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ADDITIONAL SPELLS

ARCANE SPELLS

The following spells may be cast by arcane spellcasters.

Spells printed in ***bold italic*** text can be found under Spells.

Casting Spells through Email

Any spell that can be scribed onto a scroll can likewise be saved in electronic format—as email. In order to accomplish this, the caster must have the Scribe Scroll ability and a minimum of 8 ranks in Computer Use.

All the spellcaster needs is a computer with Internet access and the usual components necessary to cast the spell. First she writes the email, which takes one minute per level of the spell. At the end of that time, the spellcaster must cast the spell and succeed at a Computer Use check (DC 15 + spell level). If the check fails, the email is not correctly typed, the spell is ruined, and the spellcaster must begin anew. If the check succeeds, the email carries the spell through cyberspace and delivers it to the mailbox of the target.

A spellcaster casting a spell through email must expend XP as if scribing a scroll.

There are several rules and restrictions pertaining to spells sent through email:

Target: The target of the spell is always the person who first opens the email. Any target with 10 or more ranks in Computer Use, Knowledge (arcane lore or technology), or Spellcraft receives a +5 competence bonus to any saving throws required by the spell.

No Spam: The email may only be sent to a single account. If you put more than one address in the “Recipient” line, the spell is ruined and wasted.

Subject Line: The spell’s name must be typed into the “Subject” line of the email. One can attempt to disguise the name by writing it in an obscure language, an illegible font, or burying it in the middle of a larger phrase.

Duration: All spells begin immediately upon the email being opened. It is not possible for a spellcaster to save the power from an email spell and discharge it later.

Undeliverable: If the email is not opened within 72 hours, it becomes undeliverable. The account that sent the original email will receive an email notification of this. If the target opens the email after 72 hours have elapsed, the body of the message will be blank.

0-level Arcane Spells

Arcane Graffiti. Inscribes personal rune or short message on object or surface.

Daze. Subject takes no actions for 1 round.

Detect Magical Aura. Detects spells and magic items within 60 feet.

Haywire. Causes a single device to behave randomly and erratically.

Light. Object shines like a torch.

Mage Hand. 5-pound telekinesis.

Magic ID. Creates a false but visually accurate identification card.

Mending. Repairs small breaks or tears in objects.

Message. Whispered conversation at distance.

Prestidigitation. Perform minor tricks.

Read Magic. Read scrolls, spellbooks, and magical writing.

Resistance. Subject gains +1 on saving throws.

1st-level Arcane Spells

Burning Hands. 1d4 fire damage/ level (max 5d4).

Cause Fear. One creature flees for 1d4 rounds.

Change Self. Changes your appearance.

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Comprehend Languages. Understands all spoken and written languages.

Dancing Lights. Creates up to four lights or a glowing, vaguely humanoid shape.

Degauss. Erase a single device that contains electronic data.

Feather Fall. Objects or creatures fall slowly.

Hold Portal. Holds door shut.

Instant Identify. Determines all magic properties of a single magic item.

Jump. Subject gets bonus on Jump checks.

Mage Armor. Gives subject +4 Defense bonus.

Magic Missile. 1d4+1 damage; +1 missile/two levels above 1st (max 5).
Magic Weapon. Weapon gains +1 bonus.
Mask Metal. Renders a metal object undetectable to metal detectors.
Obscuring Mist. Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.
Power Device. Powers one inoperative electrical or mechanical device.
Ray of Fatigue. Ray fatigues target.
Shield. Invisible disc gives cover, blocks magic missiles.
Sleep. Put 2d4 HD of creatures into comatose slumber.
Summon Vivitor I. Summons a 1st-level vivitor from Shadow to fight for you.
Trace Purge. Removes physical traces of the subject's presence or passage.
True Strike. Adds +20 bonus to your next attack roll.
Undetectable Magical Aura. Masks a magic item's aura from detection.

2nd-level Arcane Spells

Arcane Lock. Magically locks a portal or chest.
Blur. Attacks miss subject 20% of the time.
Burglar's Buddy. Suppresses mechanic or electronic intrusion alarms and alarm sensors within a 15-foot radius.
Darkvision. See 60 feet in total darkness.
Dataread. You can access and read data stored in any machine-readable data source.
Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.
Glitterdust. Blinds creatures, outlines invisible creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Knock. Opens locked or magically sealed door.
Levitate. Subject moves up and down at your direction.
Locate Object. Senses direction toward object (specific or type).
Machine Invisibility. One creature or object cannot be detected by machines.
Magic Message. Device delivers a message of 25 words or less when specific conditions are met.
Magic Mouth. Speaks once when triggered.
Protection from Arrows/Bullets. Subject immune to most ranged attacks.
Relay Text. You can transmit a message of up to 25 words via electronic device to someone you know.
Resist Energy. Ignores 10 points of damage/round from one energy type.
See Invisibility. Reveals invisible creatures or objects.
Spider Climb. Grants ability to travel on walls and ceilings.
Summon Vivitor II. Summons a 2nd-level vivitor or 1d3 1st-level vivitors to fight for you.
Web. Fills 20-foot-radius spread with sticky spider webs.

3rd-level Arcane Spells

Dispel Magic. Cancels magical spells and effects.
Displacement. Attacks miss subject 50% of the time.
Electromagnetic Pulse. Ruins or scrambles electronic circuitry in a 20-foot-radius burst.
Fireball. 1d6 damage per level, 20-foot radius.
Flaming Projectiles. Projectiles deal +1d6 fire damage.
Gaseous Form. Turns subject into translucent mist or wispy smoke and grants damage reduction 10/+1.
Greater Magic Weapon. +1/three levels (max +5).
Halt Undead. Immobilizes undead for 1 round/level.
Haste. Extra attack action, additional move, and +2 Defense.
Hold Person. Holds one person helpless; 1 round/level.
Improved Arcane Lock. Closes and locks all specifically targeted doors within range.
Invisibility Sphere. Makes everyone within 10 feet invisible.
Keen Edge. Doubles normal weapon's threat range.
Lightning Bolt. Electricity deals 1d6 damage/level.
Nondetection. Creature or object becomes difficult to detect by divination and detection spells.
Phantom Chopper. Conjures a quasi-real motorcycle that seats one creature.
Secret Pocket. Creates extradimensional space within a pocket on a garment.
Shutdown. Electric devices in area cease to function for the duration of the spell.
Slow. One subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on Reflex saves.
Summon Vivitor III. Summons a 3rd-level vivitor, 1d3 2nd-level vivitors, or 1d4+1 1st-level vivitors to fight for you.
Tongues. Speak any language.

Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.
Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.
Water Breathing. Subjects can breathe underwater.

4th-level Arcane Spells

Animate Dead. Creates undead skeletons and zombies.
Arcane Eye. Invisible floating eye moves 30 feet/round.
Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of taking no action.
Clown Car. Creates extradimensional space within enclosed vehicle that holds one passenger per caster level.
Confusion. Makes subject behave oddly for 1 round/level.
Detect Scrying. You are aware of any attempt to scry on you and can sense the presence of scrying devices.
Dimension Door. Teleports you and up to 50 lb./level.
Energy Trap. Opened object deals 1d4 +1/level damage of given energy type.
Fear. Subjects within cone flee for 1 round/level.
Ice Storm. Hail deals 5d6 damage in cylinder 40 feet across.
Magic Bullets. Enchants bullets with the power to knock out or panic targets.
Minor Globe of Invulnerability. Stops 1st- through 3rd-level spell effects.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 points of damage.
Remove Curse. Frees object or person from curse.
Scrying. Spies on subject from a distance.
Shout. Deafens all within cone and deals 2d6 damage.
Stoneskin. Stops blows, cuts, stabs, and slashes.
Summon Vivitor IV. Summons a 4th-level vivitor, 1d3 3rd-level vivitors, or 1d4+1 2nd-level vivitors to fight for you.
Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.
Wall of Fire. Deals 2d4 fire damage out to 10 feet and 1d4 out to 20 feet. Passing through wall deals 2d6 +1/level.
Wall of Ice. Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.
Wire Walk. Subjects teleport instantly to the location of a telephone you call.

5th-level Arcane Spells

Cloudkill. Kills 3 HD or less; 4–6 HD save or die.
Cone of Cold. 1d6 cold damage/level.
Hold Monster. As hold person, but any creature.
Instant Connectivity. Instantly transport one or more creatures through the Internet using instant-message software.
Passwall. Breaches walls 1 foot thick/level.
Phantom Limousine. Conjures a quasi-real limousine that seats eight Medium creatures.
Phantom Projectiles. Projectiles pass through obstacles and armor and ignore most damage reduction.
Phantom Watchdog. Spectral dog can guard or attack.
Secret Vault. Creates extradimensional space in which to hide a container, which you can retrieve at will.
Seeming. Changes the appearance of one creature per two levels.
Summon Vivitor V. Summons a 5th-level vivitor, 1d3 4th-level vivitors, or 1d4+1 3rd-level vivitors to fight for you.
Synchronicity. Subject isn't delayed by the inconveniences of modern life.
Telekinesis. Lifts or moves 25 lb./level at long range.
Wall of Force. Wall is immune to damage.
Wall of Iron. 30 hp/four levels; can topple onto foes.
Wall of Stone. Creates a stone wall that can be shaped.

DIVINE SPELLS

The following spells may be cast by divine spellcasters.
Spells printed in **bold italic** text can be found under Spells.

0-level Divine Spells

Create Water. Creates 2 gallons/level of pure water.
Cure Minor Wounds. Cures 1 point of damage.
Detect Magical Aura. Detects spells, magic items within 60 feet.
Haywire. Causes a single device to behave randomly and erratically.
Inflict Minor Wounds. Touch attack, 1 point of damage.
Light. Object shines like a torch.
Mending. Repairs small breaks or tears in objects.

Read Magic. Read scrolls and magical writing.

Resistance. Subject gains +1 on saving throws.

Virtue. Subject gains 1 temporary hp.

1st-level Divine Spells

Bane. Enemies suffer –1 attack, –1 on saves against fear.

Bless. Allies gain +1 attack and +1 on saves against fear.

Cause Fear. One creature flees for 1d4 rounds.

Clean. Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless.

Command. One subject obeys one-word command for 1 round.

Comprehend Languages. Understand all spoken and written languages.

Cure Light Wounds. Cures 1d8 +1/level damage (max +5).

Degauss. Erases a single device that contains electronic data.

Faerie Fire. Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst.

Inflict Light Wounds. Touch, 1d8 +1/level damage (max +5).

Instant Identify. Determines all magic properties of a single magic item.

Magic Weapon. Weapon gains +1 bonus.

Obscuring Mist. Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet.

Remove Fear. +4 on saves against fear for one subject + one additional subject/four levels.

Sanctuary. Opponents can't attack you, and you can't attack them.

Shield of Faith. Aura grants +2 or higher deflection bonus.

Summon Vivitor I. Summons a 1st-level vivitor from Shadow to fight for you.

Trace Purge. Removes physical traces of the subject's presence or passage.

2nd-level Divine Spells

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Augury. Learn whether an action will be good or bad.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Darkness. Causes an object to radiate darkness out to a 20-foot radius.

Dataread. You can access and read data stored in any machine-readable data source.

Daylight. Object touched sheds light as bright as full daylight in a 60-foot radius.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Enhance Ability. Subject gains +5 bonus to one ability score for 1 min./level.

Hold Person. Holds one person helpless; 1 round/level.

Inflict Moderate Wounds. Touch attack, 2d8 +1/level damage (max +10).

Lesser Restoration. Dispels magic ability penalty or repairs 1d4 ability damage.

Remove Paralysis. Frees one or more creatures from paralysis, hold, or slow.

Resist Energy. Ignores 10 points of damage/round from one energy type.

Shatter. Sonic vibration damages objects or crystalline creatures.

Shield Other. You take half of the subject's damage. Subject gains +1 deflection bonus to Defense and +1 resistance bonus to saves.

Silence. Negates sound in 15-foot radius.

Speak with Animals. You can comprehend and communicate with animals.

Spider Climb. Grants ability to travel on walls and ceilings.

Summon Vivitor II. Summons a 2nd-level vivitor or 1d3 1st-level vivitors to fight for you.

Zone of Truth. Subjects within range cannot lie.

3rd-level Divine Spells

Animate Dead. Creates undead skeletons and zombies.

Bestow Curse. –6 to an ability; –4 on attacks, saves, and checks; or 50% chance of losing each action.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +10).

Dispel Magic. Cancels magical spells and effects.

Glyph of Warding. Inscription harms those who pass it.

Inflict Serious Wounds. Touch attack, 3d8 +1/level damage (max +10).

Locate Object. Senses direction toward object (specific or type).

Magic Circle. 10-foot-radius area grants +2 bonus to Defense and saves, counters mind control, and hedges out summoned and conjured creatures of specified allegiance.

Prayer. Allies gain +1 on most rolls, and enemies suffer –1.

Recharge. Removes debilitating conditions and grants a +4 bonus on Fortitude saves against poison for 1 minute.
Remove Curse. Frees object or person from curse.
Remove Disease. Cures all diseases affecting subject.
Searing Light. Ray deals 1d8/two levels, more against undead.
Secret Pocket. Creates extradimensional space within a pocket on a garment.
Shadowmoth Plague. Summons a cloud of shadowmoths that fills a 5-foot-high, 10-foot-radius spread.
Shutdown. Electric devices in area cease to function for the duration of the spell.
Status. Monitors condition and position of one ally per 3 caster levels.
Summon Vivitor III. Summons a 3rd-level vivitor, 1d3 2nd-level vivitors, or 1d4+1 1st-level vivitors to fight for you.
Vampiric Touch. Touch deals 1d6 points of damage per two caster levels; caster gains damage as temporary hit points.
Water Breathing. Subjects can breathe underwater.

4th-level Divine Spells

Crawling Carpet. Summons a 10-foot-radius carpet of monstrous centipedes, scarab beetles, or spiders.
Cure Critical Wounds. Cures 4d8 +1/level damage (max +10).
Discern Lies. Reveals deliberate falsehoods.
Divination. Provides useful (if cryptic) advice to a single question.
Faith's Fury. Damages and blinds creatures with a specific allegiance.
Freedom of Movement. Subject moves normally despite impediments.
Greater Magic Weapon. +1 bonus/three levels (max +5).
Inflict Critical Wounds. Touch attack, 4d8 +1/level damage (max +10).
Magic Bullets. Enchants bullets with the power to *cure light wounds* or *inflict light wounds*.
Neutralize Poison. Detoxifies venom in or on subject.
Restoration. Restores level and ability score drains.
Spell Immunity. Subject is immune to one spell per four levels.
Summon Vivitor IV. Summons a 4th-level vivitor, 1d3 3rd-level vivitors, or 1d4+1 2nd-level vivitors to fight for you.
Tongues. Speak any language.
Via Negativa. Crackling energy deals 4d6 points of damage per round to grappled foe; +5 bonus to grapple checks.
Wall Walk. Subject can move on ceilings and walls at normal speed as well as hold and wield weapons.

5th-level Divine Spells

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.
Flaming Wrath. Smites foes with fire (1d6/level).
Greater Command. As *command*, but affects one subject/level.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Mass Cure Light Wounds. Cures 1d8 +1/level damage for many creatures.
Mass Inflict Light Wounds. Deals 1d8 +1/level damage to many creatures.
Rage of Bees. Summons 1d3 swarms of sentient killer bees to fight for you.
Raise Dead. Restores life to subject who died up to 1 day/level ago.
Scrying. Spies on subject from a distance.
Spell Resistance. Subject gains spell resistance 12 + your caster level.
Summon Vivitor V. Summons a 5th-level vivitor, 1d3 4th-level vivitors, or 1d4+1 3rd-level vivitors to fight for you.
Synchronicity. Subject isn't delayed by the inconveniences of modern life.
True Seeing. See all things as they really are.
Wall of Stone. Creates a stone wall that can be shaped.

Spell Descriptions

The spells herein are presented in alphabetical order.

Arcane Graffiti

Conjuration (Creation)

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 0 ft.; **Effect:** One personal rune or short message; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This spell allows you to inscribe your personal rune or a short message, which can be no larger than 2 feet tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An *arcane graffiti* spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30 feet causes the words to become visible for 5 rounds.

The mark cannot be dispelled, but it can be removed by the caster or with a *clean* spell.

Burglar's Buddy

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:** 15-ft.-radius emanation centered on a creature, object, or point in space; **Duration:** 1 minute/level; **Saving Throw:** None and Will negates (object); **Spell Resistance:** Yes and no (object)

This spell suppresses all mechanical or electronic intrusion alarms and alarm sensors in the affected area. Burglar alarms or other intrusion alarms within the affected area simply fail to function; sensors for intrusion alarm systems (such as motion detectors, IR detectors, pressure sensors, electric eyes, and so forth) also fail to function, sending no signal to monitoring stations. Video surveillance devices continue to send whatever image they were photographing the moment when the spell was cast.

Material Component: A camera lens cover.

Clean

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature, object of up to 1,000 lb./level, or room of up to 100 square feet/level; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

The *clean* spell completely eliminates grime, dirt, and bacterial contaminants from the target. Smooth surfaces gain a faint shine, as if they had been polished.

If cast on a room or object, the *clean* spell destroys dirt, dust, and anything else that would ordinarily be wiped away with a thorough mundane cleaning. The room or object retains no fingerprints, and even the smallest hairs, skin cells, and garment fibers are cleaned away—rendering most evidence collection impossible, for example.

If cast on a creature, the *clean* spell disinfects wounds (doubling the natural healing rate for that day) and renders the creature scentless for 1 minute. This means that creatures with the scent extraordinary ability won't be able to detect the subject by scent alone.

Material Component: Bar of soap.

Clown Car

Conjuration (Summoning)

Level: Arcane 4; **Components:** V, S, F; **Casting Time:** 1 minute; **Range:** 0 ft.; **Effect:** Extradimensional space within an enclosed vehicle capable of holding one creature per caster level; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

You create a temporary extradimensional space within an enclosed passenger compartment of a vehicle. The spell cannot be cast on vehicles without enclosed passenger compartments, such as motorcycles. The extradimensional space allows the vehicle to hold a number of additional passengers equal to the caster's level. A passenger may be up to Large size and can bring up to a medium load into the extradimensional space; creatures with more than a medium load cannot enter the extradimensional space.

Creatures that enter the extradimensional space cannot interact with anything outside of the vehicle, nor can creatures outside the vehicle perceive or interact with the occupants and contents of the extradimensional space (or even see the extradimensional space itself). Creatures within the extradimensional space effectively occupy the same 5-feet-square and are incapable of making attacks while so contained.

Exiting the extradimensional space requires the passengers to physically exit the vehicle as well. If the vehicle is destroyed or the extradimensional space is successfully dispelled, the extradimensional space collapses. Any creatures or objects within the extradimensional space are ejected before the space implodes. Ejected creatures fall prone in squares adjacent to the vehicle.

Focus: A klaxon, which must be honked when the spell is cast.

Crawling Carpet

Conjuration (Summoning)

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Fullround action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** Carpet of monstrous spiders, scarab beetles, or centipedes filling a 10-ft.-radius spread; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon a number of monstrous insect swarms, each of which attacks any creature occupying its square. Each square of the spell's effect contains a swarm of monstrous spiders, monstrous scarab beetles, or monstrous centipedes, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned,

and won't pursue creatures that flee. Use the monstrous spider swarm statistics for monstrous scarab beetle swarms and monstrous centipede swarms as well.

Dancing Lights

Evocation [Light]

Level: Arcane 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Effect:** Up to four lights, all within a 10-ft.-radius area; **Duration:** 1 minute (D); **Saving Throw:** None; **Spell Resistance:** No
You create up to four lights that resemble lanterns or flashlights (and cast that amount of light), or up to four glowing spheres of light, or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, and so forth. The lights can move up to 100 feet per round. A light winks out if the distance between you and the nearest light exceeds the spell's range.

Darkness

Evocation [Darkness]

Level: Divine 2; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical *darkness*. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area, nor do light spells of lower level (such as *light* and *dancing lights*). *Darkness* and the 2nd-level spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

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

Darkness counters or dispels any light spell of equal or lower level.

Dataread

Divination

Level: Arcane 2, Divine 2; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Read machine-readable data; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You run your finger over any machine-readable data source (a barcode, a computer disk, a CD, magnetic tape, or any similar record) to understand the content of the data. You experience the data as it would normally be experienced through an appropriate machine. For example, if reading a music CD, you hear the music in your head. If reading a word processor file, you visualize and read an image of the page. If reading a barcode, you see the serial number, pricing information, or other barcoded data.

The amount of time required to experience the data is the same as that required to read it by conventional means. You can normally read 2 pages of documents in 1 minute. This spell does not decode encrypted data. Without the encryption code, an encrypted document or file appears as a seemingly random string of characters. If you know the encryption code, however, you can read encrypted data normally with this spell.

Daylight

Evocation [Light]

Level: Divine 2; **Components:** V, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched; **Duration:** 10 minutes/level (D); **Saving Throw:** None; **Spell Resistance:** No

The object touched sheds light as bright as full daylight in a 60-foot radius. Creatures who suffer penalties in bright light suffer them while exposed to this magical light. Despite its name, this spell isn't equivalent to daylight insofar as it does not damage or destroy creatures normally harmed by daylight (such as vampires). If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as *darkness*.

Degauss

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Stored data is erased; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

By touching a single device that contains electronic files, such as a computer, external hard drive, CD-ROM, or magnetic disk, you erase all files on that device. The device is rendered empty of data.

Detect Scrying

Divination

Level: Arcane 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** 120 ft.; **Area:** 120-ft.-radius emanation centered on you; **Duration:** 24 hours; **Saving Throw:** None; **Spell Resistance:** No

You immediately become aware of any attempt to observe you by means of scrying (including the *scrying* spell). The spell's effect radiates from you moves as you move. The spell also reveals the use of crystal balls or other magic scrying devices.

You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scrier immediately make opposed caster level checks. If you match or beat the scrier's result, you get a visual image of the scrier and a sense of the scrier's direction and distance from you (accurate to within one-tenth the distance).

Material Components: A small shard of mirror and a miniature trumpet.

Divination

Divination

Level: Acolyte 4; **Components:** V, S, M; **Casting Time:** 10 minutes; **Range:** Personal; **Target:** You; **Duration:**

Instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. In all cases, the GM controls what information the caster receives. Note that if the caster doesn't act on the information, the conditions may change so that the information no longer proves useful.

The base chance for a correct divination is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against *divination* spells have been taken). If the dice roll fails, the caster knows the spell failed unless specific magic yielding false information is at work. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination and yield the same answer each time.

Material Components: Incense and a sacrificial offering appropriate to the caster's religion (purchase DC 13).

Electromagnetic Pulse

Evocation [Electricity]

Level: Arcane 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Short (25 ft. + 5 ft./2 levels); **Area:** 20-ft. burst; **Duration:** Instantaneous; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

When you cast *electromagnetic pulse*, you send a powerful burst of energy that ruins electronic circuitry within the spell's area. Any computer, telephone, television, or other device with a computer processor inside ceases to function immediately, and the contents of hard drives and other storage media are scrambled.

The *electromagnetic pulse* affects only devices with extensive circuitry, not everything that uses electricity. Ordinarily the lights stay on, although their electronic switches might not function. Automobiles continue to run, although their engines will run more roughly without electronic guidance. Most cars manufactured after the 1980s won't start after an *electromagnetic pulse* because they have electronic ignition systems.

Devices affected by an *electromagnetic pulse* can be fixed according to the following table.

Repair Task (Example)	Relevant Skill	Purchase DC	Repair DC	Time
Simple processors (cars, elevator controls)	Repair	7	15	10 min.
Complex processors (computers, home theaters)	Repair	10	20	1 hr.
Data recovery (scrambled hard drive)	Computer Use	4	25	2 hr.

You can jury-rig repairs more quickly and cheaply, but the repairs may not last. See the description of the Repair skill for details.

Some military gear is immune to energy effects such as *electromagnetic pulse* thanks to a process called tempest hardening. Tempest hardening adds +1 to the purchase DC of an item and makes it Restricted (+2).

Faerie Fire

Evocation [Light]

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Long (400 ft. + 40 ft./level); **Area:**

Creatures and objects within a 5-ft.-radius burst; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** Yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally caused by darkness (but not magical *darkness*), *blur*, *displacement*, *invisibility*, or similar effects.

The light is too dim to have any special effect on undead or darkdwelling creatures. The *faerie fire* can be blue, green, or violet, according to your word at the time of casting. The *faerie fire* does not cause any harm to the objects or creatures thus outlined.

Gaseous Form

Transmutation

Level: Arcane 3; **Components:** S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Willing corporeal creature touched; **Duration:** 1 minute/level (D); **Saving Throw:** None; **Spell Resistance:** No

The subject and all her gear become insubstantial, misty (or smoky), and translucent. The subject gains damage reduction 10/+1. Her material armor (including natural armor) becomes worthless, though her size, Dexterity, deflection bonuses, and Defense bonuses from force armor (for example, from the *mage armor* spell) still apply. She becomes immune to poison and critical hits. She can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. The subject loses supernatural abilities while in gaseous form. If she has a touch spell ready to use, it is discharged harmlessly when the spell takes effect.

The gaseous subject can't run but she can fly (speed 10 feet, perfect maneuverability). She can pass through small holes or narrow openings, even mere cracks, with all she was wearing or holding in her hands, as long as the spell persists. She is subject to wind. She can't enter water or other liquid.

Material Component: A bit of gauze or pinch of ash.

Haywire

Transmutation

Level: Arcane 0, Divine 0; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One object of up to 100 lb./level; **Duration:** 1 minute/level; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

The *haywire* spell causes a single device to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their money drawers repeatedly. Escalators surge forward, then reverse themselves. Automatic teller machines flash random patrons' account balances on the screen as they spew forth receipts (not money, though).

It's impossible to describe the exact effects of *haywire* on every modern device. In general, a machine subject to *haywire* functions as if someone were pressing random buttons or otherwise manipulating it randomly.

Turning off a device subject to a *haywire* spell doesn't work, because the spell disables the "off" switch. Cutting off the power supply (by unplugging it, for example) disables the device 1d4 rounds later, ending the spell.

Material Component: A small magnet.

Improved Arcane Lock

Abjuration

Level: Arcane 3; **Range:** Long (400 ft. + 40 ft./level); **Target:** One door, cabinet, chest, or portal/level, up to 30 sq. ft./level each; **Duration:** 1 hour/level

As *arcane lock*, except as described above. Additionally, *improved arcane lock* closes all targeted doors or containers if they're open when the spell is cast, then locks them. Unlike most spells, the caster need not have an unblocked line of effect to each door targeted by the spell, but the caster must know the location of each door. Mages and Techno Mages often use *improved arcane lock* to simultaneously close and lock every door in a building, either to trap something inside or lock something out.

Instant Connectivity

Conjuration (Teleporting)

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch (see text); **Target:** Creature touched, or up to eight willing creatures joining hands; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes
Instant connectivity can only be cast through a computer network (see the Casting Spells through Email sidebar). With the aid of instant messaging software, you physically transport the subject or subjects from one place to another. If several willing persons link hands in a circle, up to eight creatures can be affected by the spell at the same time.

At least one of the creatures affected must be touching a computer with an Internet connection and active instant messaging (IM) software. The targets must be sent to a specific IM address that is currently active online. *Instant connectivity* causes the targets to appear in the room from which that IM address is being accessed, automatically gaining surprise on anyone else in that room.

Focus: A computer hard drive (purchase DC 23 or higher).

Instant Identify

Divination

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF; **Casting Time:** Full-round action; **Range:** Touch; **Target:** One touched object; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

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

Arcane Material Component: A pearl (purchase DC 12).

Machine Invisibility

Illusion

Level: Arcane 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Personal or touch; **Target:** One creature or object weighing no more than 100 lb./level; **Duration:** 1 minute/level (D); **Saving Throw:** Will negates (harmless) or Will negates (harmless, object); **Spell Resistance:** Yes (harmless) or Yes (harmless, object)

The creature or object touched cannot be detected by video cameras, electronic sensors, or other high-tech detection machines. The creature is also invisible to mechanical constructs such as gear golems, digital homunculi, and mechanical homunculi. If the recipient is a creature carrying gear, the gear is likewise undetectable. The subject is missing from still photos taken while the spell is in effect, closed-circuit television monitors don't display the subject, and other machines are likewise fooled. The creature or object touched can stand on a scale and doesn't appear to weigh anything. Infrared and heat sensors detect only the ambient heat levels. X-ray machines don't reveal the presence of an object with *machine invisibility*. Microphones don't pick up sounds that the subject makes directly, although they will pick up sounds that subject makes by interacting with the environment. A hidden microphone wouldn't hear the subject's voice but would record the sound of that creature throwing a brick through a window. Items dropped or put down by an affected creature become visible to machine detectors; items picked up disappear if tucked into clothing or a bag carried by the creature. Light never becomes invisible, although a source of light can become so (thus, the effect in a photograph or video image is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope.

The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, the subject and its gear immediately becomes visible to machines.

While *machine invisibility* is useful for many tasks requiring stealth, it sometimes makes the subject's life more difficult. A spotlight sensor under an intersection might not pick up a motorcycle with *machine invisibility*. Automatic sliding doors at the supermarket won't open for the subject of *machine invisibility*. Talking on the telephone or radio is impossible.

Focus: A glass lens, which the caster fogs by breathing on it.

Magic Bullets

Transmutation

Level: Arcane 4, Divine 4; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 bullets, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You enhance up to 50 individual bullets of the same caliber or a single magazine of up to 50 rounds with the power of a 1st-level spell you already know. The bullets must be fired from a gun for the subsidiary magical effects to take hold. The related spells you must know to create *magic bullets* of a particular type are listed below.

Each time you cast the spell, all the bullets receive the same enchantment, but afterward it is possible to mix *magic bullets* with different effects in the same magazine. Be sure to note the order in which the bullets are loaded to correctly track the effect of each shot. Unless otherwise noted, *magic bullets* deal normal damage before they impart their magical effect. This spell can be used to create one type of bullet (as noted in the chart below), or others at the GM's discretion.

Magic Bullet Type	Other Spell Known	Effect
Curing bullet (divine)	<i>Cure light wounds</i>	Bullet deals no damage and instead cures 1d8+5 points of damage.
Inflicting bullet (divine)	<i>Inflict light wounds</i>	Creature damaged by pain bullet must succeed at a Will save (DC 14) or take an additional 1d8+5 points of damage.
Knock-out bullet (arcane)	<i>Sleep</i>	Creature damaged by knock-out bullet must succeed at a Will save (DC 14) or fall into a comatose slumber. Creatures with 5 or more Hit Dice are immune to this effect.
Panic bullet (arcane)	<i>Cause fear</i>	Creature damaged by terror bullet must succeed at a Will save (DC 14) or be panicked (–2 morale penalty on attack rolls, weapon damage rolls, and saves) for 1d4 rounds.

Magic Circle

Abjuration

Level: Divine 3; **Components:** V, S, DF; **Casting Time:**

Attack action; **Range:** Touch; **Area:** 10-ft.-radius emanation from touched creature; **Duration:** 10 minutes/level; **Saving**

Throw: Will negates (harmless); **Spell Resistance:** No (see text)

This spell wards an area from attacks by creatures of a specific allegiance (chosen when the spell is cast), from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 10 feet. The barrier moves with the subject and has three major effects:

First, everyone inside the *magic circle* gains a +2 deflection bonus to Defense and a +2 resistance bonus on saves. Both these bonuses apply only against attacks made by creatures with the specified allegiance.

Second, the barrier blocks any attempt to possess creatures within the *magic circle* (as by a *possession* incantation). The barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the *magic circle* thwarts any attempt to exert mental control over creatures within its area. If a dominated creature enters the *magic circle*, mental control is lost for the duration of the *magic circle* spell or until the creature leaves the protected area.

Fourth, the spell prevents bodily contact by summoned or conjured creatures of the specified allegiance. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching a creature inside the *magic circle*. The protection against contact by summoned or conjured creatures ends if anyone inside the *magic circle* makes an attack against a blocked creature or the subject tries to force the barrier against the blocked creature.

Spell resistance can allow a creature to overcome this protection and reach and step inside the *magic circle*.

Magic ID

Illusion

Level: Arcane 0; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Effect:** Illusory identification card;

Duration: See description; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No

With this glamor, you make a small card or slip of paper appear to be a valid identification card of your choosing. The card bears your name, likeness, and all other data expected by anyone examining such a card. However, it is only visually accurate and does not contain any valid machine-readable data or electronic coding. You cannot use this spell to make an electronic passkey. The illusion lasts only as long as you touch the card, to a maximum of 5 rounds.

Focus: A small card or slip of paper.

Magic Message

Illusion

Level: Arcane 2; **Components:** V, S, M; **Casting Time:** Fullround action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:**

One object (see text); **Duration:** Permanent until discharged; **Saving Throw:** Will negates (object); **Spell Resistance:** Yes (object)

This spell imbues a modern device such as a television, radio, computer monitor, or news ticker with a message you set that's delivered when a specified event occurs. The message, which must be 25 words or less, is delivered in a manner appropriate to the device targeted by the spell. A newscaster on a targeted television will appear to speak the message. A stereo plays the message as a repetitive song lyric. An electronic traffic sign displays the message for all motorists to see.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or specific as desired, although only visual and audible triggers can be used such as the following: "Deliver the message when a man in a dark suit walks past with a gun drawn." Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger (it's common for a television to flicker to life in a dark apartment, delivering a *magic message*). Magical darkness and *invisibility* will defeat a visual trigger, however, and silent movement and magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises (footsteps, elevator music) or to a specific noise or a spoken word. Actions can serve as triggers if they are visible or audible. For example, "Deliver the message when any creature picks up the talking doll" is an acceptable command if the creature is visible. A *magic message* cannot distinguish class, level, Hit Dice, or allegiance.

The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a *magic message* to respond to triggers up to 90 feet away. Regardless of range, the *magic message* can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Material Component: A carved jade figurine (purchase DC 8).

Mask Metal

Illusion

Level: Arcane 1; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** A single metal object weighing no more than 10 lb./level; **Duration:** 10 minutes/ level (D); **Saving Throw:** None or Will negates (harmless, object); **Spell Resistance:** No or yes (harmless, object)

This glammer makes a metal object undetectable to metal detectors. When any creature or character makes a Search or Spot check to detect the object, he or she does not gain equipment bonuses from any device that detects metal.

Material Component: A magnet.

Mending

Transmutation

Level: Arcane 0, Divine 0; **Components:** V, S; **Casting Time:** Attack action; **Range:** 10 ft.; **Target:** One object of up to 1 pound/level; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

Mending repairs small breaks or tears in objects (not warps). In metallic objects, it will weld a broken chain link, a necklace, or a knife, providing but one break exists. Ceramic or wooden objects with multiple breaks can be rejoined to be as strong as new. A hole in a backpack or garment is completely healed over by *mending*. The spell can repair a magic item, but the item's magical abilities are not restored. The spell has no effect on creatures (even constructs).

Nondetection

Abjuration

Level: Arcane 3; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature or object touched; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

The warded creature or object becomes difficult to detect by divination and detection spells, such as *scrying*. *Nondetection* also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast *nondetection*. If you cast *nondetection* on yourself or on an item currently in your possession, the DC is 15 + your caster level.

If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Material Component: A pinch of diamond dust (purchase DC 10).

Obscuring Mist

Conjuration (Creation)

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Attack action; **Range:** 30 ft.; **Effect:** Cloud centered on you spreads 30 ft. and is 20 ft. high; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

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

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flaming wrath*, or similar spell burns away the fog in the spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Phantasmal Killer

Illusion [Fear, Mind-Affecting]

Level: Arcane 4; **Components:** V, S; **Casting Time:** Attack action; **Range:** Medium (100 ft. + 10 ft./level); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; **Spell Resistance:** Yes

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can perceive the *phantasmal killer*. You see only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails the Will save, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

Phantom Chopper

Conjuration (Creation)

Level: Arcane 3; **Components:** V, S; **Casting Time:** 10 minutes; **Range:** 0 ft.; **Effect:** One quasi-real motorcycle; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

You conjure a quasi-real motorcycle. The motorcycle can be ridden only by you or the one person for whom you specifically create the cycle. A phantom chopper looks like a heavily customized motorcycle of indeterminate make and model. It has realistic-looking license plates, and you decide what the license plate says when you cast the spell.

The *phantom chopper* has a Defense of 10, hardness of 5, and 20 hit points +1 hit point per caster level. If it loses all its hit points, the *phantom chopper* disappears. A *phantom chopper* has a top speed of 40 feet per caster level, an initiative modifier of +0, and a maneuver modifier of +1.

The *phantom choppers* gains certain powers according to caster level. A motorcycle's abilities include those of motorcycles of lower caster levels.

7th Level: The motorcycle can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

8th Level: The motorcycle can ride over water as if it were firm, dry ground.

9th Level: The motorcycle can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The *phantom chopper* cannot take off and fly. It can only ride horizontally across the air. After 1 round in the air, the motorcycle falls.

Phantom Limousine

Conjuration (Creation)

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** 1 minute; **Range:** 0 ft.; **Effect:** One quasi-real limousine; **Duration:** 1 hour/level (D); **Saving Throw:** None; **Spell Resistance:** No

You conjure forth a quasi-real limousine that seats eight Medium characters (two in the front and six in a comfortable passenger area), four Large creatures (one in the front and three in the back), or sixteen Small creatures (four in the front and twelve in the back). The limousine has the exterior color and design details you choose when you prepare the spell, and the interior is one of opulent luxury. You decide what its license plates look like when you cast the spell.

The *phantom limousine* has a Defense of 6, hardness of 15, and 50 hit points +1 point per caster level. If it loses all its hit points, the *phantom limousine* disappears. A *phantom limousine* is much faster than it looks, with a top speed of 60 feet per caster level, an initiative modifier of -2, and a maneuver modifier of -2.

A *phantom limousine* has enough luxurious food and drink inside to provide a hearty meal for all passengers. It has all the powers of a *phantom chopper* (ability to drive over bad terrain, water, or air). Additionally, it is airtight and can even travel underwater at a speed of 10 feet per caster level.

Focus: A pair of car keys on a silver keychain.

Phantom Projectiles

Transmutation

Level: Arcane 5; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** 50 projectiles, all of which must be in contact with each other at the time of casting; **Duration:** 1 hour/level; **Saving Throw:** Will negates (harmless, object); **Spell Resistance:** Yes (harmless, object)

You turn ammunition (such as arrows, bolts, bullets, and shuriken) into incorporeal projectiles that damage only their intended targets.

Phantom projectiles pass through intervening obstacles (including armor) and thus ignore cover bonuses and equipment bonuses to Defense. Barriers of magical force, such as a *wall of force*, stops them. *Phantom bullets* count as having a +3 enhancement bonus for the purpose of overcoming damage reduction, although they don't actually receive the enhancement bonus on attacks or damage. Additionally, the *phantom bullets* disappear 1d4 rounds after being fired, making it impossible to gather ballistic evidence.

Material Component: In addition to the bullets, the caster needs a small chunk of lithium.

Rage of Bees

Conjuration (Summoning)

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Full-round action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** 1d3 swarms of sentient killer bees, no two of which can be more than 30 ft. apart; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon 1d3 swarms of sentient killer bees, each one filling a 5-foot square within the spell's effect. The swarms independently attack targets designated by you.

Recharge

Conjuration (Healing)

Level: Divine 3; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous and special (see text); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

By converting electrical energy into eldritch power, you can recover quickly from debilitating physical effects. However, you must draw current from a wall socket to power this healing magic.

The *recharge* spell instantly eliminates the following conditions: cowering, dazed, exhausted, fatigued, nauseated, shaken, and stunned. The caster can heal herself of some of these conditions, but others (such as stunned) don't allow spellcasting or other actions.

In addition, the *recharge* spell instantly cures blindness or deafness caused by a spell or spell-like ability, and it grants a +4 bonus on Fortitude saves against poison for 1 minute.

Focus: An active electrical outlet.

Relay Text

Transmutation

Level: Arcane 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Unlimited; **Effect:** A text message reaches an electronic device of someone you know; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No
You cause a text message of up to 25 words to appear on the screen of an electronic device capable of receiving such messages, such as a cell phone, pager, PDA, or computer. If the device is turned on, the message appears instantly; if not, the message appears as soon as someone turns it on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must have seen the device to send a message to it.

Sanctuary

Abjuration

Level: Divine 1; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Will negates; **Spell Resistance:** No
Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of the attacker's action is lost, and the attacker can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. This allows a warded acolyte to heal wounds, for example, or to *bless*, perform an *augury*, summon creatures, and so on.

Scrying

Divination

Level: Arcane 4, Divine 5; **Components:** V, S, M/DF, F; **Casting Time:** 1 hour; **Range:** See text; **Effect:** Magical sensor; **Duration:** 1 minute/level; **Saving Throw:** Will negates; **Spell Resistance:** Yes
You can see and hear some creature, who may be at any distance. If the subject succeeds at a Will save, the scrying attempt fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane or in some other dimension (such as the extradimensional space created by a *clone* spell), it gains a +5 circumstance bonus to its Will save.

Knowledge of Subject	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection to a creature you have no knowledge of.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, nail clippings, etc.	-10

If the save fails, you can see the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

The following spells, if active on the caster during the scrying, operate through the sensor: *darkvision*, *read magic*, *tongues*, and *true seeing*. *Detect magical aura* has a 5% chance per caster level of operating correctly through the sensor.

Arcane Material Components: Some droplets of nitric acid in an eyedropper.

Arcane Focus: A mirror of finely wrought silver (at least 2 feet by 4 feet) or an orb of polished crystal (at least 5 inches in diameter). Either item has a purchase DC of 19.

Divine Focus: A font filled with holy water (purchase DC 8).

Secret Pocket

Conjuration (Summoning)

Level: Arcane 3, Divine 3; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Object touched; **Target:** One pocket on a garment; **Duration:** 1 hour/level; **Saving Throw:** None; **Spell Resistance:** No

The *secret pocket* spell creates an extradimensional space that only you can reach through a pocket in the target garment. The *secret pocket* can hold 1 pound per caster level, and you can put anything in it that will physical fit through the pocket opening. The item can be of any length and isn't otherwise restricted by the pocket's actual dimensions—it just has to be able to fit through the opening. The contents of the extradimensional space never cause the pocket to bulge, and items inside the *secret pocket* have no weight once they're placed inside (although the weight still counts against the capacity of the extradimensional space). Whenever you reach into the pocket, you access the extradimensional space rather than the actual pocket. Anyone else who examines the pocket finds it completely ordinary. If someone else puts something in the pocket, you can't reach it because your hand goes into the extradimensional space instead.

You can give the garment to someone else to wear if you like, but only you can access the extradimensional space through the pocket.

Arcane Material Component: A black handkerchief.

Secret Vault

Conjuration (Summoning)

Level: Arcane 5; **Components:** V, S, F; **Casting Time:** 10 minutes; **Range:** See text; **Target:** One chest and up to 1 cu. ft. of goods/caster level; **Duration:** 60 days or until discharged; **Saving Throw:** None; **Spell Resistance:** No

You hide a briefcase, backpack, dufflebag, or similar item in an extradimensional space for up to 60 days and can retrieve it at will. The item used as a *secret vault* can contain up to 1 cubic foot of material per caster level (regardless of the item's actual size). If you put anything living inside the *secret vault*, the spell fails. Once you cast the spell, the item and its contents disappear. You can retrieve it anytime thereafter by concentrating (an attack or move action), and it appears next to you.

To create the *secret vault*, you cast the spell while touching both the full-size container and a miniscule replica of it. The container and anything within it or touching it (subject to the volume limitation above) vanishes into an extradimensional space. You need the miniature replica to recall the container. After 60 days, the container reappears in your hand whether you wish it to or not.

Focus: A briefcase, duffle bag, or similar container prepared with expensive and rare reagents, as well as a miniscule replica of it. The actual storage container and the miniature replica have a combined purchase DC of 25.

Seeming

Illusion

Level: Arcane 5; **Components:** V, S; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Targets:** One creature/two levels, no two of which can be more than 30 ft. apart; **Duration:** 12 hours (D); **Saving Throw:** Will negates or Will disbelief (if interacted with); **Spell Resistance:** Yes or No (see text)

This glamor functions like the *change self* spell except you can change the appearance of other creatures as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance.

Shadowmoth Plague

Conjuration (Summoning)

Level: Divine 3; **Components:** V, S, DF; **Casting Time:** Fullround action; **Range:** Long (400 ft. + 40 ft./level); **Effect:** 5-ft.-high cloud of shadowmoths filling a 10-ft.-radius spread; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell Resistance:** No

You summon a number of shadowmoth swarms, each of which attacks any creature occupying its square. Each square of the spell's effect is filled with a swarm of shadowmoths, to a maximum of 12 swarms, assuming that the spell's effect isn't blocked by obstacles. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Shatter

Evocation [Sonic/Concussion]

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area or Target:** 5-ft.-radius spread; or one solid object or one crystalline creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (object) or Fortitude half (see text); **Spell Resistance:** Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of glass, crystal, ceramic, or porcelain, such as vials, windows, mirrors, bottles, windshields, and so forth. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), *shatter* deals 1d6 points of sonic/concussion damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Focus: A tuning fork.

Shield Other

Abjuration

Level: Divine 2; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Target:** One creature; **Duration:** 1 hour/level (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

This spell creates a mystic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject gains a +1 deflection bonus to Defense and a +1 resistance bonus on saving throws. Additionally, the subject takes only half damage from all wounds and attacks (including damage dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, and level draining are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (purchase DC 15 each) worn by both you and the warded creature.

Shutdown

Transmutation

Level: Arcane 3, Divine 3; **Components:** V, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 15-ft.-radius emanation centered on a point in space; **Duration:** 1 minute/level; **Saving Throw:** None; **Spell**

Resistance: No

All electrical devices within the spell's area—lights, computers, cell phones, digital watches, and so forth—do not function for the duration of the spell. The spell does not prevent devices outside of the area of effect from operating normally, even if they are on the same electrical circuit as those affected. (Even if the spell is cast on a generator supplying power to devices outside the area of effect, those outside devices continue to remain powered.) At the end of the spell's duration, the devices operate again as if their operation had not been interrupted. (Computers do not need to be restarted, and clocks display the correct time.) Many sophisticated mechanical devices, including automobiles and aircraft, rely on electrical components, and so are usually affected by this spell.

Arcane Material Components: The CONTROL, ALT, and DELETE keys from a computer keyboard.

Speak with Animals

Divination

Level: Divine 2; **Components:** V, S; **Casting Time:** Attack action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/level

You can comprehend and communicate with animals. You are able to ask questions of and receive answers from animals, although the spell doesn't make animals any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If the animal is friendly, it may do some favor or service for you (as determined by the GM).

This spell does not work on magical beasts or vermin.

Spell Immunity

Abjuration

Level: Divine 4; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells.

Naturally, such immunity doesn't protect a creature from spells for which spell resistance doesn't apply.

Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells that are similar in effect. A creature can have only one *spell immunity* spell in effect on it at a time.

Spell Resistance

Abjuration

Level: Divine 5; **Components:** V, S, DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)
The creature gains spell resistance equal to 12 + your caster level.

Summon Vivitor I

Conjuration (Summoning)

Level: Arcane 1, Divine 1; **Components:** V, S; **Casting Time:** Full-round action; **Range:** Close (25 ft. + 5 ft./2 levels); **Effect:** One summoned creature; **Duration:** 1 round/level; **Saving Throw:** None; **Spell Resistance:** No

This spell summons a 1st-level vivitor, a strange creature from the edge of Shadow. The caster chooses the form the vivitor will take when it appears, and the vivitor maintains that shape for the duration of the spell. The vivitor appears where you designate and acts immediately, attacking your enemies unless you give it other orders. You can mentally direct it not to attack, to attack particular enemies, or to perform other actions. The vivitor acts normally on the last round of the spell and dissipates into nothingness at the end of its turn.

You choose the form the vivitor will take.

Summon Vivitor II

Conjuration (Summoning)

Level: Arcane 2, Divine 2; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivitor I*, except you can summon one 2nd-level vivitor or 1d3 1st-level vivitors. If you create more than one vivitor, you can choose their forms separately; they need not be identical.

Summon Vivitor III

Conjuration (Summoning)

Level: Arcane 3, Divine 3; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivitor I*, except you can summon one 3rd-level vivitor, 1d3 2nd-level vivitors, or 1d4+1 1st-level vivitors. If you create more than one vivitor, you can choose their forms separately; they need not be identical.

Summon Vivitor IV

Conjuration (Summoning)

Level: Arcane 4, Divine 4; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivitor I*, except you can summon one 4th-level vivitor, 1d3 3rd-level vivitors, or 1d4+1 2nd-level vivitors. If you create more than one vivitor, you can choose their forms separately; they need not be identical.

Summon Vivitor V

Conjuration (Summoning)

Level: Arcane 5, Divine 5; **Effect:** One or more summoned creatures, no two of which can be more than 30 ft. apart

As *summon vivitor I*, except you can summon one 5th-level vivitor, 1d3 4th-level vivitors, or 1d4+1 3rd-level vivitors. If you create more than one vivitor, you can choose their forms separately; they need not be identical.

Synchronicity

Abjuration

Level: Arcane 5, Divine 5; **Components:** V, S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

The *synchronicity* spell subtly rearranges reality so that the subject isn't inconvenienced by the minor delays in modern life. For the subject of *synchronicity*, the traffic light is always green and there's always a waiting elevator. On a city street, *synchronicity* ensures that a taxicab pulls up within 1 round of the subject standing on the curb. The subway trains always run on time for the subject of *synchronicity*, and waiters and clerks promptly arrive whenever they're needed.

Though designed for convenience, the *synchronicity* spell offers advantages for a caster in harm's way. The subject of *synchronicity* can run at full speed through even through a dense crowd, because people subconsciously move aside. The

synchronicity spell also provides a +4 bonus to Defense when the subject's movement provokes an attack of opportunity (just like the Mobility feat), because even enemies have a tendency to stay out of the subject's way.

Synchronicity is also useful during car chases. Because other cars naturally get out of the way and traffic lights always turn green, a driver with *synchronicity* gains a +8 inherent bonus on Drive checks in urban areas and can make an unlimited number of avoid hazard and hard turn stunts (drivers are ordinarily limited to one or two stunts). When engaged in vehicular hide-and-seek, the *synchronicity* spell provides a +8 inherent bonus on Bluff and Hide checks (if you're being chased) or Sense Motive and Spot checks (if you're pursuing another vehicle) because other cars and pedestrians naturally aid your efforts.

Arcane Focus: A gold-level credit card or garage door remote control.

Trace Purge

Transmutation

Level: Arcane 1, Divine 1; **Components:** V, S, M/DF; **Casting Time:** Attack action; **Range:** Close (25 ft. + 5 ft./2 levels); **Area:** 15-ft.-radius emanation centered on a point in space; **Duration:** Instantaneous; **Saving Throw:** None; **Spell**

Resistance: No

When you cast this spell, you touch one creature (yourself or someone else). The spell eliminates all physical evidence left by that person's body (fingerprints, fluids, hairs, and so forth) within the affected area along with any evidentiary materials accidentally deposited by that person's body, clothes, or gear (such as fibers, mud, dust, and so forth). The spell only affects materials no larger than a few strands of hair or a few ounces of dirt. It does not change any disturbances that person created (including footprints, tool marks, or broken items) or remove any object the target person deliberately left.

Arcane Material Component: A pair of tweezers.

Undetectable Magical Aura

Illusion

Level: Arcane 1; **Components:** V, S, F; **Casting Time:** Attack action; **Range:** Touch; **Target:** Object touched weighing up to 5 lb./level; **Duration:** 1 day/level (D); **Saving Throw:** None (see text); **Spell Resistance:** No

This glamor allows you to mask a magic item's aura from detection. It fools *detect magical aura* spells such that the item appears nonmagical. If the object bearing *undetectable magical aura* has *instant identify* cast on it, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds at a Will save.

Focus: A small square of silk that must be passed over the object.

Vampiric Touch

Necromancy

Level: Arcane 3, Divine 3; **Components:** V, S; **Casting Time:** Attack action; **Range:** Touch; **Target:** Living creature touched; **Duration:** Instantaneous and 1 hour (see text); **Saving Throw:** None; **Spell Resistance:** Yes

You must succeed at a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 5d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the target's current hit points +10, which is enough to kill the target. The temporary hit points disappear 1 hour later.

Via Negativa

Necromancy

Level: Arcane 4, Divine 4; **Components:** S, F/DF; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 round/level; **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

When you cast the *via negativa* spell, your right hand is covered with crackling black energy that causes intense pain to any living creature that comes into prolonged contact with it. Meanwhile, it imbues you with necromantic power.

The *via negativa* spell affects any living creature that you grapple, dealing 4d6 points of damage on round the grapple is initiated and each round the grapple is maintained. If your foe escapes the grapple, you can attempt to attain another hold.

Furthermore, the *via negativa* spell grants a +5 enhancement bonus to Strength as long as you're grappling.

The somatic component for the *via negativa* spell begins with a handshake motion. If you use an innocuous handshake with someone to start an *via negativa* spell, your melee touch attack automatically succeeds and you don't provoke an attack of opportunity to start the grapple.

Arcane Focus: A ring with a black pearl (purchase DC 22).

Wall Walk

Transmutation

Level: Arcane 3, Divine 4; **Components:** V, S, M; **Casting Time:** Attack action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/level; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An improved version of the *spider climb* spell, *wall walk* allows for faster, easier movement. The subject can travel on vertical surfaces or ceilings as well as they can walk on the ground. No matter how smooth the wall, the subject of a *wall walk* spell can run up it or even fight from a sideways position, never needing to make Climb checks to do so. The subject can switch from floor to walls to ceilings as many times as his speed allows. Unlike the *spider climb* spell, *wall walk* doesn't require the subject to use his hands to climb, so the subject can hold items and wield weapons normally.

Material Component: A black strip of Velcro.

Wire Walk

Conjuration (Teleporting)

Level: Arcane 4; **Components:** V; **Casting Time:** Attack action; **Range:** Personal and touch; **Target:** You and touched objects or other touched willing creatures weighing up to 25 lb./level; **Duration:** Instantaneous; **Saving Throw:** None and Will negates (object); **Spell Resistance:** No and yes (object)

You and any other objects or creatures targeted by the spell teleport instantly to the location of a telephone you call. The telephone must be answered; the spell only works over an open line. You arrive adjacent to the device (within 5 feet of it), and any other creatures transported by the spell appear next to you.

For example, you might use a cell phone to call home. As soon as anyone answers the phone (including an answering machine), you could use the spell to teleport home. Willing subjects of the spell (and the objects they carry) need not make a saving throw, nor does spell resistance apply in this instance.