Acid Splash
0

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - one missile of acid
Duration - instantaneous
Saving Throw - none; SR - no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Arcane Mark
0

SUMMONER

School - universal
Casting Time - 1 standard action
Components - V, S
Range - touch
Effect - one personal rune or mark, all of which must fit within 1 sq. ft.
Duration - permanent
Saving Throw - none; SR - no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable.

See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. 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 arcane mark is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

Daze
0

SUMMONER

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature of 4 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Detect Magic
0

SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

You detect magical auras. The amount of information revealed 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 power of the most potent aura.

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 Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one

Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |

Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura |

Faint | 1d6 rounds |

Moderate | 1d6 minutes |

Strong | 1d6x10 minutes |

Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch

Detect Magic (Cont.)

of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Guidance
0

SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute or until discharged
Saving Throw - Will negates (harmless); SR - yes

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light
0

SUMMONER

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Mage Hand — 0

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one nonmagical, unattended object weighing up to 5 lbs.
Duration - concentration
Saving Throw - none; SR - no

SUMMONER

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Mending — 0

School - transmutation
Casting Time - 10 minutes
Components - V, S
Range - 10 ft.
Target - one object of up to 1 lb./level
Duration - instantaneous
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

SUMMONER

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message — 0

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a piece of copper wire)
Range - medium (100 ft. + 10 ft./level)
Target - one creature/level
Duration - 10 min./level
Saving Throw - none; SR - no

SUMMONER

You can whisper messages and receive whispered replies.

Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.

Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Open/Close — 0

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a brass key)
Range - close (25 ft. + 5 ft./2 levels)
Target - object weighing up to 30 lbs. or portal that can be opened or closed
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

SUMMONER

You can 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 only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Read Magic — 0

School - divination
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

SUMMONER

You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Resistance — 0

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a miniature cloak)
Range - touch
Target - creature touched
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Alarm — 1

School - abjuration
Casting Time - 1 standard action
Components - V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation centered on a point in space
Duration - 2 hours/level
Saving Throw - none; SR - no

SUMMONER

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

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

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm.

Alarm can be made permanent with a permanency spell.

Ant Haul — 1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small pulley)
Range - touch
Target - creature touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SUMMONER

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Compel Hostility
1

SUMMONER

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - see text; SR - see text

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

Corrosive Touch
1

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or object touched
Duration - instantaneous
Saving Throw - none; SR - yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

Daze Monster
1

SUMMONER

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature of 6 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Endure Elements
1

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

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

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

Enlarge Person
1

SUMMONER

School - transmutation
Casting Time - 1 round
Components - V, S, M (powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. 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 AC due to its increased size.

A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. 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.

All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession

Enlarge Person (Cont.)

(including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell.

Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Expeditious Retreat
1

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Feather Fall
1

SUMMONER

School - transmutation
Casting Time - 1 immediate action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart
Duration - until landing or 1 round/level
Saving Throw - Will negates (harmless) or Will negates (object); SR - yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

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

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

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Grease — 1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (butter)
Range - close (25 ft. + 5 ft./2 levels)
Target - one object or 10-ft. square
Duration - 1 min./level (D)
Saving Throw - see text; SR - no

SUMMONER

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed.

The spell can also be used to create a greasy coating on an item.

Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

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Icicle Dagger — 1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - 0 ft.
Effect - one icicle
Duration - 1 minute/level
Saving Throw - none; SR - no

SUMMONER

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage.

If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn.

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Identify — 1

School - divination
Casting Time - 1 standard action
Components - V, S, M (wine stirred with an owl's feather)
Range - 60 ft.
Area - cone-shaped emanation
Duration - 3 rounds/level
Saving Throw - none; SR - no

SUMMONER

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

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Jump — 1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a grasshopper's hind leg)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

SUMMONER

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

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Jury-Rig — 1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of tree resin)
Range - touch
Target - one broken object of up to 2 lbs./level
Duration - 1 round/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

SUMMONER

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

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Life Conduit — 1

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level

SUMMONER

You utilize life conduit to share hit points with your eidolon. While this spell is active, you can spend a swift action to transfer 1d6 hit points between you and your eidolon, either taking damage yourself and healing your eidolon or healing yourself and damaging your eidolon. If your eidolon moves farther than 50 feet from you, this spell ends.

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Mage Armor — 1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, F (a piece of cured leather)
Range - touch
Target - creature touched
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - no

SUMMONER

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

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Magic Fang — 1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.

The spell does not change an unarmed strike's damage from nonlethal damage to lethal damage.

Magic fang can be made permanent with a permanency spell.

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Magic Mouth — 1

School - illusion/glamer
Casting Time - 1 standard action
Components - V, S, M (a small bit of honeycomb and jade dust worth 10 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object
Duration - permanent until discharged
Saving Throw - Will negates (object); SR - yes (object)

SUMMONER

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case.

Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does.

Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types

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Magic Mouth (Cont.)

of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

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

Magic mouth can be made permanent with a permanency spell.

Mount — 1

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a bit of horse hair)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one mount
Duration - 2 hours/level
Saving Throw - none; SR - no

SUMMONER

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

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Protection From Chaos — 1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target.

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Protection From Evil — 1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

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

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

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect.

If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires.

While under the effects of this spell, the target is

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Protection From Evil (Cont.)

immune to any new attempts to possess or exercise mental control over the target.

This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection From Good — 1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

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Protection From Law — 1

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creature touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by lawful creatures.

The target receives a new saving throw against control by lawful creatures and lawful summoned creatures cannot touch the target.

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Ray of Sickening
1

SUMMONER

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - yes

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

Reduce Person
1

SUMMONER

School - transmutation
Casting Time - 1 round
Components - V, S, M (a pinch of powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

This spell causes instant diminution of a humanoid creature, 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 AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the 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

Reduce Person (Cont.)

deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Rejuvenate Eidolon, Lesser
1

SUMMONER

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - touch
Target - eidolon touched
Duration - instantaneous
Saving Throw - none; SR - no

By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 1d10 points of damage +1 point per caster level (maximum +5).

Shield
1

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Summon Minor Monster
1

SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 1d3 summoned creatures
Duration - 1 round/level (D)
Saving Throw - none; SR - no

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

Summon Monster I
1

SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If

Summon Monster I (Cont.)

you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment.

Summoning these creatures makes the summoning spell's type match your alignment.

Unfetter — 1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a broken chain)
Range - medium (100 ft. + 10 ft./level)
Target - your eidolon
Duration - 10 minutes/level
Saving Throw - Will negates (harmless); SR - no

SUMMONER

This spell breaks the life link between you and your eidolon. This spell allows your eidolon to venture more than 100 feet away from you without penalty. It can travel any distance while this spell is in effect without penalty, but if the spell expires while the eidolon is farther than 100 feet away, it immediately loses hit points as normal for distance and is possibly sent back to its home plane. While this spell is in effect, you cannot sacrifice hit points to prevent damage to your eidolon. Damage that would be transferred due to the life bond ability is not transferred. If you attempt to use the transposition ability while this spell is in effect, you must roll on the teleport mishap table, using the "studied carefully" row.

Unseen Servant — 1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a piece of string and a bit of wood)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one invisible, mindless, shapeless servant
Duration - 1 hour/level
Saving Throw - none; SR - no

SUMMONER

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Ventriloquism — 1

School - illusion/figment
Casting Time - 1 standard action
Components - V, F (parchment rolled into cone)
Range - close (25 ft. + 5 ft./2 levels)
Effect - intelligible sound, usually speech
Duration - 1 min./level
Saving Throw - Will disbelief (if interacted with); SR - no

SUMMONER

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 the sound and rolls a successful save recognizes it as illusory (but still hears it).

Ablative Barrier — 2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a piece of metal cut from a shield)
Range - touch
Target - creature touched
Duration - 1 hour/level or until discharged
Saving Throw - Will negates (harmless); SR - no

SUMMONER

Invisible layers of solid force surround and protect the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage. Against attacks that already deal nonlethal damage, the target gains DR 5/-. Once this spell has converted 5 points of damage to nonlethal damage per caster level (maximum 50 points), the spell is discharged.

Alter Self — 2

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

SUMMONER

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Ant Haul, Communal — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small pulley)
Range - touch
Target - creatures touched
Duration - 2 hours/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like ant haul (see page 202 of the Pathfinder RPG Advanced Player's Guide), except you may divide the duration in 2-hour intervals among the creatures touched.

Barkskin — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 10 min./level
Saving Throw - none; SR - yes (harmless)

SUMMONER

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear's Endurance — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

SUMMONER

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Blur
2

SUMMONER

School - illusion/glamer
Casting Time - 1 standard action
Components - V
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

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

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

Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Bull's Strength
2

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Cat's Grace
2

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Create Pit
2

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, F (miniature shovel costing 10 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration - 1 round + 1 round/level
Saving Throw - Reflex negates; SR - no

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet).

You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest.

Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it.

In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it.

Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal.

The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Cushioning Bands
2

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S,
Range - touch
Target - creature touched
Duration - 1 hour/level or until discharged (D)
Saving Throw - Will negates (harmless); SR - yes

Invisible bands of force encircle vital areas of the target. The bands resist crushing forces and impacts without interfering with movement. The target gains DR 2/piercing or slashing and takes half damage from constriction, falling, and being buried, as well as from similar crushing effects such as crushing hand. Grapple checks for attacks other than constricting (such as pinning or swallowing whole) are not affected. Once the spell has blocked 12 points of damage per caster level (to a maximum of 120 points at 10th level), it is discharged. The bands have no effect on incorporeal attacks unless they deal damage from constriction or crushing, or unless the attacks would be subject to damage reduction.

Detect Thoughts
2

SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, S, F/DF (a copper piece)
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - Will negates; see text; SR - no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts 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.

Eagle's Splendor
2

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an eagle)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Evolution Surge, Lesser
2

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a chameleon scale)
Range - touch
Target - your eidolon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - no

This spell causes your eidolon to take on new characteristics.

You can grant the eidolon any evolution whose total cost does not exceed 2 evolution points. You may only grant one evolution with this spell, even if that evolution can be taken multiple times.

You can grant an evolution that allows you to spend additional evolution points to upgrade that evolution. This spell cannot be used to grant an upgrade to an evolution that the eidolon already possesses. The eidolon must meet any prerequisites of the selected evolution. This spell does not allow an eidolon to exceed its maximum number of natural attacks.

Fox's Cunning — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (hairs or dung from a fox)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The target becomes smarter. The spell grants a +4 enhancement bonus to Intelligence, adding the usual benefits to Intelligencebased skill checks and other uses of the Intelligence modifier.

Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

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Glide — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a leaf)
Range - personal
Target - you
Duration - until landing or 1 minute/level (D)

You take no damage from falls (as if from feather fall). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

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Glitterdust — 2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (ground mica)
Range - medium (100 ft. + 10 ft./level)
Area - creatures and objects within 10-ft.-radius spread
Duration - 1 round/level
Saving Throw - Will negates (blinding only); SR - no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

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Haste — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a shaving of licorice root)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

The transmuted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

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Invisibility — 2

School - illusion/glamer
Casting Time - 1 standard action
Components - V, S, M/DF (an eyelash encased in gum arabic)
Range - personal or touch
Target - you or a creature or object weighing no more than 100 lbs./level
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless) or Will negates (harmless, object); SR - yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. 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.

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Invisibility (Cont.)

Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Levitate — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a leather loop or golden wire bent into a cup shape)
Range - personal or close (25 ft. + 5 ft./2 levels)
Target - you or one willing creature or one object (total weight up to 100 lbs./level)
Duration - 1 min./level
Saving Throw - none; SR - no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action.

You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

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

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Misdirection — 2

School - illusion/glamer
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature or object, up to a 10-ft. cube in size
Duration - 1 hour/level
Saving Throw - none or Will negates; see text; SR - no

By means of this spell, you misdirect the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, detect thoughts, clairaudience/clairvoyance, and the like).

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Mount, Communal — 2
SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a bit of horse hair)
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to six mounts
Duration - 2 hours/level (D)
Saving Throw - none; SR - no

This spell functions like mount, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

Owl's Wisdom — 2
SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an owl)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, and rangers (and other Wisdom-based spellcasters) who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Phantom Steed — 2
SUMMONER

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S
Range - 0 ft.
Effect - one quasi-real, horselike creature
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You conjure a Large, quasi-real, horselike creature (the exact coloration can be customized as you wish). It can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound.

It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount is AC 18 (-1 size, +4 natural armor, +5 Dex) and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

8th Level: The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in

Phantom Steed (Cont.) — 2

speed.

10th Level: The mount can use water walk at will (as the spell, no action required to activate this ability).

12th Level: The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

14th Level: The mount can fly at its speed with a bonus on Fly skill checks equal to your caster level.

Protection From Arrows — 2
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a piece of tortoiseshell or turtle shell)
Range - touch
Target - creature touched
Duration - 1 hour/level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

The warded creature gains resistance to ranged weapons.

The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Protection from Chaos, Communal — 2
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from chaos, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Evil, Communal — 2
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Good, Communal — 2
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from good, except you divide the duration in 1-minute intervals among the creatures touched.

Protection from Law, Communal — 2
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF
Range - touch
Target - creatures touched
Duration - 1 min./level (D)
Saving Throw - Will negates (harmless); SR - no; see text

This spell functions like protection from law, except you divide the duration in 1-minute intervals among the creatures touched.

Resist Energy — 2
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Restore Eidolon, Lesser — 2
SUMMONER

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S
Range - touch
Target - eidolon touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions as lesser restoration, except it only affects an eidolon.

See Invisibility — 2
SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, S, M (talc and powdered silver)
Range - personal
Target - you
Duration - 10 min./level

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility.

It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Slow — 2
SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of molasses)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects don't stack. Slow counters and dispels haste.

Spider Climb — 2
SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a live spider)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Summon Eidolon — 2
SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a silver coin)
Range - close (25 ft. + 5 ft./2 levels)
Target - one eidolon
Duration - 1 minute/level (D)
Saving Throw - none; SR - no

You open a rift between dimensions that summons your eidolon.

Treat this as if you had summoned your eidolon normally, except that it only remains with you for the duration of this spell. While summoned in this way, your eidolon cannot touch any creature warded by protection from evil or a similar effect and your eidolon can be sent back to its home plane by dispel magic.

If you cast this spell while your eidolon is already on your plane, this spell has no effect. This spell allows you to summon your eidolon even if it has been returned to its home plane due to damage.

Summon Monster II — 2
SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Swarm — 2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M/DF (a square of red cloth)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one swarm of bats, rats, or spiders
Duration - concentration + 2 rounds
Saving Throw - none; SR - no

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm 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. The caster has no control over its target or direction of travel.

Twisted Space — 2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a length of wire bent into a circle)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. Until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

Warding Weapon — 2

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (one melee weapon you are proficient in and you are holding)
Range - personal
Target - you
Duration - 1 round/level

The focus of this spell flies upward above your head and takes a defensive position within your space. It lunges at opponents, as if guided by a martially trained hand, parrying and turning back melee attacks aimed at you, but does not strike back at any opponent nor does it damage them. The weapon serves only as a defense. While it protects you, you can cast spells without provoking attacks of opportunity, without the need to cast them defensively. A creature with the Disruptive feat (Core Rulebook 122) can easily bypass this spell's defenses. You provoke attacks of opportunity for casting spells against these creatures even when subject to this spell, though you can still choose to cast defensively.

Web Shelter — 2

School - conjuration/creation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./two levels)
Effect - 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Wind Wall — 2

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a tiny fan and an exotic feather)
Range - medium (100 ft. + 10 ft./level)
Effect - wall up to 10 ft./level long and 5 ft./level high (S)
Duration - 1 round/level
Saving Throw - none; see text; SR - yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points.

Aqueous Orb — 3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a drop of water and a glass bead)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-diameter sphere
Duration - 1 round/level
Saving Throw - Reflex negates; SR - no

You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any nonmagical fires and functions as dispel magic against magical fires as long as those fires are size Large or less.

Any creature in the path of the aqueous orb takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range.

Black Tentacles — 3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (octopus or squid tentacle)
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius spread
Duration - 1 round/level (D)
Saving Throw - none; SR - no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple

Black Tentacles (Cont.)

check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Charm Monster 3

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

SUMMONER

This spell functions like charm person, except that the effect is not restricted by creature type or size.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Control Summoned Creature 3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one summoned creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

SUMMONER

You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

Created by Perram's Spellbook. http://www.theGM.org Source: Ultimate Magic

Devolution 3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a chameleon scale)
Range - close (25 ft. + 5 ft./2 levels)
Target - one eidolon
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

SUMMONER

This spell causes an eidolon to lose one evolution plus one additional evolution for every five caster levels. Evolutions with the highest total cost are lost first. If there is a tie, randomly determine which is lost. If this spell causes an eidolon to fail to meet the prerequisites for other evolutions or abilities, those evolutions or abilities are lost as long as this spell persists.

Created by Perram's Spellbook. http://www.theGM.org Source: APG

Dimension Door 3

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - long (400 ft. + 40 ft./level)
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

SUMMONER

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired--whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Dimensional Anchor 3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - ray
Duration - 1 min./level
Saving Throw - none; SR - yes (object)

SUMMONER

A green ray springs from your hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

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

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Dispel Magic 3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

SUMMONER

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends.

If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Dispel Magic (Cont.)

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Displacement

3

School - illusion/glamer
Casting Time - 1 standard action
Components - V, M (a small loop of leather)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Enlarge Person, Mass

3

School - transmutation
Casting Time - 1 round
Components - V, S, M (powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - One humanoid creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Fortitude negates; SR - yes

SUMMONER

This spell functions like enlarge person, except that it affects multiple creatures.

Evolution Surge

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a chameleon scale)
Range - touch
Target - your eidolon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - no

SUMMONER

This spell functions as lesser evolution surge, except that you can grant any evolution whose total cost does not exceed 4 evolution points.

Fire Shield

3

School - evocation
Casting Time - 1 standard action
Components - V, S, M (phosphorus for the warm shield; a firefly or glowworm for the chill shield)
Range - personal
Target - you
Duration - 1 round/level (D)

SUMMONER

This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield.

Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15).

This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Fire Shield (Cont.)

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Fly

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a wing feather)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Heroism

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

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

Invisibility, Greater

3

School - illusion/glamer
Casting Time - 1 standard action
Components - V, S
Range - personal or touch
Target - you or creature touched
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like invisibility, except that it doesn't end if the subject attacks.

Life Conduit, Improved

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level

SUMMONER

3

This spell functions like life conduit, except you can transfer 2d6 hit points as a swift action.

Locate Creature

School - divination
Casting Time - 1 standard action
Components - V, S, M (fur from a bloodhound)
Range - long (400 ft. + 40 ft./level)
Area - circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration - 10 min./level
Saving Throw - none; SR - no

SUMMONER

3

This spell functions like locate object, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Mad Monkeys

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - swarm of monkeys
Duration - 1 round/level
Saving Throw - none; SR - no

SUMMONER

3

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm (Bestiary 2 212). Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for druids; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMB + 10. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

Magic Circle against Chaos

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

3

This spell functions like magic circle against evil, except that it is similar to protection from chaos instead of protection from evil, and it can imprison a nonlawful called creature.

Magic Circle against Evil

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

3

All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them.

If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the lesser planar binding, planar binding, and greater planar binding spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into

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Magic Circle against Evil (Cont.)

the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only.

A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle.

A creature capable of any form of dimensional travel (astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task.

Magic Circle against Evil (Cont.)

This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the lesser planar binding spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram-even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with protection from evil and vice versa.

Magic Circle against Good

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

3

This spell functions like magic circle against evil, except that it is similar to protection from good instead of protection from evil, and it can imprison a nonevil called creature.

Magic Circle against Law — 3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a 3-ft.-diameter circle of powdered silver)
Range - touch
Area - 10-ft.-radius emanation from touched creature
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no; see text

SUMMONER

This spell functions like magic circle against evil, except that it is similar to protection from law instead of protection from evil, and it can imprison a nonchaotic called creature.

Magic Fang, Greater — 3

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like magic fang, except that the enhancement bonus on attack and damage rolls is +1 per four caster levels (maximum +5). This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic.

Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level).

Greater magic fang can be made permanent with a permanency spell.

Marionette Possession — 3

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (a piece of paper with the target's name)
Range - medium (100 ft. + 10 ft./level)
Target - one willing creature
Duration - 10 minutes/level or until you return to your body
Saving Throw - Will negates (see text); SR - yes

SUMMONER

You project your soul out of your body and into the body of a willing creature. This possession is blocked by protection from evil or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

Minor Creation — 3

School - conjuration/creation
Casting Time - 1 minute
Components - V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)
Range - 0 ft.
Effect - unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
Duration - 1 hour/level
Saving Throw - none; SR - no

SUMMONER

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Nondetection — 3

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (diamond dust worth 50 gp)
Range - touch
Target - creature or object touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

SUMMONER

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. 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 on 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.

Obsidian Flow — 3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a small piece of obsidian)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius burst
Duration - instantaneous
Saving Throw - Reflex partial, see text; SR - no

SUMMONER

You convert a thin layer of the ground to molten glass that cools quickly. Creatures in the area take 1d6 points of fire damage per two caster levels (maximum of 10d6) and become entangled. Any creature within the area that makes a successful Reflex save takes half damage and is not entangled. An entangled creature can attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (the DC equals the spell's saving throw DC). The ground is covered with slippery expanses and sharp shards of obsidian. The area of effect is difficult terrain, and the DC of Acrobatics checks within the area of effect increases by 5. A successful DC 15 Acrobatics check is required to run or charge across the area. A creature that falls prone in the area takes 1d6 points of damage from sharp obsidian.

Pellet Blast — 3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a handful of metal pellets or handful of cold iron, silver, or adamantine pellets; see descriptions for cost)
Range - 30 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Reflex half; SR - no

SUMMONER

This spell creates an explosion of conjured metal pellets, striking everything within its area and dealing 1d8 points of piercing damage per two caster levels, maximum 5d8. This damage is subject to damage reduction. If the material component is made of cold iron (costing 50 gp), silver (costing 20 gp), or adamantine (costing 100 gp), the resulting blast can overcome damage reduction of the appropriate type. The pellets disappear after the spell is cast and the damage is dealt.

Phantom Chariot — 3

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S
Range - 0 ft.
Effect - one quasi-real chariot and draft team
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

SUMMONER

You conjure a quasi-real heavy chariot with four horselike creatures in a team to pull it. (The exact description can be customized as you wish.) The chariot has all the normal qualities of a heavy chariot (see page 182). You or a person you designate while casting the spell must drive the chariot, which can carry up to six passengers (including the driver). The team and chariot make no sound and the team does not fight, although the driver can use the chariot like any normal chariot. The chariot and team are essentially a single entity with an AC of 19 (-2 size, +6 natural armor, +5 Dex), and 10 hit points + 2 hit points per caster level (maximum 50). If the entity loses all its hit points, it disappears, possibly subjecting all aboard to a crash (treat as wrecked). The entity gains certain powers according to caster level, just like a mount does in the phantom steed spell.

Phantom Steed, Communal — 3

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to six quasi-real, horselike creatures
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

SUMMONER

This spell functions like phantom steed, except you can summon up to six steeds, and you divide the duration in 1-hour intervals among the steeds summoned.

Protection from Arrows, Communal — 3

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a piece of tortoiseshell or turtle shell)
Range - touch
Target - creatures touched
Duration - 1 hour/level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like protection from arrows, except you divide the duration in 1-hour intervals among the creatures touched. Once the spell absorbs 10 points of damage per caster level (maximum 100 points) for a subject, the spell's effects end for that subject.

Protection from Energy — 3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SUMMONER

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Rage — 3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one willing living creature per three levels, no two of which may be more than 30 ft. apart
Duration - concentration + 1 round/level
Saving Throw - none; SR - yes

SUMMONER

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Rain of Frogs — 3

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M/DF (a square of red cloth)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one swarm of poisonous frogs
Duration - concentration + 2 rounds
Saving Throw - none; SR - no

SUMMONER

This spell functions as summon swarm, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm (Bestiary 43), except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

Reduce Person, Mass — 3

School - transmutation
Casting Time - 1 round
Components - V, S, M (a pinch of powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Fortitude negates; SR - yes

SUMMONER

This spell functions like reduce person, except that it affects multiple creatures.

Rejuvenate Eidolon — 3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - touch
Target - eidolon touched
Duration - instantaneous
Saving Throw - none; SR - no

SUMMONER

This spell functions as lesser rejuvenate eidolon, except that it cures 3d10 points of damage +1 point per caster level (maximum +10).

Resist Energy, Communal — 3

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like resist energy, except you divide the duration in 10-minute intervals among the creatures touched.

Restore Eidolon — 3

SUMMONER

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)
Range - touch
Target - eidolon touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions as restoration, except it only affects an eidolon.

Created by Perram's Spellbook. http://www.theGM.org Source: Ultimate Magic

Seek Thoughts — 3

SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, S, M (a handful of copper coins)
Range - 40 ft.
Area - 40-ft.-radius emanation centered on you
Duration - concentration, up to 1 minute/level
Saving Throw - Will negates; SR - no

Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

Created by Perram's Spellbook. http://www.theGM.org Source: APG

Spider Climb, Communal — 3

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a live spider)
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like spider climb, except you divide the duration in 10-minute intervals among the creatures touched.

Created by Perram's Spellbook. http://www.theGM.org Source: Ultimate Combat

Spiked Pit — 3

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, F (miniature shovel costing 10 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration - 1 round + 1 round/level
Saving Throw - Reflex negates; SR - no

This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Created by Perram's Spellbook. http://www.theGM.org Source: APG

Stoneskin — 3

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 250 gp)
Range - touch
Target - creature touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Summon Monster IV — 3

SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Tongues — 3

SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, M/DF (a clay model of a ziggurat)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Wall Of Fire — 3

SUMMONER

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of phosphor)
Range - medium (100 ft. + 10 ft./level)
Effect - opaque sheet of flame up to 20 ft. long/level or a ring of fire with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration - concentration + 1 round/level
Saving Throw - none; SR - yes

An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.) Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Wall Of Ice
3

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a piece of quartz or rock crystal)
Range - medium (100 ft. + 10 ft./level)
Effect - anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level
Duration - 1 min./level
Saving Throw - Reflex negates; see text; SR - yes

SUMMONER

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails.

Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.

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Wall Of Ice (Cont.)

Each 10-foot square of wall has 3 hit points per inch of thickness.

Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.

Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Water Breathing
3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (short reed or piece of straw)
Range - touch
Target - living creatures touched
Duration - 2 hours/level; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.

Acid Pit
4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (drop of acid), F (Fine shovel worth 10 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration - 1 round + 1 round/level
Saving Throw - Reflex negates; see text; SR - no

SUMMONER

This spell functions as create pit, except that it places a 5-footdeep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed. Refer to Table 9-2: Items Affected by Magical Attacks (Core Rulebook 216). Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude saving throw each round spent within the acid or be destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

Created by Perram's Spellbook. http://www.theGM.org Source: APG

Baleful Polymorph
4

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent
Saving Throw - Fortitude negates, Will partial, see text; SR - yes

SUMMONER

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

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Bear's Endurance, Mass
4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bear)
Range - close (25 ft. + 5 ft./2 levels)
Target - creature one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

SUMMONER

Mass bear's endurance works like bear's endurance, except that it affects multiple creatures.

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Bull's Strength, Mass
4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like bull's strength, except that it affects multiple creatures.

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Cat's Grace, Mass
4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (pinch of cat fur)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

SUMMONER

This spell functions like cat's grace, except that it affects multiple creatures.

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Contact Other Plane — 4 — SUMMONER

School - divination
Casting Time - 10 minutes
Components - V
Range - personal
Target - you
Duration - concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the

Contact Other Plane (Cont.)

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

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

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

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

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

Contact Other Plane |

Plane Contacted | Avoid Int/Cha Decrease | True Answer | Don't Know | Lie | Random Answer |

Elemental Plane | DC 7/1 week | 01-34 | 35-62 | 63-83 | 84-100 |

Positive/Negative Energy Plane | DC 8/1 week | 01-39 |

Contact Other Plane (Cont.)

40-65 | 66-86 | 87-100 |

Astral Plane | DC 9/1 week | 01-44 | 45-67 | 68-88 | 89-100 |

Outer Plane, demigod | DC 10/2 weeks | 01-49 | 50-70 | 71-91 | 92-100 |

Outer Plane, lesser deity | DC 12/3 weeks | 01-60 | 61-75 | 76-95 | 96-100 |

Outer Plane, intermediate deity | DC 14/4 weeks | 01-73 | 74-81 | 82-98 | 99-100 |

Outer Plane, greater deity | DC 16/5 weeks | 01-88 | 89-90 | 91-99 | 100 |

Daze, Mass — 4 — SUMMONER

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one or more humanoid creatures, no two of which may be more than 30 ft. apart
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell functions as daze, except as noted above.

Dismissal — 4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one extraplanar creature
Duration - instantaneous
Saving Throw - Will negates; see text; SR - yes

This spell forces an extraplanar creature back to its proper plane if it fails a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

Eagle's Splendor, Mass — 4 — SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an eagle)
Range - close (25 ft. + 5 ft./2 levels)
Target - One creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

This spell functions like eagle's splendor, except that it affects multiple creatures.

Evolution Surge, Greater — 4 — SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a chameleon scale)
Range - touch
Target - your eidolon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - no

This spell functions as lesser evolution surge, except that you can grant any two evolutions whose total cost does not exceed 6 evolution points.

Fox's Cunning, Mass — 4 — SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (hairs or dung from a fox)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

This spell functions like fox's cunning, except that it affects multiple creatures.

Hold Monster

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - 1 round/level ; see text
Saving Throw - Will negates; see text; SR - yes

SUMMONER

4

This spell functions like hold person, except that it affects any living creature that fails its Will save.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Hostile Juxtaposition

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a coin)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature of your size or smaller
Duration - 1 round/level or until discharged
Saving Throw - Will negates; SR - yes

SUMMONER

4

You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

Created by Perram's Spellbook. http://www.theGM.org Source: Ultimate Combat

Insect Plague

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Effect - one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm
Duration - 1 min./level
Saving Throw - none; SR - no

SUMMONER

4

You summon a number of swarms of wasps (one per three levels, to a maximum of six swarms at 18th level, see the Pathfinder RPG Bestiary). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the wasp swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.

Created by Perram's Spellbook. http://www.theGM.org Source: PFRPG Core

Mage's Faithful Hound

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a tiny silver whistle, a piece of bone, and a thread)
Range - close (25 ft. + 5 ft./2 levels)
Effect - phantom watchdog
Duration - 1 hour/caster level or until discharged, then 1 round/caster level; see text
Saving Throw - none; SR - no

SUMMONER

4

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature (see invisibility).

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

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Magic Jar

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (a gem or crystal worth at least 100 gp)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 hour/level or until you return to your body
Saving Throw - Will negates; see text; SR - yes

SUMMONER

4

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body.

The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can

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Magic Jar (Cont.)

determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within

Magic Jar (Cont.)

range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Major Creation

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)
Range - close (25 ft. + 5 ft./2 levels)
Effect - unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
Duration - see text
Saving Throw - none; SR - no

SUMMONER

4

This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples	Duration
Vegetable matter	2 hr./level
Stone, crystal, base metals	1 hr./level
Precious metals	20 min./level
Gems	10 min./level
Rare metal*	1 round/level

*Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

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Overland Flight
4

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level

SUMMONER

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

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Owl's Wisdom, Mass
4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (feathers or droppings from an owl)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes

SUMMONER

This spell functions like owl's wisdom, except that it affects multiple creatures.

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Planar Binding, Lesser
4

School - conjuration/calling
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels); see text
Target - one elemental or outsider with 6 HD or less
Duration - instantaneous
Saving Throw - Will negates; SR - no and yes; see text

SUMMONER

Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, which must lie within the spell's range. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

To create the trap, you must use a magic circle spell, focused inward. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell.

The target creature is allowed a Will saving throw. If the saving throw succeeds, the creature resists the spell. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully pitting its spell resistance against your caster level check, by dimensional travel, or with a successful Charisma check (DC 15 + 1/2 your caster level + your Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you. A dimensional anchor cast on the creature prevents its escape via dimensional travel. You can also employ a calling diagram (see magic circle against evil) to make

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Planar Binding, Lesser (Cont.)
4

the trap more secure.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The check is assigned a bonus of +0 to +6 based on the nature of the service and the reward. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This process can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. Impossible demands or unreasonable commands are never agreed to. If you ever roll a natural 1 on the Charisma check, the creature breaks free of the spell's effect and can escape or attack you.

Once the requested service is completed, the creature need only to inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the spell remains in effect for a maximum of 1 day per caster level, and the creature gains an immediate chance to break free (with the same chance to resist as when it was trapped). Note that a clever recipient can subvert some instructions.

When you use a calling spell to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Protection from Energy, Communal
4

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

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Purified Calling
4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M (a stick of incense)
Range - personal
Target - you
Duration - 1 minute

SUMMONER

Your eidolon is restored to full health when you summon it. Upon casting this spell, you must immediately begin the ritual to summon your eidolon. Upon completion of the ritual, your eidolon appears at full hit points and without any damage or penalties to its ability scores, regardless of its previous condition. In addition, any temporary negative conditions affecting your eidolon are immediately removed.

Permanent conditions and ability drain are not affected by this spell.

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Sending
4

School - evocation
Casting Time - 10 minutes
Components - V, S, M/DF (fine copper wire)
Range - see text
Target - one creature
Duration - 1 round; see text
Saving Throw - none; SR - no

SUMMONER

You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

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Stoneskin, Communal
4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (granite and diamond dust worth 100 gp per creature affected)
Range - touch
Target - creatures touched
Duration - 10 min./level or until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

SUMMONER

This spell functions like stoneskin, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

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Summon Monster V

4

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summoner Conduit

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (two flies)
Range - close (25 ft. + 5 ft./2 levels)
Target - one summoned creature or eidolon
Duration - 1 minute/level
Saving Throw - Will negates; SR - yes

You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

Teleport

4

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - personal and touch
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and

Teleport (Cont.)

consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Teleport (Cont.)

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80.

Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity	On Target	Off Target	Similar Area	mishap
Very familiar	01-97	98-99	100	-
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination	-	-	81-92	93-100

Tongues, Communal

4

School - divination
Casting Time - 1 standard action
Components - V, M/DF (a clay model of a ziggurat)
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no

This spell functions like tongues, except you divide the duration in 10-minute intervals among the creatures touched.

Transmogrify

4

School - transmutation
Casting Time - 1 hour
Components - V, S, M (a flask of quicksilver worth 1,000 gp)
Range - touch
Target - your eidolon
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - no

Your eidolon's form shifts and transforms. This spell allows you to change any of the eidolon's evolutions by allocating its evolution pool on new evolutions. If you have the aspect or greater aspect ability, this spell also allows you to change the evolution points spent to modify you, including removing or adding points as allowed by those abilities.

Your eidolon cannot benefit from this spell more than once per day. This spell does not allow you to change your eidolon's base form.

Vitriolic Mist

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a piece of lemon rind)
Range - personal
Target - you
Duration - 1 round/level (D)

This functions as fire shield, except it wreathes you in yellow or green acidic mist instead of hot or cold flames. The spell deals acid damage to attackers and protects you against acid damage. This spell does not shed light.

Wall Of Stone　　4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a small block of granite)
Range - medium (100 ft. + 10 ft./level)
Effect - stone wall whose area is up to one 5-ft.
square/level (S)
Duration - instantaneous
Saving Throw - see text; SR - no

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping.

Each 5-foot square of the wall has hardness 8 and 15 hit points per inch of thickness. A section of wall whose

Wall Of Stone (Cont.)

hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Banishment　　5

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (see text)
Range - close (25 ft. + 5 ft./2 levels)
Target - one or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will negates; SR - yes

A banishment spell is a more powerful version of the dismissal spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's Spell Resistance (if any), and the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against Spell Resistance and increasing the save DC by 4).

Conjure Black Pudding　　5

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a flask of acid worth 10 gp)
Range - close (25 ft. + 5 ft./2 level)
Effect - one summoned black pudding
Duration - 1 round/level (D)
Saving Throw - none; SR - no

You summon a black pudding (Bestiary 35) that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

Create Demiplane, Lesser　　5

School - conjuration/creation
Casting Time - 2 hours
Components - V, S, F (a forked metal rod worth at least 500 gp)
Range - 0 ft.
Effect - extradimensional demiplane, up to three 10-ft. cubes/level (S)
Duration - 1 day/level
Saving Throw - none; SR - no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on.

Create Demiplane, Lesser (Cont.)

For example, you could use move earth to create a hill or wall of stone to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as astral projection, etherealness, or plane shift. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using limited wish, mage's disjunction, miracle, or wish and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate

Create Demiplane, Lesser (Cont.)

demiplanes under your control. You may reconnect these stranded sections by the spell again to create a linked area between the two.

You can make this spell permanent with the permanency spell, at a cost of 17,500 gp. If you have cast create lesser demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Creeping Doom　　5

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)/100 ft.; see text
Effect - four swarms of insects
Duration - 1 round/level
Saving Throw - Fortitude partial; see text; SR - no

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once.

You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

Dispel Magic, Greater — 5
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell: Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

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Dispel Magic, Greater (Cont.)

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

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Energy Siege Shot — 5
SUMMONER

School - transmutation
Casting Time - 10 minutes
Components - V, S, M (a ball of pitch)
Range - close (25 ft. + 5 ft./2 levels)
Target - one Large siege engine
Duration - 10 minute/level
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless/object)

This spell transforms any ammunition fired by the target ranged siege engine into ammunition made of pure energy. When casting the spell, the caster picks a one of the following energy types: acid, cold, electricity, fire, sonic, or force. The ammunition within the siege weapon now deals that type of energy damage on a hit, though the amount of damage dealt by the ammunition does not change, nor does it change any of the other effects of the ammunition. Unlike other forms of energy damage, this energy damage does full damage to objects. Based on the type of energy the caster chose while casting, the ammunition also gains one of the following effects. Acid: The ammunition deals half its damage in a splash to all creatures and unattended objects within 15 feet of the target hit by the siege engine. Creatures can halve the splash damage with a Reflex saving throw. The DC of the splash is the same as the DC of the spell. Cold: The ammunition creates an ice sheen within a 20-foot-radius burst around the target of the siege engine's attack. That sheen lasts 1d6 rounds. Creatures within the ice sheen are entangled. Any creature within the area of the ice sheen at the start of its turn takes 2d6 cold damage. Electricity: Creatures hit by the siege engine attack or within 15 feet of the attack are staggered for 1 round. Fire: Creatures and

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Energy Siege Shot (Cont.)

wood objects within 15 feet of the attack may catch on fire (Core Rulebook 444 and page 164 of this book). Sonic: Creatures hit by the attack or within 20 feet of the attack must succeed at a Fortitude saving throw or be deafened for one hour. The DC of this effect is the same as the spell DC. Force: No extra effect.

Heroism, Greater — 5
SUMMONER

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

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Hungry Pit — 5
SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, F (miniature shovel costing 10 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels
Duration - 1 round + 1 round/level
Saving Throw - Reflex negates; Reflex half; see text; SR - no

This spell functions as create pit, except that the pit has the ability to squeeze and crush any creature trapped within it and has a maximum depth of 100 feet. Creatures who fall into the hole take falling damage as normal. In addition, anyone within the pit, not just those on the bottom, takes 4d6 points of bludgeoning damage each round as the pit contracts and then returns to its normal size (a successful Reflex save halves this damage). The ever-shifting walls of the pit are quite difficult to scale and have a Climb DC of 35.

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Ice Crystal Teleport — 5
SUMMONER

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - long (400 ft. + 40 ft./level)
Target - one creature
Duration - 1d4 rounds and instantaneous
Saving Throw - Will negates; SR - yes

This spell functions as teleport, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

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Invisibility, Mass — 5
SUMMONER

School - illusion/glamer
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Target - any number of creatures, no two of which can be more than 180 ft. apart
Duration - 1 round/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except that the effect moves with the group and is broken when anyone in the group attacks.

Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

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Life Conduit, Greater — 5

SUMMONER

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level

This spell functions like life conduit, except you can transfer 3d6 hit points as a swift action.

Planar Adaptation — 5

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V
Range - personal
Target - you
Duration - 1 hour/level (D)

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no when cast upon your native plane.

Planar Binding — 5

SUMMONER

School - conjuration/calling
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels); see text
Target - up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear
Duration - instantaneous
Saving Throw - Will negates; SR - no and yes; see text

This spell functions like lesser planar binding, except that you may call a single creature of 12 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 12. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

Plane Shift — 5

SUMMONER

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, F (a forked metal rod attuned to the plane of travel)
Range - touch
Target - creature touched, or up to eight willing creatures joining hands
Duration - instantaneous
Saving Throw - Will negates; SR - yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Rejuvenate Eidolon, Greater — 5

SUMMONER

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - touch
Target - eidolon touched
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions as lesser rejuvenate eidolon, except that it cures 5d10 points of damage +1 point per caster level (maximum +20).

Repulsion — 5

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, F/DF (a pair of canine statuettes worth 50 gp)
Range - up to 10 ft./level
Area - up to 10-ft.-radius/level emanation centered on you
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons.

If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Sequester — 5

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a basilisk eyelash and gum arabic)
Range - touch
Target - one willing creature or object (up to a 2-ft. cube/level) touched
Duration - 1 day/level
Saving Throw - none or Will negates (object); SR - no or yes (object)

When cast, this spell prevents divination spells from detecting or locating the target and also renders the affected target invisible (as the invisibility spell). The spell does not prevent the subject from being discovered through tactile means or through the use of devices. Creatures affected by sequester become comatose and are effectively in a state of suspended animation until the spell ends.

Note: The Will save prevents an attended or magical object from being sequestered. There is no save to see the sequestered creature or object or to detect it with a divination spell.

Simulacrum — 5

SUMMONER

School - illusion/shadow
Casting Time - 12 hours
Components - V, S, M (ice sculpture of the target plus powdered rubies worth 500 gp per HD of the simulacrum)
Range - 0 ft.
Effect - one duplicate creature
Duration - instantaneous
Saving Throw - none; SR - no

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD).

You can't create a simulacrum of a creature whose HD or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is.

A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gp per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Spell Turning — 5

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a small silver mirror)
Range - personal
Target - you
Duration - until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

d% | Effect |

01-70 | Spell drains away without effect. |

Spell Turning (Cont.)

71-80 | Spell affects both of you equally at full effect. |

81-97 | Both turning effects are rendered nonfunctional for 1d4 minutes. |

98-100 | Both of you go through a rift into another plane. |

Summon Monster VII — 5

SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Tar Pool — 5

SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a ball of hardened tar)
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius burst
Duration - 1 round/level
Saving Throw - Reflex partial, see text; SR - no

You convert a layer of the ground to hot tar. Creatures in the area when the tar appears take 1d6 points of fire damage per two caster levels (maximum of 10d6) and must succeed at a Reflex save or become entangled. An entangled creature receives a saving throw each round to free itself from the tar, and can also attempt to free itself by spending a move action to attempt a Strength check or Escape Artist check (DC = spell saving throw DC). It costs 2 squares of movement to enter a square in the area of effect, and the DC of Acrobatics checks within the area of effect increases by 5. The area is difficult terrain. A creature that moves into or starts its turn in the area takes 2d6 points of fire damage and must reattempt this Reflex save or become entangled. A creature that falls prone in the area takes a -4 penalty on its Reflex save against the tar and on Strength and Escape Artist checks to escape the tar. A creature that escapes the tar still takes fire damage from the tar until the spell ends or that creature spends a full-round action removing the tar. A creature with tar on it takes a -4 penalty on Acrobatics and Fly checks made to fly with wings or similar appendages.

Teleport, Greater — 5

SUMMONER

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - personal and touch
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

True Seeing — 5

SUMMONER

School - divination
Casting Time - 1 standard action
Components - V, S, M (an eye ointment that costs 250 gp)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Wall of Iron — 5

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a small iron sheet plus gold dust worth 50 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - iron wall whose area is up to one 5-ft. square/level; see text
Duration - instantaneous
Saving Throw - see text; SR - no

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of iron is 1 inch thick per four caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any

Wall of Iron (Cont.)

Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

Wreath of Blades   **5**

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (four mithral daggers, each worth at least 502 gp each)
Range - personal
Area - 5-foot-radius emanation centered on you
Target - you
Duration - 1 round/level
Saving Throw - Reflex half (special, see below); SR - no (special, see below)

SUMMONER

The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage for every two caster levels (maximum 10d4 at 20th level) and the damage bypasses DR/silver. Furthermore, the daggers ward off some attacks, in a way similar to the warding weapon spell (see page 48). While subject to this spell, you do not provoke attacks of opportunity for casting spells, even from creatures with the Disruptive feat. Creatures with the Spellbreaker feat (Core Rulebook 134) can easily bypass this defensive property, though they still take damage from the spell. Your casting (even failing to cast defensively) still provokes attacks of opportunity from creatures with that feat. Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also treated as if hit by one of these weapons. For example, if a 12th-level magus casts this spell using four +1 frost mithral daggers as focus, the damage dealt by the blades would be 6d4+1 plus 1d6 cold damage, as long as the daggers were commanded to be sheathed in ice. No matter the modifications made to the focus weapons, they must always be mithral daggers. No other type of weapons can serve as a focus for this spell.

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Antipathy   **6**

School - enchantment/compulsion
Casting Time - 1 hour
Components - V, S, M/DF (a lump of alum soaked in vinegar)
Range - close (25 ft. + 5 ft./2 levels)
Target - one location (up to a 10-ft. cube/level) or one object
Duration - 2 hours/level
Saving Throw - Will partial; SR - yes

SUMMONER

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

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Binding   **6**

School - enchantment/compulsion
Casting Time - 1 minute
Components - V, S, M (opals worth 500 gp per HD of the target creature, plus other components as specified below)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - see text
Saving Throw - Will negates; see text; SR - yes

SUMMONER

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

You may have as many as six assistants help you with the spell. For each assistant who casts suggestion, your caster level for this casting of binding increases by 1. For each assistant who casts dominate animal, dominate person, or dominate monster, your caster level for this casting of binding increases by a number equal to a third of that assistant's level, provided that the spell's target is appropriate for a binding spell. Since the assistants' spells are cast simply to improve your caster level for the purpose of the binding spell, saving throws and spell resistance against the assistants' spells are irrelevant. Your caster level determines whether the target gets an initial Will saving throw and how long the binding lasts. All binding spells are dismissible.

Regardless of the version of binding you cast, you can specify triggering conditions that end the spell and release the creature whenever they occur. These triggers can be as simple or elaborate as you desire, but the condition must be reasonable and have a

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Binding (Cont.)

likelihood of coming to pass. The conditions can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. Once the spell is cast, its triggering conditions cannot be changed. Setting a release condition increases the save DC (assuming a saving throw is allowed) by 2.

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

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

Chaining: The subject is confined by restraints that generate an antipathy spell affecting all creatures who approach the subject, except you. The duration is 1 year per caster level. The subject of this form of binding is confined to the spot it occupied when it received the spell. Casting this version requires a chain that is long enough to wrap around the creature three times.

Slumber: This version causes the subject to become comatose for as long as 1 year per caster level. The subject does not need to eat or drink while slumbering, nor does it age. This form of binding is slightly easier to resist. Reduce the spell's save DC by 1. Casting this version requires a jar of sand or rose petals. This is a sleep effect.

Binding (Cont.)

Bound Slumber: This combination of chaining and slumber lasts for as long as 1 month per caster level. Reduce the save DC by 2. Casting this version requires both a long chain and a jar of sand or rose petals. This is a sleep effect.

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. This effect is permanent. Reduce the save DC by 3. Casting this version requires a tiny golden cage worth 100 gp that is consumed when the spell is cast.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. The creature remains aware of its surroundings and can speak, but it cannot leave the container, attack, or use any of its powers or abilities. The binding is permanent. The subject does not need to breathe, eat, or drink while metamorphosed, nor does it age. Reduce the save DC by 4.

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

You can't dispel a binding spell with dispel magic or a similar effect, though an antimagic field or mage's disjunction affects it normally. A bound extraplanar creature cannot be sent back to its home plane by dismissal, banishment, or a similar effect.

Charm Monster, Mass   **6**

School - enchantment/charm
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - One or more creatures, no two of which can be more than 30 ft. apart
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

SUMMONER

This spell functions like charm monster, except that mass charm monster affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect.

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Create Demiplane   **6**

School - conjuration/creation
Casting Time - 4 hours
Components - V, S, F (a forked metal rod worth at least 500 gp)
Range - 0 ft.
Effect - extradimensional demiplane, up to 10 10-ft. cubes/level (S)
Duration - 1 day/level or instantaneous (see text)
Saving Throw - none; SR - no

SUMMONER

This spell functions as create lesser demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with create lesser demiplane (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

Alignment: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists

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Create Demiplane (Cont.)

without requiring watering, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

Elemental: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, GameMastery Guide 186).

Gravity: By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, GameMastery Guide 184).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, GameMastery Guide 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

Create Demiplane (Cont.)

Structure: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the permanency spell, at a cost of 20,000 gp. If you have cast create demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Dimensional Lock
6

SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius emanation centered on a point in space
Duration - 1 day/level
Saving Throw - none; SR - yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

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

Discern Location
6

SUMMONER

School - divination
Casting Time - 10 minutes
Components - V, S, DF
Range - unlimited
Target - one creature or object
Duration - instantaneous
Saving Throw - none; SR - no

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

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

Dominate Monster
6

SUMMONER

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

This spell functions like dominate person, except that the spell is not restricted by creature type.

Eagle Aerie
6

SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Effect - summoned eagles
Duration - 1 hour/level
Saving Throw - none; SR - no

You summon a flight of giant eagles (one per three caster levels, maximum of six; Bestiary 118) to ferry you and your allies across the skies. The eagles avoid combat if possible but defend themselves if attacked; if the eagles attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the eagles remain in combat for 5 rounds before the spell ends).

Energy Siege Shot, Greater
6

SUMMONER

School - transmutation
Casting Time - 10 minutes
Components - V, S, M (a ball of pitch)
Range - close (25 ft. + 5 ft./2 levels)
Target - one siege engine of any size
Duration - 10 minute/level
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless/object)

This spell functions like energy shot, except it can target siege engines of any size, not just Large siege engines.

Hostile Juxtaposition, Greater
6

SUMMONER

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a coin)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/4 levels
Duration - 1 round/level or until discharged
Saving Throw - Will negates; SR - yes

This spell functions like hostile juxtaposition, except you can target one creature for every four caster levels you have or you can target a single creature that is larger than you are. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged.

Incendiary Cloud
6

SUMMONER

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 round/level
Saving Throw - Reflex half; see text; SR - no

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight as a fog cloud does. In addition, the white-hot embers within the cloud deal 6d6 points of fire damage to everything within the cloud on your turn each round. All targets can make Reflex saves each round to take half damage.

As with a cloudkill spell, the smoke moves away from you at 10 feet per round. Figure out the smoke's new spread each round based on its new point of origin, which is 10 feet farther away from where you were when you cast the spell. By concentrating, you can make the cloud move as much as 60 feet each round. Any portion of the cloud that would extend beyond your maximum range dissipates harmlessly, reducing the remainder's spread thereafter.

As with fog cloud, wind disperses the smoke, and the spell can't be cast underwater.

Maze
6
SUMMONER

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - see text
Saving Throw - none; SR - yes

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Planar Adaptation, Mass
6
SUMMONER

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which are more than 30 ft. apart
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like planar adaptation, except as noted above.

Planar Binding, Greater
6
SUMMONER

School - conjuration/calling
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.
Duration - instantaneous
Saving Throw - Will negates; SR - no and yes; see text

This spell functions like lesser planar binding, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. Each creature gets a saving throw, makes an independent attempt to escape, and must be individually persuaded to aid you.

Protection from Spells
6
SUMMONER

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (diamond worth 500 gp), F (One 1,000 gp diamond per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)
Range - touch
Target - up to one creature touched per four levels
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +8 resistance bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Summon Monster VIII
6
SUMMONER

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Sympathy
6
SUMMONER

School - enchantment/compulsion
Casting Time - 1 hour
Components - V, S, M (a drop of honey and crushed pearls worth 1,500 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one location (up to a 10-ft. cube/level) or one object
Duration - 2 hours/level
Saving Throw - Will negates; see text; SR - yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Teleportation Circle
6
SUMMONER

School - conjuration/teleportation
Casting Time - 10 minutes
Components - V, M (amber dust to cover circle worth 1,000 gp)
Range - 0 ft.
Effect - 5-ft.-radius circle that teleports those who activate it
Duration - 10 min./level
Saving Throw - none; SR - yes

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

Walk Through Space
6
SUMMONER

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a wren's egg)
Range - personal
Target - you
Duration - 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.