a spell in the area do so as if entangled [Concentration check, DC 15 + spell level]. Those who pull themselves free of the fallen sand but do not leave the area start getting covered by sand all over again. Should a creature of size Large or smaller spend more than 2 rounds in the area, getting free takes a full-round action and a Strength check [DC 10 + the number of rounds spent in the area]. This means a creature that spends 3 rounds in the area and then wants to leave must make a Strength check [DC 13] and spend an entire round getting free. However, since it has used its entire round, it cannot move out of the area until the next round. So if the spell's duration continues, the creature must then spend another standard action next round getting free, then move out. A creature small enough to be completely buried may face suffocation [see Chapter Eight: Glossary in the DMG]. You cannot move the cloud once you have created it. Normal weather does not affect the dry rain-even gale-force winds do not move the cloud. Magical weather or a gusting wind spell, however, dispels the cloud automatically. The sand remains even after the duration ends. Diminished Effects: The spell has a maximum duration of 10 rounds and inflicts no damage. Heightened Effects: The spell's area is a cylinder 30 feet in radius and up to 100 feet high. Creatures of size Huge or smaller must spend actions to get free. [SR:Yes; DC:19, Reflex negates]					
▣▣▣▣▣ Eagle Form	Transmutation	1 full round	10 minutes/level [D]	Personal	ST:p.77
[] TARGET: You; EFFECT: You change yourself into an eagle. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night [though this healing does not restore temporary ability damage nor provide other benefits of resting; and changing back does not heal you further]. If slain, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of an eagle but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves and hit points, but gain the eagle's damage, Armor Class, speed, and flying ability. You retain your own skills and feats, and gain the eagle's feats and racial bonuses to skills [but not its skill ranks]. Diminished Effects: The duration is 1 round per level. You do not heal when you change form. Heightened Effects: You gain a +2 bonus to attacks and damage, natural armor bonus to Armor Class, saves, and checks while in the eagle form.					
▣▣▣▣▣ Earth Burst	Transmutation [Earth]	1 full round	1 round/level or until discharged	Touch	AE:p.259
[] TARGET: 20-foot burst around a stone the caster touches; EFFECT: You transform a rock weighing between 1 and 5 lbs. into a dangerous weapon. Upon command, or when the spell's duration ends, the stone bursts, spraying bits of rock in a 20-foot radius. Anyone in the radius takes 1d6 points of earth damage per caster level [5d6 maximum]. Once you've cast the spell, you can throw the rock, drop it, place it where you wish and run, load it into a catapult, and so on. Throwing the stone requires a Large sling. DIMINISHED EFFECTS: The burst inflicts 1d4 points of damage per two caster levels [5d4 maximum]. HEIGHTENED EFFECTS: The burst also creates a thunderous noise, deafening anyone in the area who fails the save. The spell then takes on the sonic descriptor. [SR:Yes; DC:19, Reflex half]					

* =Domain/Specialty Spell

Mage Blade Spells

■■■■■	Earthen Claw	Conjuration [Summoning] [Earth]	Standard action	Instantaneous	Close (35 ft.)	ST:nul
[] TARGET: One Small stone claw; EFFECT: You conjure a grasping claw made of earth and stone. It bursts from the ground beneath your target, tearing at him. It has a base attack bonus equal to your total level and a Strength score equal to 16 + your Wisdom modifier. It adds its Strength modifier to its attack and damage as normal. If it strikes the target, it inflicts 2d6 points of slashing damage and may attempt a trip attack against the target. The claw is Small. After making an attack, the claw disappears. The earthen claw cannot flank opponents, nor can it come under attack. It appears just long enough to deliver its attack, then disappears back into the dirt. Diminished Effects: The claw has no Strength modifier. Heightened Effects: The duration becomes 1 round per level, during which the claw can make one attack per round at any creature within reach [but it cannot move]. [SR:No]						
■■■■■	Eldritch Web	Conjuration [Force]	Standard action	10 minutes/level [D]	Medium (150 ft.)	AE:p.260
[] TARGET: Webs in a 20-foot-radius spread or a single two-dimensional plane up to40 feet across; EFFECT: You create a many-layered mesh of bluish energy beams that resemble the strands of a spider's web. Alternately, you create a two-dimensional barrier of energy webs. These strands trap those caught within them. The strands magically cling to anything they touch and are very strong. You must anchor the eldritch web to two or more solid and diametrically opposed points, or else the web collapses upon itself and disappears with a flash of light. Creatures caught within a web or simply touching its strands become entangled. An entangled creature suffers a -2 penalty to attack rolls, suffers a -4 penalty to effective Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check [DC 15] or lose the spell. Anyone in the effect's area when the spell is cast must make a Reflex save. On a success, the creature is not stuck in the eldritch web and remains free to act. He also can freely move out of the area of the webs. If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding at a Strength check [DC 20] or an Escape Artist check [DC 25]. Once loose, a creature may progress through the web very slowly. Each round devoted entirely to moving allows the creature to move 5 feet + 1 foot for each point of Strength above 10. If the barrier version is used, those escaping or breaking free are completely free. Those wishing to pass through the barrier must make the same checks to get through. The eldritch web cannot be physically destroyed, although it can be dispelled, and disintegration brings it down immediately. The eldritch web provides one-quarter cover for every 5 feet of web between the character and a foe. It offers one-half cover for every 10 feet of web, three-quarters cover for 15 feet, and total cover for 20 feet or more. DIMINISHED EFFECTS: The effect becomes a 5-foot spread. HEIGHTENED EFFECTS: The energy strands inflict 1d4 points of electricity damage per round to anyone touching them [giving this spell the electricity descriptor as well]. [SR:Yes; DC:19, Reflex negates [see text]]						
■■■■■	Energy Blade	Evocation [See Text]	Standard action	10 minutes/level [D]	0 feet	AE:p.262
[] TARGET: Swordlike beam; EFFECT: A 3-foot-long beam of energy springs from your hand. You wield this bladeliike beam as if it were a one-handed bladed weapon for you, threatening on a 19-20. Attacks with the energy blade are melee touch attacks, and you are considered proficient with the weapon. The blade deals 1d8 points of damage +1 point per two caster levels [maximum +10]. Since the blade is immaterial, your Strength modifier does not apply to the damage, which is all energy damage. You choose the energy type [acid, cold, electricity, fire, or sonic]. Since this is energy damage, it ignores damage reduction. The spell gains the descriptor of the energy type chosen. DIMINISHED EFFECTS: The blade inflicts 1d6 points of energy damage. HEIGHTENED EFFECTS: The blade inflicts 1d10 points of energy damage +1 point per two caster levels [maximum +15] + your spellcasting key ability score bonus. [SR:Yes]						
■■■■■	Energy Lash	Evocation [Force]	Standard action	One minute/level [D]	Personal	ST:p.80
[] TARGET: 10-foot-long whip; EFFECT: You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it. The weapon has a 10-foot reach and inflicts 1d6 points of force energy damage plus 1 point for every two of your levels 10. You also can make grapple attacks with the weapon without provoking attacks of opportunity. Diminished Effects: The duration is 1 round per level, and the whip inflicts only 1d6 points of damage. Heightened Effects: The whip inflicts 1d6 points of damage plus 1d6 points for every three caster levels [maximum 5d6]. [SR:No]						
■■■■■	Enhance Magical Flow, Lesser	Universal	Standard action	10 minutes/level	Personal	AE:p.263
[] TARGET: You; EFFECT: Your hands and eyes flare briefly with golden power each time you cast a spell during the duration. All the saving throw Difficulty Classes for your spells gain a +1 enhancement bonus. DIMINISHED EFFECTS: The bonus to the Difficulty Class becomes +2, but it applies only to the next spell you cast during the duration. HEIGHTENED EFFECTS: In addition to the Difficulty Class increase, all spells you cast for the duration are treated as if you were one level higher than your actual caster level.						
■■■■■	Faen Motes	Conjuration [Creation] [Faen, Light]	Standard action	1 round/level	Medium (150 ft.)	ST:nul
[] TARGET: Creatures and objects within 10-foot-radius spread; EFFECT: Casting this spell summons thousands of tiny multicolored motes of light that fill an area you select. All creatures and objects in the area are covered by the faen motes, with three effects, as follows. First, creatures that fail a Will save are blinded for the duration of the spell [spell resistance applies against this effect]. Second, invisible creatures and objects in the area are outlined for the duration of the spell. Third, all things in the area shed light as if they were a torch. This causes any creature covered by the motes to take a -40 penalty on Sneak checks to hide. These last two effects allow no save or spell resistance. The motes cannot be removed, and they continue to sparkle until the spell fades Diminished Effects: The spell functions against a single target within Close range [25 feet + 5 feet per two caster levels]. Heightened Effects: There is no spell resistance allowed against any of the spell's effects. Even if a creature is not blinded by the lights, it is dazzled [-1 penalty on attack rolls, Search checks, and Spot checks]. [SR:No [see text]; DC:19, Will negates [blinding effect only]]						
■■■■■	Feral Song	Enchantment [Compulsion] [Litorian, Mind-Affecting, Psionic, Sonic]	Standard action	Concentration, to a maximum of one minute/level	Close (35 ft.)	ST:nul
[] TARGET: Animals or magical beasts with Intelligence 1 or 2; EFFECT: When casting this spell, you begin to chant softly and sing as you sway back and forth. The scent of fresh growing things fills the air, and your voice takes on a soothing aspect. [Instead of singing and chanting, you can instead softly play an instrument such as a flute.] This spell compels animals and magical beasts that can either see or hear you from within the spell's area to do nothing but watch you. Only an animal or magical beast with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected. When the spell ends, affected creatures will mind their own business and leave you undisturbed so long as you take no hostile action against them. A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not. Diminished Effects: You may cast this spell only on a single target creature. That animal will attempt to approach within 5 feet of you, moving at one-half normal speed in order to do so. Heightened Effects: As above, but in addition to magical beasts, animals that have received the celestial or fiendish template also can be affected [though they may attempt a saving throw]. Further, you are allowed to move slowly about [up to one-half your normal speed], with the animals following you. While the spell remains in effect, you can give the animals a single command of "fall to the ground" or "flee before me" [see the compelling command spell]. [SR:Yes; DC:19, Will negates [see text]]						
■■■■■	Flaming Sphere	Evocation [Fire]	Standard action	1 round/level	Medium (150 ft.)	ST:p.91
[] TARGET: 5-foot-diameter sphere; EFFECT: When you cast this spell, motes of fire swirl away from your body to form a burning globe. The globe rolls in whichever direction you point, burning those it strikes. The globe 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, though a successful Reflex save negates that damage. The globe rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The globe does not move unless you direct it as a move/equivalent action. If left undirected, it merely stays at rest and burns. One can extinguish the flaming sphere by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and causes no damage except by its flame. It cannot push aside unwilling creatures, nor can it batter down large obstacles. The globe winks out in a harmless burst of sparks if it exceeds the spell's range. Diminished Effects: The spell has a maximum range of Close [25 feet + 5 feet per two levels] and causes 1d8 points of fire damage to any creature that it touches. This version of the spell lasts only 1 round plus 1 round for every two caster levels. Heightened Effects: The flaming sphere's radius increases to 10 feet. The globe becomes strong enough to knock over creatures, and as a full-round action, you may direct it to attempt a bull rush. Treat the globe as a Large creature with a Strength bonus equal to your spellcasting key ability score modifier. If the globe moves at least 10 feet, it is treated as charging [+2 modifier]. If it loses the opposed Strength check, it still enters its opponent's space. This version of the spell deals 3d6 points of fire damage. [SR:Yes; DC:19, Reflex negates]						
■■■■■	Form of the Master, Lesser	Transmutation [Giant, Sibeccai]	1 full round	One minute/level [D]	Close (35 ft.)	ST:p.95
[] TARGET: One creature of your type; EFFECT: The target of this spell is surrounded by an earthy smell and a cocoon of green light as it rapidly grows, doubling its height and multiplying its weight eightfold. This increase changes the creature's size category to the next larger one. The target 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 Armor Class due to its increased size. A Medium creature whose size increases to Large has a space of 10 feet [face of 5 ? 5 feet] and a natural reach of 10 feet. This spell does not change the target's speed. 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. Form of the master similarly enlarges all equipment a creature wears or carries. Melee and projectile weapons affected by this spell deal more damage. Other magical properties are not affected. Any item that leaves the possession of an enlarged creature [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. Magical properties of items do not increase via this spell. Multiple magical effects that increase size do not stack. Diminished Effects: You must know your target's truename to cast this version of the spell, which takes on the truename descriptor. The spell lasts but 1 round per caster level. Heightened Effects: The casting time is reduced to a standard action. Further, you may cast this spell on a target within Medium range [100 feet + 10 feet per level]. It does not need to be of your same type. [SR:Yes; DC:19, Fortitude negates]						
■■■■■	Gentle Repose	Necromancy	Standard action	One day/level	Touch	AE:p.269
[] TARGET: Corpse touched; EFFECT: You preserve the remains of a dead creature so they do not decay. Doing so extends the time limit on raising that creature from the dead: Days spent under the influence of this spell don't count against the time limit. The spell also works on severed body parts and the like. HEIGHTENED EFFECTS: The duration is Permanent. [SR:Yes [object]; DC:19, Will negates [object]]						
■■■■■	Glowglobe, Greater	Evocation [Faen, Light]	Standard action	Permanent	0 feet	AE:p.270
[] TARGET: Glowing sphere; EFFECT: This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. Plus, a greater glowglobe cast in an area of magical darkness dispels the darkness, if it comes from a lower-level effect. DIMINISHED EFFECTS: N/A HEIGHTENED EFFECTS: The greater glowglobe moves as you will it. You control its movement as a free action. However, it never moves farther than 20 feet from your position. This spell creates a 3-inch sphere that glows softly with the light of a torch, shedding illumination in a 20-foot radius from the point you touch. The effect is immobile. Plus, a greater glowglobe cast in an area of magical darkness dispels the darkness, if it comes from a lower-level effect. HEIGHTENED EFFECTS: The greater glowglobe moves as you will it. You control its movement as a free action. However, it never moves farther than 20 feet from your position. [SR:No]						
■■■■■	Grant Quarter	Transmutation [Giant]	Standard action	One day/level [D]	Medium (150 ft.)	ST:p.106
[] TARGET: One helpless or willing creature/level [see text]; EFFECT: You create an extradimensional prison where you store a captured foe [without gear] in stasis. Some know this spell only by its second name, bonds of mercy. This spell's target must be either helpless or willing-often, when granted an option between this type of imprisonment and death, a subject will submit to the spell. Willing targets cannot be tricked or magically compelled. The subject must also be of 5 HD or less. This spell places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to you, so that when the spell ends, the freed subject appears next to you. Diminished Effects: The spell affects creatures of 2 HD or less. Heightened Effects: The spell can affect any creature, regardless of total Hit Dice. [SR:Yes; DC:19, Will negates]						
■■■■■	Greenspy	Divination [Plant]	Standard action	One hour/level	Touch	AE:p.270
[] TARGET: One plant; EFFECT: You make a plant into a spy of sorts. For the duration of the spell, all activities- sight and sound-that occur within 50 feet of the plant are "stored" magically within the plant. At any time afterward, you [and only you] can touch the plant and experience the information stored within it. Once you have accessed the information, you cannot do so again. The plants "senses" are normal-it cannot see in the dark, it cannot see invisible creatures, and so on. DIMINISHED EFFECTS: The duration becomes only one minute per level. HEIGHTENED EFFECTS: The duration is Permanent. [SR:Yes [harmless]; DC:19, Will negates [harmless]]						
■■■■■	Gusting Wind	Evocation [Air]	Standard action	1 full round	Medium (150 ft.)	AE:p.271
[] TARGET: Gust of wind [10 feet wide, 10 feet high] emanating out from you to the extreme of the range; EFFECT: This spell creates a strong blast of air that originates from you and moves in the direction you face. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. The gust causes protected flames, such as those of lanterns, to dance wildly, and it has a 50 percent chance to extinguish these lights. Corporeal creatures size Large or smaller who fail the saving throw are knocked down. Creatures who are knocked down suffer 2d6 points of air damage. Any creature is entitled to a saving throw to ignore the gust's effects. Gusting wind can do anything a sudden blast of wind would be expected to do. DIMINISHED EFFECTS: The wind cannot knock down creatures. HEIGHTENED EFFECTS: The wind extinguishes even protected flames and continues to blow for 1d4+1 rounds [dismissible]. Each round in the area, creatures must make saves or be knocked down. [SR:Yes; DC:19, Fortitude negates]						
■■■■■	Heartglow	Transmutation [Light, Positive Energy]	Standard action	One minute/level [D]	Personal	ST:p.113
[] TARGET: You; EFFECT: You focus the magical power within yourself into your heart, causing it to glow like a brilliant light, which can be seen through your chest, and even your clothing and armor. While your heart glows, all enemies within 10 feet of you suffer a morale penalty of -1 to attack rolls, saving throws, and checks as they are discomfited in the presence of the shining light of your goodness. Diminished Effects: The duration lasts 1 round per level. Heightened Effects: This spell's light reaches to a 20-foot radius around you. [SR:Yes]						
■■■■■	Heat Metal	Transmutation [Giant, Force]	Standard action	7 rounds	Close (35 ft.)	ST:p.114
[] TARGET: Metal equipment of one creature/2 levels, no two of which can be more than 30 feet apart; or 25 lbs. of metal/level, all of which must be within a 30-foot circle; EFFECT: Your features take on a distinctive reddish glow as you cast this spell. Upon completion, the target metal is enveloped in tiny wisps of magical flame. Unattended, nonmagical metal gets no saving throw. Magical metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw [unless its own is higher]. A creature takes fire damage if its equipment is heated. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage [1 point or 2 points; see the table] if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration. During the second [and also the next-to-last] round, intense heat causes pain and damage. In the third, fourth, and fifth rounds, the metal is searing hot, causing more damage, as shown on the table below. Any cold intense enough to damage the creature negates fire damage from the spell [and vice versa] on a point-for-point basis. If cast underwater, heat metal deals half damage and boils the surrounding water. The magical flames will not set flammable objects on fire. Heat metal counters and dispels hoarfrost [see page 116]. Diminished Effects: The range of the spell becomes Touch. Heightened Effects: The spell lasts 9 rounds and deals damage as follows. [SR:Yes [object]; DC:19, Will negates [object]]						
■■■■■	Helm of Warding	Abjuration	Standard action	One minute/level [D]	Touch	ST:nul
[] TARGET: One creature; EFFECT: The creature that you touch-if it has a head but is not wearing a helmet, hat, headband, or other headgear-suddenly appears to don a golden helmet of energy. The creature then gains a +5 resistance bonus to all saving throws against mindaffecting spells and powers. Diminished Effects: The resistance bonus is +1. Heightened Effects: The helmet also confers a +2 enhancement bonus to Armor Class. [SR:No]						
■■■■■	Hoarfrost	Transmutation [Cold, Giant]	Standard action	7 rounds	Close (35 ft.)	ST:p.116
[] TARGET: Metal equipment of one creature/two levels, no two of which can be more than 30 feet apart; or 25 lbs. of metal/level, none of which can be more than 30 feet away from any of the rest; EFFECT: SPELLRES:Yes [object] Your features take on a slightly blue tinge as you cast this spell. Upon completion, the target equipment becomes covered in a fine layer of frost. Unattended, nonmagical metal gets no saving throw. Enchanted metal is allowed a saving throw against the spell. An item in a creature's possession uses the creature's saving throw [unless its own is higher]. A creature takes cold damage if its equipment is chilled. It takes full damage if its armor is affected or if it is holding, touching, wearing, or carrying metal weighing one-fifth of its weight. The creature takes minimum damage [1 point or 2 points; see the table below] if it's not wearing metal armor and the metal that it's carrying weighs less than one-fifth of its weight. On the first round of the spell, the metal becomes chilly and uncomfortable to touch but deals no damage [this is also the effect on the last round of the spell's duration]. During the second [and also the next-to-last] round, icy coldness causes pain and damage. In the third, fourth, and fifth rounds, the metal is freezing cold, causing more damage, as shown below. Any heat intense enough to damage the creature negates cold damage from the spell [and vice versa] on a point-for-point basis. Underwater, hoarfrost deals no damage, but ice immediately forms around the affected metal, making it more buoyant. Hoarfrost counters and dispels heat metal [see page 114]. Diminished Effects: The spell's range becomes Touch. Heightened Effects: The spell lasts 9 rounds and deals damage as follows. Further, a creature holding or wearing an object while it is freezing cold suffers 1 point of Strength damage [regardless of how many rounds the object is worn or held]. [SR:Yes [object]; DC:19, Will negates [object]]						
* =Domain/Specialty Spell						

Mage Blade Spells

■■■■■Honeyed Words	Enchantment [Mind-Affecting, Psionic]	Standard action	One minute/level [D]	Personal	ST:null
[] TARGET: You; EFFECT: Your words take on additional persuasive weight. As you speak, this spell alters your statements so they sound as pleasing as possible to each listener. The thrust of your words remains the same-if you asked a group of people to attack one of your rivals, they don't think you wanted them to unload a carriage or perform some other innocent task. However, the spell tailors the request to make it sound appealing to a listener. One person might hear that your rival is a kidnapper, while another one might believe him a member of an evil cult. You gain a +4 competence bonus to all Bluff and Diplomacy checks that involve speaking while this spell lasts. [DMs should use the rules for influencing NPCs to determine the results.] Diminished Effects: You gain a +2 bonus to affected Bluff and Diplomacy checks. Heightened Effects: The duration becomes 10 minutes per level.					
■■■■■Hunter's Boon	Divination [Sibcecal]	Standard action	One minute/level	Personal	ST:null
[] TARGET: You; EFFECT: Casting this spell gives you intuitive insight into searching for things, such as traps. You gain an insight bonus on Search checks equal to one-quarter your caster level, or one-half your caster level if searching for traps. Note that this spell grants no ability to disable any traps that you may find. Diminished Effects: The spell's duration lasts 1 round per level. Heightened Effects: You may cast this version of the spell on a willing creature if you know its truename. The spell takes on the truename descriptor.					
■■■■■Icebolt	Evocation [Cold]	Standard action	Instantaneous	Medium (150 ft.)	AE:p.272
[] TARGET: One creature; EFFECT: A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal [not a touch] ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points of cold damage + 1 point per level [maximum +10]. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack missed as well, there is no effect. DIMINISHED EFFECTS: The icebolt inflicts 1d6 points of piercing damage and 1d6 points of cold damage + 1 point per level [maximum +5]. HEIGHTENED EFFECTS: You can create one icebolt per round and launch it as a standard action for 1 round per two caster levels [maximum five bolts]. [SR:Yes]					
■■■■■Idiocy	Enchantment [Compulsion] [Faen, Mind-Affecting, Psionic, Truename]	Standard action	10 minutes/level	Touch	ST:p.120
[] TARGET: Living creature touched; EFFECT: A green glittering light surrounds your hand. With a successful melee touch attack, you use this energy to reduce a creature's mental faculties. Your target suffers a 1d6-1 penalty to its Intelligence, Wisdom, and Charisma scores. Roll separately for each ability. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if its requisite ability score drops below the minimum required to cast spells of that level. Diminished Effects: The spell reduces the target's Intelligence, Wisdom and Charisma by 1d3-1 points each. The duration lasts one minute per level. Heightened Effects: You do not need to know your target's truename; this version of the spell does not carry the truename descriptor. [SR:Yes]					
■■■■■Levitate	Transmutation [Air]	Standard action	10 minutes/level [D]	Personal or Close	AE:p.277
[] TARGET: You or one willing creature or one object [up to 100 lbs./level total]; EFFECT: 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 target up or down as much as 20 feet each round; doing so is a move-equivalent action. You cannot move the target horizontally with levitate, but the target could clamber along the face of a cliff or push against a ceiling to move laterally [generally at half base speed]. A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. DIMINISHED EFFECTS: The spell's range becomes Personal, with You as the target. You cannot levitate more than 5 feet off the ground. HEIGHTENED EFFECTS: You can move up to 60 feet vertically and also up to 10 feet horizontally in a single round. [SR:No]					
■■■■■Location Foresight	Divination [Psionic]	Standard action	Instantaneous	0 feet	AE:p.278
[] TARGET: 30-foot-radius spread; EFFECT: You learn something significant about an area in which you stand. Although the area is a 30-foot spread, if indoors, the spell basically affects one room [the room where you stand]. Go through this list, in order, the first bit of lore you do not know, you learn through this spell: 1. When the location was created [if man-made, otherwise skip]. 2. Name of last creature to pass through location, if any [other than you]. 3. Race of last creature to pass through location, if any [other than you]. 4. Name of the location's creator [a natural location, like a glen, was created by nature]. 5. Race of the location's creator, if any. 6. Name of the location's longest occupant, if any. 7. Race of the location's longest occupant, if any. 8. Name and race of the current owner or master of the location, if any. 9. Brief description of the most significant event to happen in the location. 10. Magical ability or property of the location, if any [random if more than one]. Multiple castings allow you to gain multiple bits of information. If you know all of the above information, this spell teaches you nothing. [SR:No]					
■■■■■Magic Sling	Evocation [Force]	Standard action	1 round/level	Close (35 ft.)	ST:p.134
[] TARGET: Magical sling of force; EFFECT: You create a translucent sling made of magical force. At your mental command, the sling grabs one unattended object weighing no more than 1 lb. per caster level and hurls it at a target of your choice. This mental command is a standard action. To hurl the object, you must make a normal ranged attack using your own base attack bonus, but modified by your spellcasting key ability score rather than your Dexterity score. If the object hurled is solid, it inflicts 1d6 points of bludgeoning damage per 2 lbs. of weight [maximum 5d6]. Both the target and the hurled object suffer this damage. The magic sling has a range increment of 10 feet and a maximum range of 50 feet. Diminished Effects: The hurled object in this version of the spell can weigh no more than 1 lb. It inflicts only 1d6 points of damage. Heightened Effects: The hurled object in this version of the spell can weigh up to 5 lbs. per caster level, and the maximum damage becomes 10d6 points. [SR:No]					
■■■■■Magnetism	Transmutation	Standard action	One minute/level [D]	Touch	AE:p.279
[] TARGET: You [your hand]; EFFECT: Your hand becomes magnetic. If you hold a metal object, you gain a +10 circumstance bonus to resist attempts to disarm you of it. You also gain a +10 circumstance bonus to climb up a metal surface or object [like an iron pipe]. Further, when you focus your attention [requiring concentration] on a metal or mostly metal object within 5 feet + 1 foot per caster level weighing less than 1 lb. per level, you drag it toward you at a rate of 1 foot per round. DIMINISHED EFFECTS: The circumstance bonus becomes +5 for resisting disarm attempts and climbing. You cannot draw objects toward you unless they weigh less than 1 lb. and are no more than 5 feet away. HEIGHTENED EFFECTS: As much or as little of your body as you desire becomes magnetic, allowing you to hold in each hand a metal object that gains a +10 bonus to avoid disarm attempts. You gain a +10 circumstance bonus to climbing for each magnetic limb that clings to a metallic surface. You can attach a knife to your leg without straps, stand on a metallic plate on the ceiling, and so on. [SR:Yes [harmless, object]; DC:19, Will negates [harmless,object]]					
■■■■■Mark Allies	Transmutation [Giant]	Standard action	1 round/level	Touch	AE:p.279
[] TARGET: One ally/three levels; EFFECT: With a touch from your blue-haloed hand, you designate a creature [or creatures] as your ally. For the spell's duration, the designated creatures remain unaffected by any spell of 3rd level or lower that you cast unless they wish to be affected as though they had spell resistance and you failed your check. Thus, they can stand in the middle of your sorcerous blast unscathed, or walk through a wall of ice of your creation. DIMINISHED EFFECTS: The spell affects one creature and protects it only from the next spell cast within the duration. HEIGHTENED EFFECTS: The spell affects one ally per level and protects them from all the spells you cast for the duration. [SR:Yes [harmless]; DC:19, Will negates [harmless]]					
■■■■■Mark of Air, Lesser	Evocation [Air, Runic]	1 full round	10 minutes/level or until discharged	Touch	ST:p.135
[] TARGET: One creature; EFFECT: The energy of this spell creates a white, swirled mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to conjure a shield of swirling air that provides a +3 deflection bonus to Armor Class for 10 rounds. Using this shield of air ability is a standard action that immediately dismisses the lesser mark of air. [SR:Yes; DC:19, Will negates [harmless]]					
■■■■■Mark of Earth, Lesser	Evocation [Earth, Runic]	1 full round	10 minutes/level or until discharged	Touch	ST:p.136
[] TARGET: One creature; EFFECT: The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range [100 feet + 10 feet per level]. Using this mass of rock ability is a standard action that immediately dismisses the lesser mark of earth. Special: Subjects may not bear more than one mark from any mark spell at once. Diminished Effects: The mark has no power except when activated [conjuring the mass of rock]. Heightened Effects: The enhancement bonus is +4. [SR:Yes; DC:19, Will negates [harmless]]					
■■■■■Mark of Fire, Lesser	Evocation [Fire, Runic]	1 full round	10 minutes/level or until discharged	Touch	ST:p.136
[] TARGET: One creature; EFFECT: The energy of this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of fire damage, if a ranged touch attack strikes the target within medium range [100 feet + 10 feet per level]. Using this ray of fire ability is a standard action that immediately dismisses the lesser mark of fire. Special: Subjects may not bear more than one mark from any mark spell at once. Diminished Effects: The mark has no power except when activated [casting the ray of fire]. The ray inflicts only 2d6 points of damage + 1 point per caster level. Heightened Effects: The enhancement bonus is +4. [SR:Yes; DC:19, Will negates [harmless]]					
■■■■■Mark of Frost, Lesser	Evocation [Cold, Runic]	1 full round	10 minutes/level or until discharged	Touch	ST:p.137
[] TARGET: One creature; EFFECT: The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear [no proficiency required] to inflict 1d8 points of damage plus 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the lesser mark of frost. Special: Subjects may not bear more than one mark from any mark spell at once. Diminished Effects: The mark has no power except when activated [conjuring the spear]. Heightened Effects: The enhancement bonus is +4. [SR:Yes; DC:19, Will negates [harmless]]					
■■■■■Mark of Lightning, Lesser	Evocation [Electricity, Runic]	1 full round	One hour/level or until discharged	Touch	ST:p.138
[] TARGET: One creature; EFFECT: The energy of this spell creates a blue, lightning boltshaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 deflection bonus to Armor Class. They also possess the ability to cast from the palm of the hand a ray of lightning that inflicts 3d6 points of damage, if a ranged touch attack strikes the target. Using this ray of lightning ability immediately dismisses the lesser mark of lightning. Special: Subjects may not bear more than one mark from any mark spell at once. Diminished Effects: The mark has no power except when activated [casting the ray of lightning]. Heightened Effects: The deflection bonus is +2. [SR:Yes; DC:19, Will negates [harmless]]					
■■■■■Mark of Water, Lesser	Evocation [Runic, Water]	1 round	10 minutes/level or until discharged	Touch	ST:p.138
[] TARGET: One creature; EFFECT: The energy of this spell creates a blue, wavy mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Constitution. They also possess the ability to cast from the palm of the hand a stream of water, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range [100 feet + 10 feet per level]. Using this stream of water ability is a standard action that immediately dismisses the lesser mark of water. Special: Subjects may not bear more than one mark from any mark spell at once. Diminished Effects: The mark has no power except when activated [casting the stream] and inflicts only 1d4 points of damage per two caster levels [maximum 5d4]. Heightened Effects: The enhancement bonus is +4. [SR:Yes; DC:19, Will negates [harmless]]					
■■■■■Master's Reduction, Lesser	Transmutation [Giant, Sibcecal]	Standard action	One hour/level [D]	Touch	ST:p.140
[] TARGET: One willing animal of Small, Medium, Large, or Huge size; EFFECT: You encase your target in a cocoon of yellow light with an earthy smell. This spell causes instant diminution of an animal, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target 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 Armor Class due to its reduced size. Note that as equipment changes, melee and projectile weapons also deal less damage. Any reduced item that leaves a reduced creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown weapons deal their normal damage [projectiles deal damage based on the size of the weapon that fired them]. A Small creature whose size decreases to Tiny has a space of 2-1/2 feet -2147483648 and a natural reach of 0 feet [meaning that it must enter an opponent's square to attack]. A Large creature whose size decreases to Medium has a space of 5 feet [face 5 ? 5 feet] and a natural reach of 5 feet. This spell doesn't change the target's speed. A Huge creature is reduced to a space of 10 feet [face 5 ? 5 feet] and a natural reach of 10 feet. All equipment worn or carried by a creature is similarly reduced. The damage from the target animal's natural attacks also will be reduced as follows. Diminished Effects: The duration of this version of the spell lasts only one minute per level. Heightened Effects: You may cast this spell on one nonanimal creature. [SR:No]					
■■■■■Mirror Image	Illusion [Figment]	Standard action	One minute/level	Personal [see text]	ST:p.146
[] TARGET: You; EFFECT: You summon several illusory duplicates of yourself, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. You create 1d4 images plus one image per three caster levels [maximum eight images]. These figments separate from you and remain in a cluster surrounding you. You move into and through them. All the images stay within 5 feet of you. When you and the mirror images separate, observers can't use vision or hearing to tell which one is you and which is an image. The figments may also move through each other as they mimic your actions. Enemies attempting to attack you [or cast targeted spells at you] must select from among indistinguishable targets. This is represented by rolling randomly to see whether the selected target is real or a figment. Any successful attack against a figment destroys it. A figment's Armor Class is 10 + your size modifier + your Dexterity modifier. Figments seem to react normally to area spells. The images are constantly shuffling and merging, so that attacking is virtually the only way of learning which is real and which are false. An attacker must be able to see the images to be fooled. If you are invisible or if an attacker shuts its eyes, the spell has no effect, though being unable to see carries the same penalties as being blinded. Diminished Effects: You create 1d4 illusory duplicates, which last only 1 round per level. Heightened Effects: You create 2d4 duplicates plus one duplicate per caster level [to a maximum of 12 images].					
■■■■■Missile Ward	Abjuration [Air]	Standard action	One hour/level or until discharged	Touch	ST:p.148
[] TARGET: Creature touched; EFFECT: A swirl of light blue smoke surrounds a target creature you touch. The wardred creature gains damage reduction 10/magic [or 10/+1] against ranged weapons. Once the spell has prevented a total of 10 points of damage per caster level [maximum 100 points], it is discharged. Diminished Effects: The spell lasts 10 minutes per level and grants DR 5/magic [or 5/+1] against ranged weapons. Once the spell has prevented a total of 5 points of damage per caster level [maximum 25 points], it is discharged. Heightened Effects: Missile weapons cannot score critical hits against a creature warded by this spell. [SR:Yes [harmless]; DC:19, Will negates [harmless]]					
■■■■■Mist Bank	Conjuration [Creation] [Air]	Standard action	10 minutes/level	Medium (150 ft.)	ST:null
[] TARGET: Fog spreads in 20-foot radius, 20 feet high; EFFECT: Upon completing the casting of this spell, a bank of blue mist forms at a point you designate. The mists swirl with strange movements from an unfelt wind. These mists obscure all sight, including darkness, beyond 5 feet. A creature within 5 feet has one-half concealment [attacks have a 20 percent miss chance]. Creatures farther away have total concealment [50 percent miss chance, and the attacker can't use sight to locate the target]. A moderate wind 11 disperses the mist in 4 rounds; a strong wind 21 disperses the mist in 1 round. The spell does not function underwater. Diminished Effects: The mist has much less volume, spreading in a 10-foot radius, 10 feet high. Further, the spell's range is reduced to Close [25 feet + 5 feet per two levels]. Heightened Effects: The mist spreads in a 40-foot radius, 20 feet high. You can shape this volume as desired as long as no part of the mist extends more than 40 feet past your maximum range. This can prove very useful for putting up a long, thin wall to obscure troops [or make the enemy think you are obscuring troops], or even to make a recognizable shape [such as an arrow pointing out something of note to someone flying overhead]. [SR:No]					
■■■■■Mojh Eye	Illusion [Figment] [Dragon, Mind-Affecting, Psionic]	Standard action	Concentration + 2 rounds	Close (35 ft.)	ST:null
[] TARGET: Colorful lights in a 10-foot-radius spread; EFFECT: Your eyes become more snakelike in appearance, and a twisting pattern of subtle, shifting colors appears to emanate from them in a hypnotic spiral. This pattern swirls out to fascinate creatures caught within the twisting lights. Roll 2d4 and add your caster level [maximum 10] to determine the total number of Hit Dice of creatures affected. Creatures with the fewest Hit Dice are affected first; among creatures with equal Hit Dice, 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. Affected creatures become fascinated by the pattern of colors. Sightless creatures go unaffected. Diminished Effects: The spell affects only 2d4 Hit Dice of creatures. Heightened Effects: The range of the spell increases to Medium [100 feet + 10 feet per level]. [SR:Yes; DC:19, Will negates]					
■■■■■Muddy Ground	Transmutation [Earth, Water]	Standard action	1 round/level	Medium (150 ft.)	AE:p.282
[] TARGET: One 10-foot square/level; EFFECT: Assuming the ground in the area is at least partially made of earth or stone, you turn the top 3 inches of the surface into mud. Creatures in the area move at half speed and must succeed at a Balance check [DC 15] each round that they take an action in the area; failure means they slip and fall prone in the mud. The mud disappears when the spell ends. DIMINISHED EFFECTS: Because the mud is only 1 inch deep, movement is unaffected [Balance check, DC 10]. HEIGHTENED EFFECTS: The area in the area becomes 12 inches deep, cutting movement to a quarter normal. [SR:No]					
* =Domain/Specialty Spell					

Mage Blade Spells

■■■■■Nimbus of Health	Necromancy [Positive Energy, Psionic]	Standard action	One hour/level [but see text]	Personal	ST:null
[TARGET: You; EFFECT: When you cast this spell, you tap into the life energies present nearby. This energy swirls around you in a cloud of white light, which dissipates as you complete the spell. While nimbus of health is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level 10. Diminished Effects: You gain only 1d10 temporary hit points, which last for 10 minutes per level [to a maximum of 60 minutes]. Heightened Effects: You gain 1d12 + 3 hit points per two caster levels 15. These last for 24 hours. As well, the burst of life energies grants you a +1 enhancement bonus to your natural armor bonus. This bonus fades when the temporary hit points have been expended.]					
■■■■■Oathlands	Evocation [Positive Energy, Negative Energy]	Standard action	Two hours/level	Close (35 ft.)	ST:p.156
[TARGET: 20-foot-radius emanation; EFFECT: You infuse an area with either positive energy or negative energy. The area chosen has a slight glow to it-white if positive energy was chosen, black if negative energy was chosen. Positive Energy: All undead must make a Will save upon entering the area. Failure means they must leave the area for 1d6 rounds. Undead that make their save suffer minor disruption, giving them a -1 morale penalty on attack rolls, damage rolls, and saving throws. Undead cannot be created within or summoned into the area. Negative Energy: All undead in the area become stronger, gaining a +1 morale bonus on attack rolls, damage rolls, and saving throws. The energies increase undead creatures' perceptions as well, giving them a +2 enhancement bonus on Listen and Spot checks. If the area contains a permanent fixture dedicated to your deity, pantheon, or ethos, the morale-based modifiers listed above increase to +2 or -2. A positive energy casting of this spell counters and dispels a negative energy casting of it. Diminished Effects: The duration is reduced to 1 round per level. Only the closest 1d12 undead creatures become affected. Heightened Effects: The effect lasts one day per caster level, and all morale modifiers increase to +2 or -2 [+3 or -3 if the area has a permanent fixture]. As well, undead in a positive energy area take a -1 penalty to their Armor Class. Undead in a negative energy area gain a +1 deflection bonus to their Armor Class. [SR:No]					
■■■■■Peace	Enchantment (Compulsion) [Giant, Mind-Affecting, Psionic, Sonic]	Standard action	Concentration, up to 1 round/level [D]	Medium (150 ft.)	ST:null
[TARGET: 1d6 living creatures/level, all of whom must be within 30 feet of each other; EFFECT: Your voice becomes calm and soothing as you cast this spell. Agitated creatures within range find themselves relaxed and unwilling to engage in hostile activity. They will immediately stop fighting and cannot take violent actions [although they can defend themselves] or do anything destructive. Any aggressive action against or life-threatening damage dealt to an affected creature immediately breaks the spell on all affected creatures. This spell will suppress [but not dispel] mind-affecting spells and abilities, as well as morale spells and effects [such as a champion's heartening cry]. This requires a successful caster power check [opposed by the caster of the other spell]. While the peace spell lasts, a suppressed spell or effect has no effect. When this spell ends, the suppressed spell or effect continues, provided its duration has not expired in the meantime. Diminished Effects: The range is reduced to Close [25 feet + 5 feet per two levels]. You may target only a single creature. Heightened Effects: In addition to the above effects, creatures that fail their saving throw enter such a tranquilitate that they may not be fully aware of their surroundings. Such creatures take a -2 penalty to Wisdom checks and Wisdom-based skill checks, and a -1 penalty to Will saves. Because this state of tranquility very closely resembles a state of drowsiness, creatures immune to sleep effects are immune to this effect. [SR:Yes; DC:19, Will negates]					
■■■■■Phantom Trap	Illusion (Glamour) [Mind-Affecting, Psionic]	Standard action	Permanent [D]	Touch	ST:null
[TARGET: Object touched; EFFECT: Casting this spell makes a lock or other small mechanism seem 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 percent 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. Diminished Effects: The spell lasts only one hour per level. Heightened Effects: You may include a secondary illusion [as lesser illusory object] to be cast when the trap is sprung. For example, when the fake trap on a door is sprung, you may have an illusion of a brick wall appear behind the door. [SR:No]					
■■■■■Play the Fool	Abjuration [Mind-Affecting, Psionic]	Standard action	10 minutes/level	Touch	ST:p.162
[TARGET: One creature/level; EFFECT: The target fools someone who cast a spell upon her-if she makes her saving throw, the caster instead believes she failed it. Thus, she could convince an opposing spellcaster attempting to charm her that the spell succeeded, or that an answer she gives to a lesser or greater compelling question is the truth when it is a lie. Diminished Effects: The spell affects one target only. Heightened Effects: This version of the spell creates an illusion of the target that makes it appear to the caster of a damage-inflicting spell that the attack slew the target when in fact the target made her saving throw. [SR:No]					
■■■■■Plunge Deep to the Core	Transmutation	Standard action	One hour/level [D]	Touch	ST:null
[TARGET: One weapon; EFFECT: A weapon affected by this spell bypasses damage reduction. Plunge deep to the core allows a weapon to ignore +1 DR for every five caster levels [maximum +4 DR]. Thus, a 10th level caster allows a weapon to ignore all damage reduction of +2 or less. 0 This spell does not reduce damage reduction. A weapon that ignores +3 DR or less gains no special benefit if striking a creature with +4 DR. This spell does not stack with weapon bonuses. Diminished Effects: Duration lasts 1 round per level. Heightened Effects: Target is one weapon per three levels. [SR:No]					
■■■■■Power Craft	Transmutation	Standard action	10 minutes/level	Touch	ST:null
[TARGET: See text; EFFECT: You provide a source of locomotion for a cart, wagon, boat, or ship. The vehicle can be no larger than 10 feet long plus 2 feet per level [a 5th-level greenbond can power a 20-foot-long vessel]. The vehicle can move at any speed up to its normal maximum speed as if it had a natural source of locomotion. Thus, a carriage could be made to move without a horse pulling it, up to the speed it could normally attain with a horse to pull it. Likewise, a sailing ship moves as if powered by a favorable wind. Prevailing conditions-wind, inclines, and so on-affect movement normally. Thus, this spell cannot move a sailing ship against a gale-force wind. Diminished Effects: Duration lasts 1 round per level. Heightened Effects: Duration lasts 24 hours. [SR:No]					
■■■■■Protective Charm	Enchantment [Faen, Mind-Affecting]	Standard action	1 round/level	Close (35 ft.)	AE:p.287
[TARGET: Up to one creature/level [of your general type], no two of which may be more than 30 feet apart; EFFECT: With a flash of bright light, you charm creatures so that they will not attack you. The spell alters their behavior in only one way: If they wish to attack you, they choose to do something else [move away, attack someone else, and so on, depending on the creature and the situation]. The spell works against creatures of the same general type as the caster. So if you are a litorian, the spell works against all humanoid. If you are a medusa, it works against all monstrous humanoids. DIMINISHED EFFECTS: The spell affects only one target. HEIGHTENED EFFECTS: The spell affects any type of living creature. [SR:Yes; DC:19, Will negates]					
■■■■■Read Mind	Divination [Mind-Affecting, Psionic]	Standard action	Concentration, up to one minute/level [D]	Close (35 ft.)	AE:p.289
[TARGET: One living creature; EFFECT: You can read the surface thoughts of another creature. When casting read mind upon a creature of animal intelligence [Intelligence score of 1 or 2] you can pick up only simple, instinctual thoughts. DIMINISHED EFFECTS: The duration becomes 1 round. HEIGHTENED EFFECTS: You can switch targets during the duration; each target gets its own Will save. A target that makes a successful save cannot be affected later by the same casting. [SR:Yes; DC:19, Will negates]					
■■■■■Recall Tale	Divination	Standard action	Instantaneous	Personal	ST:p.172
[TARGET: You; EFFECT: Using magic to part the veils of reality, you conjure up knowledge of a story involving the spell's focus. For instance, if you concentrate on a specific magic item while you cast recall tale, you gain a story regarding its creation or history- something that might reveal or hint at its power. If you focus on a person, a tale from his or her past comes to you. You cannot ask specific questions, and a focused subject must be an object, a person, or a location. The tale has a 50 percent chance of being relevant to the concerns at hand. If you are touching the focus when you cast the spell, the chance increases to 75 percent. Relevancy depends on the specific circumstances. If you are trying to determine a magic item's powers, then a relevant tale involves its use or creator's intent. If you are trying to discern the location of a person, a relevant tale might involve something that happened to the character very recently. DMs should note that they have free rein with the tale that the spell provides. Even a relevant tale does not have to give away everything. A character trying to discover the current location of someone hiding in a village by the sea might only learn a tale of the person's encounter with a vendor on the street who mentions fresh seafood, just off the boat. You can cast this spell only once per day on a given focus. Diminished Effects: The tale has only a 25 percent chance of being relevant, 50 percent if you are touching the focus. Heightened Effects: The tale has a 75 percent chance of being relevant, 100 percent if you are touching the focus. [SR:No]					
■■■■■Remove Fear	Abjuration [Mind-Affecting, Psionic]	Standard action	10 minutes [see text]	Close (35 ft.)	ST:null
[TARGET: One creature plus one additional creature per four levels, no two of which can be more than 30 feet apart; EFFECT: The sound of tiny harps fills the air, and your targets are surrounded by a clear white light. This instills courage in the subjects, granting them a +4 morale bonus against fear effects for 10 minutes. If a subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration. Diminished Effects: You must know each target's truename to affect him. The spell gains the truename descriptor. Heightened Effects: The bonus against fear effects increases to +6. Additionally, the targets gain a +1 morale bonus on all other Will saves. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■Scream	Evocation [Sonic]	Standard action	Instantaneous	Close (35 ft.)	AE:p.295
[TARGET: One creature; EFFECT: You let loose with a shrill scream. A target you designate [no attack roll needed] suffers 1d8 points of sonic damage + 1 point of temporary Constitution damage +1 point of Constitution damage per five caster levels. DIMINISHED EFFECTS: The target suffers only 1d8 points of sonic damage. HEIGHTENED EFFECTS: The target is stunned for 1 round in addition to the spell's other effects. [SR:Yes; DC:19, Fortitude negates]					
■■■■■Scrytalk	Divination	Standard action	One minute/level [D]	See text	ST:p.183
[TARGET: Magical sensor; EFFECT: Once you have successfully found a subject with a scrying spell or a device such as a crystal ball, this spell allows you to set up a direct verbal communication with that subject, using the magical sensor created by the spell or device as an audio conduit. For the duration, you hear everything the subject says, and the subject hears everything you say. The spell ends if either the duration runs out or the scrying link is broken. Diminished Effects: The duration is 1 round per level. Heightened Effects: The communication is mental, so you and the scried subject do not need to share a common language to communicate. This version of the spell has the psionic descriptor. [SR:No]					
■■■■■Sealed Door, Lesser	Abjuration [Dragon]	Standard action	Permanent [D]	Close (35 ft.)	AE:p.295
[TARGET: One door, no larger than 10 feet by10 feet by 2 feet; EFFECT: You create a magical seal around a door [or the lid of a chest or similar doorlike construction] that makes it difficult to open. This seal cannot be picked like a lock, nor can it be disabled like a trap. One can open the door by forcing it with brute strength [break DC 25]. If the door is already stuck, locked, or barred, lesser sealed door adds a +10 bonus to the normal break Difficulty Class. A character with the Brandish Magical Might feat can also open the door with a successful caster power check [DC 25]. Bypass ward can suppress this spell if a caster succeeds at a caster power check [DC 17]. DIMINISHED EFFECTS: The duration becomes one hour per level, with a break DC 20, or +5 normal. HEIGHTENED EFFECTS: The caster can set up a password or special key to allow anyone to negate the seal for 1 round. [SR:No]					
■■■■■Secret of Flame	Transmutation [Fire]	Standard action	1d4+1 rounds, or 1d4+1 rounds after	Long (600 ft.)	ST:null
[TARGET: One fire source, up to a 20-foot cube; EFFECT: You whisper words of magic that travel to a target fire. It either bursts in a shower of blinding fireworks or it billows out in a thick cloud of choking smoke, depending on the version of the spell you choose. The target fire source immediately goes out [though a fire so large that it exceeds a 20-foot cube is only partly extinguished]. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level. 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 [including yourself] to become blinded for 1d4+1 rounds [Will save negates]. These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. Smoke Cloud: A whirling 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, proves ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity [Fortitude save negates]. These effects last for 1d4+1 rounds after the cloud dissipates or after a creature leaves the area of the cloud. Spell resistance does not apply. Diminished Effects: The spell's range becomes Medium [100 feet + 10 feet per level]. Creatures blinded by fireworks are blinded for only 1 round. The smoke cloud spreads only in a 15-foot radius and lasts a maximum of 5 rounds. Fire creatures take no damage from this spell. Heightened Effects: The blindness from fireworks lasts 2d4+1 rounds. The smoke cloud spreads out in a 300-foot radius. Fire creatures take 2 points of damage per caster level but are allowed a Fortitude save for half damage. [SR:Yes or No (see text); DC:19, Will negates or Fortitude negates (see text)]					
■■■■■See Invisibility [Malhavoc]	Divination	Standard action	10 minutes/level [D]	Medium (150 ft.)	AE:p.296
[TARGET: Cone; EFFECT: You see any invisible objects or beings as if they were visible normally. Invisible creatures appear to have a bit of a glow around them [so you know they must be invisible to others]. See invisibility 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 that are simply hiding, concealed, or otherwise hard to see. DIMINISHED EFFECTS: The duration becomes 1 round per level. HEIGHTENED EFFECTS: One other creature that is touching you can also see any invisible objects or beings. [SR:No]					
■■■■■Sense Spell, Lesser	Divination	1 full round	1 round/level	Close (35 ft.)	ST:p.186
[TARGET: All active spells in range; EFFECT: By concentrating for a full round, you learn if a spell you name at the time you begin casting is currently in effect within range. If it is, you know the distance and direction of that spell. For example, you could name seeming of form to see if any creatures under the effects of that spell are within range. You may name one spell per round. Diminished Effects: You must touch an object or creature and name a spell that might be affecting the subject. For example, you could name charm to see if a person is under the effects of that spell, or you could see whether a door has been magically shut by lesser sealed door. Unwilling targets may attempt Will saves against this effect; spell resistance applies. Heightened Effects: You can try to learn whether anyone within range has the named spell prepared. Such casters may attempt a Will save against this effect; spell resistance applies. [SR:No]					
■■■■■Shape Wood	Transmutation [Plant]	Standard action	Instantaneous	Touch	ST:p.187
[TARGET: One touched piece of wood no larger than 10 cubic feet + 1 cubic foot/level; EFFECT: A piece of wood of your choosing is bathed in a warm glow. The wood then reforms itself into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail is out of the spell's scope. There is a 30 percent chance that any shape that includes moving parts simply doesn't work. This spell adds a +15 competence bonus on Craft checks involving wooden objects. Diminished Effects: The piece of wood cannot be bigger than 1 cubic foot per two caster levels. The competence bonus is only +10. Heightened Effects: Fine detail is possible, although it will look unusual to an observer, as it has not been traditionally worked. There is only a 10 percent chance that a shape including moving parts will not work. The competence bonus increases to +20. [SR:Yes (object); DC:19, Will negates (object)]					
■■■■■Shatter	Evocation [Sonic]	Standard action	Instantaneous	Close (35 ft.)	ST:null
[TARGET: 5-foot-radius spread; or one solid object or one crystalline creature; EFFECT: When you cast this spell, you sing a piercing note, shout an arcane word, clap your hands, or produce a similarly sharp noise. This spell amplifies the sound to create a loud, ringing blast that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of normal crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces. Objects weighing more than 1 lb. per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target this spell to sunder a single solid object, regardless of composition, weighing up to 10 lbs. per caster level. Targeted against a crystalline creature [of any weight] or a crystalline or crystal-woven item, shatter deals 1d6 points of sonic damage per caster level [maximum 10d6], with a Fortitude save for half damage. Diminished Effects: You may use this spell only as an area attack. It proves too unwieldy in its diminished form to be focused against a single target. Heightened Effects: If you cast shatter as an area attack, creatures in the area must make a Fortitude save or be deafened for 1d3 days. You can target noncrystalline creatures, but such creatures take only 1d4 points of damage per two caster levels [maximum of 10d4] with a Fortitude save allowed for half damage. If such a creature fails its Fortitude save, it must save again or be deafened for 1d3 days. [SR:Yes (object); DC:19, Will negates (object); Will negates (object) or Fortitude half (see text)]					
■■■■■Shieldbreaker	Transmutation	Standard action	One hour/level or until triggered	Touch	ST:null
[TARGET: One weapon; EFFECT: The weapon you cast this spell upon becomes particularly useful against opponents with shields. The wielder ignores armor and enhancement bonuses to a foe's Armor Class gained from a shield. Further, instead of making a normal attack, the weapon's wielder can make a sundering attack against a nonmagical shield that automatically destroys the shield if the attacker wins the opposed roll. [See the rules for attacking objects in Chapter Seven: Playing the Game in Arcana Evolved.] Shields with a +3 enhancement bonus or the equivalent in magical abilities are immune to this spell. If used against a foe with the mage blade's shimmering shield or the champion's call shield ability active, this weapon immediately dispels the shield. Diminished Effects: Magical shields are immune to the shieldbreaking ability conferred by the spell. Heightened Effects: The wielder can use the shieldbreaking ability once for every three caster levels during the duration of the spell. [SR:No]					

* =Domain/Specialty Spell

Mage Blade Spells

■■■■■Shield Companion	Transmutation	Standard action	1 round/level	Touch	AE:p.298
[] TARGET: One shield; EFFECT: You create one unattended heavy shield, which floats magically around you, protecting you as if you were using it. You suffer none of the normal penalties for using a shield, such as check penalties, maximum Dexterity, and spell failure chances. For the rest of the duration, you have both hands free and need not devote any actions to making sure the shield protects you. If anyone attempts to snatch the shield away, the spell resists it as if you were indeed wearing the shield, so a normal disarm attempt is necessary. DIMINISHED EFFECTS: The shield is a light shield. HEIGHTENED EFFECTS: The shield also gains a +2 enhancement bonus to Armor Class for the duration. [SR:No]					
■■■■■Shrapnel Globe	Conjuration (Creation)	Standard action	2 rounds/level	Touch	ST:p.189
[] TARGET: One metal sphere; EFFECT: You create a small metal sphere that exists for no longer than the duration. At any point during the duration, if you hurl or drop the globe, it detonates, spraying metal shards in all directions within a 20-foot radius. The shrapnel inflicts 1d6 points of damage per two caster levels, to a maximum of 5d6. Throwing or dropping the sphere where you want requires a standard action, resolved as a grenadelike missile attack. You can give the globe to another creature to use, but it requires a standard action to do so. Diminished Effects: The spell inflicts 1d4 points of damage per two levels [maximum 5d4]. Heightened Effects: The explosion has the area of a 40-foot-radius sphere. [SR:Yes; DC:19, Reflex half]					
■■■■■Silent Sheath	Transmutation [Sibeccai, Sonic]	Standard action	1 round/level [D]	Close (35 ft.)	AE:p.299
[] TARGET: One creature; EFFECT: Affected creatures are sheathed in silence and can make no sound. This effect proves useful to someone wishing to sneak around, but becomes a bane to anyone attempting to use verbal spell components or sonic abilities [both become impossible]. DIMINISHED EFFECTS: The spell only dampens sound. Affected characters gain a +10 bonus to Sneak checks used to oppose Listen checks. Spellcasters attempting to use verbal spell components have a 25 percent spell failure chance. Sonic attacks go unaffected. HEIGHTENED EFFECTS: The spell affects one creature per two caster levels or lasts one minute per level. [SR:Yes; DC:19, Will negates]					
■■■■■Silent Sound	Evocation [Sonic]	Standard action	Instantaneous	Close (35 ft.)	ST:p.189
[] TARGET: One creature or object; EFFECT: You fire from your fingertip a focused beam [i.e., a ray] of sonic energy too shrill to hear. To do so, make a ranged touch attack roll. On a hit, you inflict 1d6 points of sonic damage per level [5d6 maximum]. Diminished Effects: The spell inflicts 1d4 points of damage per level [maximum 5d4]. Heightened Effects: The spell inflicts 1d8 points of damage per level [maximum 5d8]. [SR:Yes]					
■■■■■Soul Weapon	Evocation [Force, Soul]	Standard action	1 round/level [D]	Medium (150 ft.)	ST:p.195
[] TARGET: Magic weapon of force; EFFECT: You focus your concentration on your oath, belief, or convictions in order to summon a melee weapon made of pure force. This weapon attacks opponents at a distance, as you direct it, dealing 1d8 points of force damage +1 point per three caster levels on a successful hit. The soul weapon takes the shape of a weapon with some spiritual significance or symbolism to you. Its threat range and critical multipliers depend on your caster level. The soul weapon strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus [possibly allowing it multiple attacks per round in subsequent rounds] plus your spellcasting key ability modifier as its attack bonus. It strikes as a spell, not as a weapon, so that 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 always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, it returns to you or hovers. Each round after the first, you can redirect the weapon to a new target [a move-equivalent action]. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking the same target allow the weapon to make multiple attacks if your base attack bonus would allow it to do so. A soul weapon cannot be attacked or harmed by physical attacks, but spells that dispel or destroy force effects affect it normally. The weapon's Armor Class against touch attacks is 12 [including a +2 deflection bonus]. If an attacked creature has spell resistance, make a caster power check against that spell resistance the first time the soul weapon strikes it. If the creature successfully resists the weapon, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration. Diminished Effects: The spell lasts for 1 round per two levels. The weapon deals 1d4+1 points of damage per hit. Its threat range is always 20. Heightened Effects: The weapon is especially effective. It deals 1d12 points of damage +1 per three caster levels. You select one element associated with your beliefs [or fire if you have no such associated element]. On a confirmed critical, the weapon deals an additional 2d6 points of the chosen type of elemental damage. [SR:Yes]					
■■■■■Sound Burst	Evocation [Sonic]	Standard action	Instantaneous	Close (35 ft.)	ST:p.196
[] TARGET: 10-foot-radius spread; EFFECT: You create a loud noise by shouting, clapping your hands, and so on. This noise blasts an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged. Diminished Effects: The spell deals only 1d6 points of damage. Creatures that fail their Fortitude saves are merely shaken for 1 round. Heightened Effects: The spell deals 1d12 points of damage. Creatures that fail their Fortitude saves are also deafened for 1d3 days. [SR:Yes; DC:19, Fortitude partial]					
■■■■■Spectral Hand	Necromancy [Force]	Standard action	One minute/level [D]	Medium (150 ft.)	ST:p.196
[] TARGET: One spectral hand; EFFECT: You dilute your life essence ever so slightly, creating a ghostly, glowing hand that appears anywhere you can see within range. The hand is an extension of yourself, allowing you to deliver low-level Touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends [even if it is dispelled]. You do not regain the hit points if the hand is destroyed, but the damage can be healed as normal. For as long as the spell lasts, any Touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range or goes out of your sight, it returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion [half damage on a failed Reflex save and no damage on a successful save], your save bonuses, and an Armor Class of at least 22. Your spellcasting key ability modifier applies to the hand's Armor Class as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it. Diminished Effects: The spell lasts 1 round per level and has a range of Close [25 feet + 5 feet per two caster levels]. The hand requires more of your energy to create, and summoning it deals 1d6 points of damage to you. Heightened Effects: The range increases to Long [400 feet + 40 feet per level]. The hand also has a shimmering field of magical energy surrounding it, granting it a +2 deflection bonus to its Armor Class [at least 24]. Finally, the hand is nimble, giving you a +3 bonus on your melee touch attack roll. [SR:No]					
■■■■■Spell's Edge, Lesser	Transmutation	Standard action	One minute/level or until used	Touch	AE:p.301
[] TARGET: Your athame; EFFECT: You infuse your athame with an instantaneous spell that requires a melee touch attack to deliver. You must cast the infused spell immediately after you cast this one. Then, the first opponent you strike with the blade has the spell cast upon him, as well as suffering whatever damage you normally would deal. The infused spell is resolved normally, with saving throws and spell resistance, if any, still applicable. For example, you could infuse your athame with touch of weakness or touch of fear, or, if you had access to 1st-level complex spells, touch of pain. You could not infuse your athame with destructive grip, since it is not instantaneous [unless you used the diminished version]. DIMINISHED EFFECTS: You can only infuse a melee touch spell of 0 or 1st level. HEIGHTENED EFFECTS: The duration of the spell becomes 10 minutes/level. [SR:Yes [harmless]; DC:19, Fortitude negates[harmless]]					
■■■■■Staff Focus	Transmutation	Standard action	10 minutes/level [D]	Touch	AE:p.303
[] TARGET: One staff; EFFECT: You channel magical power into a staff so that it serves as a focus for your spells. With your staff in hand, ranged touch attacks that you make while casting your spells gain a +2 attack bonus. DIMINISHED EFFECTS: The attack bonus becomes +1. HEIGHTENED EFFECTS: The attack bonus becomes +3. [SR:Yes [harmless]]					
■■■■■Startling Touch	Enchantment [Mind-Affecting, Psionic]	Standard action	Instantaneous	Touch	AE:p.303
[] TARGET: One creature; EFFECT: With a sudden mental jolt passed through your touch, you inflict 1 point of temporary Wisdom damage on a creature and stun it for 1 round. A stunned creature drops everything held, can't take actions, suffers a -2 penalty to Armor Class, and loses all Dexterity bonus to Armor Class [if any]. DIMINISHED EFFECTS: The creature suffers only the Wisdom damage and is not stunned. HEIGHTENED EFFECTS: The creature remains stunned for 1d3 rounds. [SR:Yes; DC:19, Will negates]					
■■■■■Static Veil	Abjuration	10 minutes	One hour/level	0 feet	ST:p.199
[] TARGET: One 10-foot cube/level; EFFECT: You create an area that resists scrying. Anyone within the protected area receives a +1 bonus per caster level on the Will saving throw to resist scrying attempts, thanks to static veil. Diminished Effects: The duration lasts one minute per level. Heightened Effects: The duration becomes one day per level. [SR:No]					
■■■■■Status	Divination [Positive Energy, Truename]	Standard action	One hour/level	Touch	ST:null
[] TARGET: One living creature touched/three levels; EFFECT: When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You remain aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once you have cast the spell upon the targets, the distance between them and you does not affect the spell, as long as they are on the same plane of existence. If a target leaves the plane, or if it dies, the spell ceases to function for it. You must know a target's truename in order to cast this spell. Diminished Effects: The spell lasts for 10 minutes per level. Heightened Effects: You do not need to know the target's truename; in addition, the spell loses the truename descriptor. [SR:Yes [harmless]; DC:19, Will negates [harmless]]					
■■■■■Subtle Steps	Transmutation [Litorian]	Standard action	One hour/level	Personal	AE:p.305
[] TARGET: You; EFFECT: You gain a +5 competence bonus to Sneak checks. DIMINISHED EFFECTS: The bonus becomes +1. HEIGHTENED EFFECTS: The bonus becomes +10.					
■■■■■Thief Ward	Abjuration	Standard action	One minute/level	Personal	ST:null
[] TARGET: 50-foot-diameter sphere centered on you; EFFECT: Thief ward creates an area that magnifies sounds, lessens shadows, and brightens details. All Sneak checks made within the area suffer a -10 penalty. Diminished Effects: The Sneak penalty becomes -5. Heightened Effects: The spell's duration lasts one hour per level, and you can choose to dictate that its area not follow you. [SR:No]					
■■■■■Tree Shape	Transmutation [Plant]	Standard action	One hour/level [D]	Personal	ST:p.211
[] TARGET: You; EFFECT: By means of this spell, you can assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. Your body is bathed in a brown and green glow as it reforms itself. Once the casting is complete, even the closest inspection cannot reveal that the tree in question is actually you, magically concealed. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 natural armor bonus to Armor Class but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you. You can dismiss tree shape as a free action. Diminished Effects: The duration lasts only one minute per caster level. Heightened Effects: You can move about slowly at a rate of 5 feet for every 2 rounds. Of course, a moving tree or shrub is very likely to draw notice and attention.					
■■■■■Undaunted Fixture	Transmutation	Standard action	Permanent	Touch	ST:null
[] TARGET: Two objects [see below]; EFFECT: You touch two objects together, one of which may be no larger than Medium size. This spell binds the objects together with a magical force. A Strength check [DC 30] is required to break the bond. Depending on the material of the objects involved, the objects themselves may break first. Diminished Effects: Breaking the bond requires a Strength check [DC 20]. Heightened Effects: Breaking the bond requires a Strength check [DC 35]. [SR:No]					
■■■■■Vermin Infestation	Conjuration (Summoning)	1 full round	Concentration + 2 rounds	Close (35 ft.)	ST:p.217
[] TARGET: One swarm of bats, rats, or spiders; EFFECT: As you cast this spell, you cause a black cloud to appear in the air within range. The cloud swirls faster and faster, opening a rip in the air through which floods a swarm of bats, rats, or spiders [your choice]. The swarm attacks all other creatures within its area, and may be summoned so that it shares the area of other creatures. If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. You have no control over its target or direction of travel. See the MM for details on swarms. Diminished Effects: The summoned swarm is more of a distraction than anything else. Creatures inside the swarm take no damage but suffer a -1 penalty on attack rolls and a -4 penalty on Concentration checks. Heightened Effects: The swarm has maximum hit points and lasts for 1d6+2 rounds after you are done concentrating on the spell. [SR:No]					
■■■■■Welter	Evocation [Force]	Standard action	Instantaneous	Medium 0	ST:null
[] TARGET: One creature/level, all of which are within 20 feet of each other; EFFECT: You cause chaotic energies to shake and disorient the targets of this spell violently. Those affected are shaken [-2 morale penalty on attack rolls, weapon damage rolls, and saving throws] for 1 round and must make Balance checks [DC 20] or fall prone. Diminished Effects: The spell affects one creature. Heightened Effects: The spell's effects last for 1d3 + 1 rounds. The Balance check is required each round it lasts. [SR:Yes]					
■■■■■Wicked Barb	Conjuration [Plant]	Standard action	Instantaneous	Medium (150 ft.)	AE:p.317
[] TARGET: One creature; EFFECT: With a distinctive gesture, you create and hurl a barbed thorn about 1 foot long like a weapon. This requires a normal ranged attack roll. If successful, the barb inflicts 1d6 points of piercing damage + 1 point of damage per caster level. Further, the barb itself throbs and pulses once it sticks into the flesh of a creature, inflicting its damage each round it remains stuck in the target, up to 1 round per three caster levels. If the target spends a full-round action, it can remove the barb and suffer no harm that round. DIMINISHED EFFECTS: The barb inflicts only 1d6 points of damage with no bonus based on caster level. HEIGHTENED EFFECTS: The barb inflicts 1d6 points of damage per caster level [maximum 10d6] on the first round, and 1d6 points of piercing damage + 1 point of damage per caster level on subsequent rounds. [SR:Yes]					
■■■■■Wild Stealth	Transmutation [Plant]	Standard action	10 minutes/level	Personal	ST:p.223
[] TARGET: You; EFFECT: You gain a +5 enhancement bonus to Sneak checks when out of doors, above ground, and in a non-urban environment. Diminished Effects: The spell confers half its listed bonus. Heightened Effects: The spell confers twice its listed bonus.					
■■■■■Wolf Form	Transmutation [Sibeccai]	1 full round	10 minutes/level	Personal	AE:p.318
[] TARGET: You; EFFECT: You change yourself into a wolf. Your type changes to animal. Upon changing, you regain lost hit points as if you had rested for a night [though this healing does not restore temporary ability score damage or provide other benefits of resting; changing back does not heal you further]. If slain, you revert to your original form, though you remain dead. You gain the Strength, Dexterity, and Constitution scores of a wolf but retain your own Intelligence, Wisdom, and Charisma scores. You retain your own base attack bonus, base saves, and hit points, but gain the wolf's bite damage, Armor Class, speed, trip attack, low-light vision, and scent. You retain your own skills and feats, and gain the wolf's feats and racial bonuses to skills [but not its skill ranks]. Equipment worn is subsumed into the wolf's form, but it is nonfunctional. DIMINISHED EFFECTS: The duration becomes 1 round/level. You do not heal when you change form. HEIGHTENED EFFECTS: You change into a dire wolf instead of a normal wolf.					
■■■■■Woodbane	Transmutation [Curse, Plant]	Standard action	Instantaneous	Close (35 ft.)	ST:null
[] TARGET: One Small wooden object/level, all within a 20-foot radius burst; EFFECT: The area is bathed in a bright blue glow, and the air becomes more humid. As the spell is cast, you cause wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open [or becomes stuck, requiring a Strength check to open, at your option]. A boat or ship springs a leak. Warped ranged weapons become useless. A warped melee weapon takes a -4 penalty on attack rolls. You may warp one Small or smaller object or its equivalent per caster level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, and so on. Alternatively, you can unward wood [effectively warping it back to normal] with this spell, straightening wood that has been warped by woodbane or by other means. You can combine multiple consecutive castings of this spell to warp [or unward] an object that is too large for you to warp with a single spell. Until the object is completely warped, it suffers no ill effects. A remove curse restores the object to normal if successful. Diminished Effects: The area of the spell is only a 10-foot-radius burst. Heightened Effects: You can warp one Medium item per level. [SR:Yes (object); DC:19, Will negates (object)]					

* =Domain/Specialty Spell

Mage Blade Spells

Yoke	Conjuration (Summoning)	Standard action	10 minutes/level [D]	Touch	ST:p.228
<p>[] TARGET: A magical tether; EFFECT: You can cast this spell only against a helpless or dominated foe. It causes a magical band of force to wrap around the creature's neck [or similar body part] and extends a 10-foot, ropelike end to your hand so you can lead the creature. A subject under the effects of a yoke must move as you do, at your speed, even if unconscious, held, incapacitated, or bound. The spell even forces limbs to move, overriding other magic-like margul [dreaded freeze; see page 135]-and even causing rope or other bindings to lengthen enough to move. However, this effect offers the subject no special chance to escape. A creature affected by the yoke spell but no longer helpless or dominated must oppose the yoke's +12 "grapple" to get free, either with a grapple check or an Escape Artist check. The yoke has the subject effectively pinned, so to get free, the affected creature must succeed at two opposed checks. If the yoked creature gets partially but not entirely free [succeeds at one check but not both], you can use a standard action to attempt to pin it once again with the yoke at no risk of being grappled yourself. Under no circumstances can the yoke inflict damage. The yoke has 25 hit points and a hardness of 2. If the creature escapes, or should the yoke be destroyed, the spell ends. Diminished Effects: The yoke has a +8 grapple, 10 hit points, and no hardness. Heightened Effects: The yoke has a +16 grapple, 50 hit points, and a hardness of 4. [SR:Yes]</p>					
Zone of Truth	Enchantment (Compulsion) [Mind-Affecting, Psionic]	Standard action	One minute/level	Close (35 ft.)	ST:null
<p>[] TARGET: 20-foot-radius emanation; EFFECT: It is believed that this spell originated as a faen party game. Creatures would enter the zone and be forced to tell the truth in response to ridiculous questions. The area of the spell is typically filled with a bright light. Creatures within the emanation [or those who enter it] can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures that leave the area are free to speak as they choose. The spell cannot be used to make a creature reveal its truename or to break any oath. Diminished Effects: The spell affects only a 10-foot square. The duration is reduced to 1 round per level. Heightened Effects: Creatures have a difficult time even bending the truth under the spell's effects. In order to provide an evasive answer or avoid answering a question outright, the creature must succeed on a separate Will save. Once a question has been saved against [successfully or otherwise], the creature need not make another save for that question. [SR:Yes; DC:19, Will negates]</p> <p>* =Domain/Specialty Spell</p>					

Kyros

HUMAN
RACE
110
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 4"
HEIGHT
200 lbs.
WEIGHT
Sky Blue
EYE COLOUR
SKIN COLOUR
Sandy Blond,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Athena
DEITY



Description:
Biography: