

## Dancing Lights

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BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - Up to four lights, all within a 10-ft.-radius area  
Duration - 1 minute  
Saving Throw - none; SR - no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights 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, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

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## Daze

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BARD

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.

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## Detect Magic

0

BARD

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

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## 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.

## Flare

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BARD

School - evocation  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - burst of light  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

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## Ghost Sound

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BARD

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, M (a bit of wool or a small lump of wax)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - illusory sounds  
Duration - 1 round/level  
Saving Throw - Will disbelief; SR - no

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

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## Haunted Fey Aspect

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BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - S  
Range - Personal  
Target - You  
Duration - 1 round/level (D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

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## Know Direction

0

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

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## Light

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BARD

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.

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## Lullaby

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BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Area - living creatures within a 10-ft.-radius burst  
Duration - concentration + 1 round/level  
Saving Throw - Will negates; SR - yes

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a -5 penalty on Perception checks and a -2 penalty on Will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

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## Mage Hand

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BARD

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

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.

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## Mending

0

BARD

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)

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.

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## Message

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BARD

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

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.

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## Open/Close

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BARD

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)

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.

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## Prestidigitation

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BARD

School - universal  
Casting Time - 1 standard action  
Components - V, S  
Range - 10 ft.  
Area - see text  
Effect - see text  
Target - see text  
Duration - 1 hour  
Saving Throw - see text; SR - no

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material.

It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

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## Read Magic

0

BARD

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

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.

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## Resistance

0

BARD

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)

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.

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## Sift

0

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - 30 ft.  
Area - one 10-ft. cube  
Duration - instantaneous  
Saving Throw - none; SR - no

You examine an area at range as if you were searching for fine details with the Perception skill. Make a Perception check with a -5 penalty, modified as normal for conditions. No penalty is applied for distance. Apply the result against the DC for any hidden features, such as secret doors, traps, or hidden treasure. You must be able to see the area you are attempting to search, and you only find details that can be perceived with sight or touch. Sift detects only objects and features, not actual creatures.

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## Spark

0

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V or S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one Fine object  
Duration - instantaneous  
Saving Throw - Fortitude negates (object); SR - yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

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## Summon Instrument

0

BARD

School - conjuration/summoning  
Casting Time - 1 round  
Components - V, S  
Range - 0 ft.  
Effect - one summoned handheld musical instrument  
Duration - 1 min./level  
Saving Throw - none; SR - no

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

The summoned instrument disappears at the end of this spell.

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## Unwitting Ally

0

BARD

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 round  
Saving Throw - Will negates; SR - yes

You befuddle the target's mind. The target has difficulty telling friend from foe for a short period of time. The subject is considered your ally and not your enemies' ally while determining flanking. The subject takes no other hostile action against your enemies due to this spell's effect.

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## Abundant Ammunition

1

BARD

School - conjuration/summoning  
Casting Time - 1 standard action  
Components - V, S, M/DF (a single piece of ammunition)  
Target - one container touched  
Duration - 1 minute/level  
Saving Throw - none; SR - no

When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as align weapon or greater magic weapon, on the same container, all projectiles this spell conjures are affected by that spell.

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## Adjuring Step

1

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a rabbit's foot)  
Range - personal  
Target - you  
Duration - 1 round/level or until discharged

This spell creates a subtle and complicated force effect that is most effective when used by a still or slow-moving spellcaster or formula user. While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity. This spell automatically discharges as soon as you make an attack, cast a harmful spell against another creature, or move more than 5 feet with a single move action. If the action that discharges the spell also provokes attacks of opportunity, that action still provokes attacks of opportunity as normal.

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## Adoration

1

BARD

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

The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat (see page 153), the target gains a +2 morale bonus on all performance combat checks.

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## Alarm

1

BARD

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

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.

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## Animate Rope

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one rope-like object, length up to 50 ft. + 5 ft./level; see text  
Duration - 1 round/level  
Saving Throw - none; SR - no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check.

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## Animate Rope (Cont.)

The rope itself and any knots tied in it are not magical.

The spell cannot affect objects carried or worn by a creature.

## Anticipate Peril

1

BARD

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

A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

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## Beguiling Gift

1

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, F (the object to be offered)  
Range - 5 ft.  
Target - one creature  
Duration - 1 round  
Saving Throw - Will negates; SR - yes

You offer an object to an adjacent creature, and entice it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be eaten, a potion consumed, a ring put on a finger, and a sword wielded in a free hand. If the target is physically unable to accept the object, the spell fails. The subject is under no obligation to continue consuming or using the item once the spell's duration has expired, although it may find a cursed item difficult to be rid of.

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## Borrow Skill

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - S  
Range - touch  
Target - creature touched  
Duration - up to 1 round/level (see description)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You borrow one of the target's known skills. After touching the subject, you can make a single check with the chosen skill using the subject's skill ranks, but modified by your own key ability.

If you take longer than the spell's duration to make the check or the check requires more time, then it fails and you must use your own skill ranks (if any). If the borrowed skill is a class skill for you, you gain the +3 bonus on checks using that skill.

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## Cause Fear

1

BARD

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature with 5 or fewer HD  
Duration - 1d4 rounds or 1 round; see text  
Saving Throw - Will partial; SR - yes

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

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## Charm Person

1

BARD

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

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

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

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## Chord Of Shards

1

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - 15 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - Reflex negates; SR - no

During your bardic performance, you can strike a chord whose notes transform into a shower of razor sharp, crystalline shards. The shards deal 2d6 points of piercing damage to all creatures caught in the area of effect.

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## Compel Hostility

1

BARD

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.

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## Comprehend Languages

1

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S, M/DF (pinch of soot and salt)  
Range - personal  
Target - you  
Duration - 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

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

## Confusion, Lesser

1

BARD

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

This spell causes a single creature to become confused for 1 round.

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## Cure Light Wounds

1

BARD

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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## Dancing Lantern

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, F (a lantern)  
Range - touch  
Effect - animates one lantern  
Duration - 1 hour/level (D)  
Saving Throw - none; SR - no

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell (CL 9th, 2,500 gp).

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## Deadeye's Lore

1

BARD

School - divination  
Casting Time - 1 round  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 hour/level

While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.

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## Delusional Pride

1

BARD

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

The target becomes so distracted by an overblown sense of its worth that it takes a -2 penalty on attacks and skill checks.

However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

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## Detect Secret Doors

1

BARD

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 can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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## Disguise Self

1

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 10 min./level

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

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## Ear-Piercing Scream

1

BARD

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

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

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## Erase

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one scroll or two pages  
Duration - instantaneous  
Saving Throw - see text; SR - no

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. With this spell, you can remove explosive runes, a glyph of warding, a sepia snake sigil, or an arcane mark, but not illusory script or a symbol spell. Nonmagical writing is automatically erased if you touch it and no one else is holding it. Otherwise, the chance of erasing nonmagical writing is 90%. Magic writing must be touched to be erased, and you also must succeed on a caster level check (1d20 + caster level) against DC 15. A natural 1 is always a failure on this check. If you fail to erase explosive runes, a glyph of warding, or a sepia snake sigil, you accidentally activate that writing instead.

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## Expeditious Retreat

1

BARD

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).

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## Feather Fall

1

BARD

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.

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## Feather Step

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 10 minutes/level  
Saving Throw - Fortitude negates (harmless); SR - yes

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

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## Flare Burst

1

BARD

School - evocation/light  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 10-ft.-radius burst of light  
Duration - instantaneous  
Saving Throw - Fortitude negates; SR - yes

This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.

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## Forced Quiet

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - S  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

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## Fumbletongue

1

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1d4 rounds  
Saving Throw - Will negates; SR - yes

This enchantment causes a creature to be unable to speak intelligibly. Any effort the target makes to talk, in any language, comes out as a useless mix of unconnected words and noises. Even magic words are affected to some extent; the target has a 20% spell failure chance for any spell it attempts to cast with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item.

This spell has no effect on telepathic communication, or the vocalizations of creatures that lack a spoken language.

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## Grease

1

BARD

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

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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## Hideous Laughter

1

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (tiny fruit tarts and a feather)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature; see text  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

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

After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity.

If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration.

A creature with an Intelligence score of 2 or lower is not affected.

A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

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## Horn of Pursuit

1

BARD

School - evocation  
Casting Time - 1 standard action  
Components - S  
Range - personal  
Effect - 3 peals of a horn  
Duration - 1 round  
Saving Throw - none; SR - no

You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions.

You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

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## Hypnotism

1

BARD

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - several living creatures, no two of which may be more than 30 ft. apart  
Duration - 2d4 rounds  
Saving Throw - Will negates; SR - yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you.

In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

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## Identify

1

BARD

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

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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## Innocence

1

BARD

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

You surround yourself with an aura of innocence and trustworthiness. You gain a +10 competence bonus on Bluff skill checks to convince others of your innocence. They find it difficult to believe you capable of any wrongdoing. This bonus does not apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating secret messages via innuendo, nor does it apply to any use of the skill to convince anyone of anything other than your complete innocence and blamelessness.

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## Invigorate

1

BARD

School - illusion  
Casting Time - 1 standard action  
Components - V  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell banishes feelings of weariness. For the duration, the subject takes no penalties from the fatigued or exhausted conditions. The effect of invigorate is merely an illusion, however, not a substitute for actual rest or respite. When the spell ends, the subject takes 1d6 points of nonlethal damage, along with the return of the original condition(s). A creature can be under the effects of only one invigorate spell at a time; if it is cast a second time on that creature, the first immediately ends.

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## Jury-Rig

1

BARD

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)

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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## Ki Arrow

1

BARD

School - conjuration  
Casting Time - 1 standard action  
Components - S  
Range - touch  
Target - 1 arrow touched  
Duration - instantaneous  
Saving Throw - Fortitude (object); SR - yes (object)

You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

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## Liberating Command

1

BARD

School - transmutation  
Casting Time - 1 immediate action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - instantaneous  
Saving Throw - Will negates (harmless); SR - yes (harmless)

If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level (maximum +20). This spell has no effect if the target could not get free by using the Escape Artist skill (for example, if he were under the effects of a hold person spell or paralyzed by Strength damage).

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## Lock Gaze

1

BARD

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

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

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## Magic Aura

1

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, F (a small square of silk that must be passed over the object that receives the aura)  
Range - touch  
Target - one touched object weighing up to 5 lbs./level  
Duration - 1 day/level  
Saving Throw - none; see text; SR - no

You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

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

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

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## Magic Mouth

1

BARD

School - illusion/glamour  
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)

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.

## Memory Lapse

1

BARD

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

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

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## Moment of Greatness

1

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (rabbit fur)  
Range - 50 ft.  
Target - The caster and allies within a 50-ft. burst centered on the caster  
Duration - 1 minute/level or until discharged  
Saving Throw - none; SR - yes (harmless)

Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

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## Negative Reaction

1

BARD

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

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

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## Obscure Object

1

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M/DF (chameleon skin)  
Range - touch  
Target - one object touched of up to 100 lbs./level  
Duration - 8 hours  
Saving Throw - Will negates (object); SR - yes (object)

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

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## Play Instrument

1

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 10 minute/level

You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

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## Remove Fear

1

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart  
Duration - 10 minutes; see text  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

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## Restful Sleep

1

BARD

School - necromancy  
Casting Time - 10 minutes  
Components - V, S, M (a pinch of sand)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature/level, no two of which can be more than 30 ft. apart  
Duration - 8 hours or 24 hours; see text  
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

You cast this spell immediately prior to resting. While under the effects of this spell, you and your allies enjoy a restful night's sleep. If a subject completes a full night's rest, it regains hit points as if it had undergone a full day of bed rest (regaining twice its character level in hit points). If a subject completes a full day's rest, it regains three times its character level in hit points. Any significant interruption during the rest (such as being awoken) prevents any healing that night and ends the effect of this spell on the awakened subject. Any healing acquired while under the effects of restful sleep is considered natural healing, and has no effect on effects requiring magical healing to cure.

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## Saving Finale

1

BARD

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

You must have a bardic performance in effect to cast this spell. With a flourish, you can immediately end your bardic performance when a creature within range affected by your bardic performance fails a saving throw, allowing the subject to immediately reroll the failed saving throw.

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## See Alignment

1

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (eye of newt)  
Range - personal  
Target - you  
Duration - 1/round per level

When you cast this spell, select a single alignment (such as lawful good or chaotic evil). Creatures of that alignment glow with a ghostly radiance while they are within your vision. Though you can see this radiance, other creatures cannot. Spells and effects that obscure alignment, like undetectable alignment, also obscure the effects of this spell.

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## Share Language

1

BARD

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

You can share your facility for one particular language with another creature. For 24 hours the target can read, understand, and communicate to the best of its ability in any one language which you already know. For every 5 levels you possess, you can grant the use of another language you know, to a maximum of 5 languages at 20th level. The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

Similarly, this spell does not affect the basic nature of the target, or its disposition toward you or anyone else, so convincing it to actually carry out these instructions could require negotiation, threats, or outright bribery.

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## Silent Image

1

BARD

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, F (a bit of fleece)  
Range - long (400 ft. + 40 ft./level)  
Effect - visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration - concentration  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

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## Sleep

1

BARD

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S, M (fine sand, rose petals, or a live cricket)  
Range - medium (100 ft. + 10 ft./level)  
Area - one or more living creatures within a 10-ft.-radius burst  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

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## Solid Note

1

BARD

School - conjuration/creation  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - one solidified musical note  
Duration - concentration + 1 round/level  
Saving Throw - none; SR - no

You give temporary physical form to a single musical note and can hang it, suspended, wherever you wish within range, allowing you to use it as hook, pulley, door blocker, or anything else your imagination desires. The exact appearance of the solid note depends on your melody. You can make it spiked or smooth, simple or convoluted, and with any color pattern you wish, however, it always has a size approximately equal to that of your outstretched hand. Once created, the solid note resists all attempts to move it but instantly disappears if enough force or weight is brought to bear against it. The note has an effective Strength equal to 10 + your caster level. It cannot hold more weight than the equivalent of a heavy load for its Strength without disappearing. Any creature that wins an opposed Strength check against the note (by pushing open a door which the note is holding shut for example) also causes it to disappear. The note can never deal actual harm to a creature and disappears if successfully attacked (AC 10 + your Charisma modifier) or overcome with a combat maneuver such as bull rush (CMD 2 + your base attack bonus + your Charisma modifier). Any creature obstructed by the solid note simply fails to budge it and loses that action for the round.

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## Summon Minor Monster

1

BARD

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.

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## Summon Monster I

1

BARD

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

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## 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.

## Timely Inspiration

1

BARD

School - divination  
Casting Time - 1 immediate action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - instantaneous  
Saving Throw - Will negates (harmless); SR - yes (harmless)

A word of arcane-empowered inspiration can snatch victory from seeming defeat. Cast this spell when a creature fails an attack roll or skill check. The target gains a +1 competence bonus per five caster levels (maximum +3 bonus) on the attack roll or skill check retroactively. If the bonus is enough to make the failure a success, the roll succeeds.

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## Touch of Gracelessness

1

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - Fortitude partial; SR - yes

With a single touch, you reduce a creature to a fumbling clown.

The target takes a penalty to its Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). This penalty cannot drop the target's Dexterity score below 1.

In addition, if the subject moves more than half its speed, it falls prone. If the subject flies, its maneuverability is reduced by one step (perfect maneuverability becomes good, good becomes average, and so on).

A successful Fortitude save halves the penalty to Dexterity and negates the possibility of falling prone or the reduction to fly maneuverabilities.

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## Undetectable Alignment

1

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature or object  
Duration - 24 hours  
Saving Throw - Will negates (object); SR - yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

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## Unnatural Lust

1

BARD

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

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

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## Unprepared Combatant

1

BARD

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

The target takes a -4 penalty on initiative checks and Reflex saves.

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

## Unseen Servant

1

BARD

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

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.

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## Vanish

1

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 round/level (up to 5 rounds) (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.

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## 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

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).

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## Vocal Alteration

1

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

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with.

If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener.

The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

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## Youthful Appearance

1

School - transmutation/polymorph  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size.

This spell does not affect any age-based modifications to ability scores or other age-related effects.

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## Acute Senses

2

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

The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

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## Allegro

2

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

This spell allows you to act more swiftly while maintaining a bardic performance. You must already be maintaining a bardic performance before you can cast allegro. You gain the benefits of the spell haste for as long as you maintain that bardic performance. If you cease maintaining the bardic performance or it is interrupted, this spell's duration ends. As an immediate action while you are maintaining a bardic performance, you can dismiss allegro to reroll a Reflex save or Dexterity-based skill check-you must choose to reroll before the result of the original roll is known. You must take the result of the reroll, even if it's worse than the original roll. Allegro dispels and is dispelled by slow.

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## 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

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.

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## Animal Messenger

2

School - enchantment/compulsion  
Casting Time - 1 minute  
Components - V, S, M (a morsel of food the animal likes)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one Tiny animal  
Duration - 1 day/level  
Saving Throw - none; see text; SR - yes

You compel a Tiny animal to go to a spot you designate. The most common use for this spell is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach a small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities.

During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he doesn't know, for example).

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## Animal Trance

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - animals or magical beasts with Intelligence 1 or 2  
Duration - concentration  
Saving Throw - Will negates; SR - yes

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

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## Blindness/Deafness

2

School - necromancy  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature  
Duration - permanent (D)  
Saving Throw - Fortitude negates; SR - yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

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## Blistering Invective

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Area - 30-ft. radius  
Duration - instantaneous  
Saving Throw - Reflex partial, see text; SR - special, see below

You unleash an insulting tirade so vicious and spiteful that enemies who hear it are physically scorched by your fury. When you cast this spell, make an Intimidate check to demoralize each enemy within 30 feet of you (see page 99 of the Pathfinder RPG Core Rulebook). Enemies that are demoralized this way take 1d10 points of fire damage and must succeed at a Reflex save or catch fire. Spell resistance can negate the fire damage caused by this spell, but does not protect the creature from the demoralizing effect.

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## Blood Biography

2

School - divination  
Casting Time - 1 minute  
Components - V, S, M/DF (a scrap of parchment)  
Range - touch  
Target - one creature's blood or one bloodstain  
Duration - instantaneous  
Saving Throw - Will negates (see text); SR - no

You learn the answers to a specific set of questions about a creature so long as you have access to at least one drop of its blood. You can cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a saving throw to resist the spell. You can cast the spell on dried or fresh blood. Once you cast the spell the answers to the following four questions appear on any flat surface you designate (a wall, a piece of paper, and so on).

Who are you? (The name by which the creature is most commonly known) What are you? (Gender, race, profession/role) How was your blood shed? (Brief outline of the events that caused its wound, to the best of the victim's knowledge) When was your blood shed? These answers always appear in a language you can read even if the creature cannot speak that or any language.

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## Blur

2

School - illusion/glamour  
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).

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## Boiling Blood

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature per three levels, no two of which may be more than 30 ft. apart  
Duration - concentration + 1 round/level (D)  
Saving Throw - Fortitude negates (see text); SR - yes

The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood. If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

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## Cacophonous Call

2

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

You fill your target's mind with a blaring cacophony of discordant sounds, making it hard for the target to act and concentrate.

The creature gains the nauseated condition for the duration of the spell if it fails its Will save.

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## Calm Emotions

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - medium (100 ft. + 10 ft./level)  
Area - creatures in a 20-ft.-radius spread  
Duration - concentration, up to 1 round/level  
Saving Throw - Will negates; SR - yes

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

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

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## Cat's Grace

2

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.

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## Compassionate Ally

2

BARD

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

At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

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## Create Treasure Map

2

BARD

School - divination  
Casting Time - 1 hour  
Components - V, S, M (powdered metal and rare inks worth 100 gp)  
Range - touch  
Target - one dead creature  
Duration - instantaneous  
Saving Throw - none; SR - no

You can take a piece from a dead creature's body and use it to create a map that reveals the locations of any valuables that creature knew about while still alive. You must cut this piece off yourself and the creature cannot have died more than 24 hours prior to the casting of this spell. You cannot cast this spell on a creature without a physical body, and the portion you remove must have a fairly level surface such as a piece of hide, carapace, or skin. The map you create is accurate to the best knowledge the creature had at the time of its death. It reveals the location of one source of treasure for every three caster levels you possess.

Any inaccuracies or faulty information held by the creature are represented on the map as well. Similarly, the map cannot account for any changes that occur after the creature's death.

You must choose the scale of the map when creating it, opting between nearby (e.g., one or two dungeon levels), local (e.g., a valley or community), or broad (e.g., a country or larger). The map reveals the locations of what the creature deemed most valuable within its area. Depending on the creature, the map might reveal a source of tasty food, suitable mates, or even your own treasure vault.

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## Cure Moderate Wounds

2

BARD

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

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## Darkness

2

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, M/DF (bat fur and a piece of coal)  
Range - touch  
Target - object touched  
Duration - 1 min./level (D)  
Saving Throw - none; SR - no

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness.

Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

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

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

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## Daze Monster

2

BARD

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.

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

## Delay Pain

2

BARD

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

You override the target's ability to feel pain. Pain effects (such as pain strike\*\* and symbol of pain) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

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## Delay Poison

2

BARD

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

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

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## Detect Thoughts

2

BARD

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.

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## Discovery Torch

2

BARD

School - evocation  
Casting Time - 1 round  
Components - V, S  
Range - touch  
Target - object touched  
Duration - 10 minutes/level  
Saving Throw - none; SR - no

An object you touch emanates a 20-foot radius of bright light. The effect looks like a regular flame but creates no heat and uses no oxygen. Allies within the area of this light gain a +2 enhancement bonus on Perception and Sense Motive checks, as well as on Knowledge checks to identify monsters that are also within the area and their special powers and vulnerabilities. When an inquisitor casts this spell, the light emanation doubles (40-ft.-radius emanation) while that inquisitor has a judgment active. Light spells counter and dispel darkness spells of an equal or lower level.

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

## Disguise Other

2

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 10 minutes/level (D)

This spell functions as disguise self, except you can disguise either yourself or another creature.

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## Distracting Cacophony

2

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Area - 20-ft. spread  
Duration - 1 round/level (D)  
Saving Throw - none; SR - yes

The air fills with loud and discordant noise, making concentration difficult. Casting a spell in this area of cacophony requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks in the area have their DCs increased by 5. The DC of Perception checks involving hearing is likewise increased by 5.

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## Distressing Tone

2

BARD

School - evocation  
Casting Time - 1 round  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1d4 living creatures  
Duration - 1 round/level  
Saving Throw - Fortitude negates; SR - yes

You create a powerful tone that vibrates living flesh. Targets must save or gain the sickened condition. Creatures that are immune to critical hits are immune to this spell.

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## Dust Of Twilight

2

BARD

School - conjuration  
Casting Time - 1 standard action  
Components - V, S, M (coal dust)  
Range - medium (100 ft. + 10 ft./level)  
Target - creatures and objects in a 10-ft. spread  
Duration - instantaneous  
Saving Throw - Fortitude negates (fatigue only); SR - no

A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any spell of 2nd level or lower with the light descriptor (as dispel magic). Creatures in the area must make a Fortitude save or become fatigued.

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

## Eagle's Splendor

2

BARD

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.

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## Enter Image

2

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a drop of paint and a ball of clay)  
Range - 50 ft./level  
Effect - transfer consciousness to any object bearing your likeness  
Duration - concentration  
Saving Throw - none; SR - no

You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of 0), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

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## Enter Image (Cont.)

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance.

Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image.

You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a dispel magic cast upon either the image or your body, or if your body is killed.



## Enthrall

2

BARD

School - enchantment/charm  
Casting Time - 1 round  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - any number of creatures  
Duration - 1 hour or less  
Saving Throw - Will negates; see text; SR - yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the

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## Enthrall (Cont.)

highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

## Fox's Cunning

2

BARD

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 Intelligence-based 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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## Gallant Inspiration

2

BARD

School - divination  
Casting Time - 1 immediate action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - instantaneous  
Saving Throw - Will negates (harmless); SR - yes

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively.

If the bonus is enough to turn the failure into a success, the roll succeeds.

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## Ghostbane Dirge

2

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (an old reed from a wind instrument)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one incorporeal creature  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage (50%) from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects.

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## Ghostly Disguise

2

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 10 minute/level (D)

You make yourself-including clothing, armor, weapons, and equipment-appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

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## Glitterdust

2

BARD

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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## Haunting Mists

2

BARD

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S  
Range - 20 ft.  
Effect - cloud spreads in 20-ft. radius, 20 ft. high  
Duration - 1 minute/level (D)  
Saving Throw - Will partial (see text); SR - no

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

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## Heroic Fortune

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S, DF, M (diamond dust worth 100 gp)  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - Will negates (harmless); SR - no

This spell grants 1 hero point to the target. This hero point must be spent before the duration expires, or it is lost. The bonus hero point is spent before any other hero points the target might possess.

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## Heroism

2

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)

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.

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## Hidden Speech

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a cipher written on a piece of parchment)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - you plus one creature/level, no two of which can be more than 30 ft. apart  
Duration - 10 minutes/level (D)  
Saving Throw - Will negates (harmless); SR - yes

You greatly enhance the ability of the subjects to communicate hidden messages to each other. Each target gains a +10 competence bonus on Bluff checks to send secret message to other recipients. Others using opposed Sense Motive checks to decipher these messages receive a -5 penalty. All subjects affected by the spell must share a language to be able to pass messages.

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## Hold Person

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, F/DF (a small, straight piece of iron)  
Range - medium (100 ft. + 10 ft./level)  
Target - one humanoid creature  
Duration - 1 round/level ; see text  
Saving Throw - Will negates; see text; SR - yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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## Honeyed Tongue

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, M/DF (a drop of honey)  
Range - personal  
Target - you  
Duration - 10 minutes/level

This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll.

If this results in a roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.

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## Hypnotic Pattern

2

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V (bard only), S, M (a stick of incense or a crystal rod); see text  
Range - medium (100 ft. + 10 ft./level)  
Effect - colorful lights in a 10-ft.-radius spread  
Duration - Concentration + 2 rounds  
Saving Throw - Will negates; SR - yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component.

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## Invisibility

2

School - illusion/glamour  
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.



## Locate Object

2

BARD

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

You sense the direction of a well-known or clearly visualized object.

You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

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

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## Mad Hallucination

2

BARD

School - illusion/phantasm  
Casting Time - 1 standard action  
Components - V, S  
Range - close (20 ft.)  
Target - one humanoid creature  
Duration - 5 minute/level (maximum 1 hour)  
Saving Throw - Will negates; SR - yes

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a -2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

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## Masterwork Transformation

2

BARD

School - transmutation  
Casting Time - 1 hour  
Components - V, S, M (see below)  
Range - touch  
Target - one weapon, suit of armor, shield, tool, or skill kit touched  
Duration - instantaneous  
Saving Throw - none; SR - no

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

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## Minor Image

2

BARD

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, F (a bit of fleece)  
Range - long (400 ft. + 40 ft./level)  
Effect - visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration - concentration + 2 rounds  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.

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## Mirror Image

2

BARD

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

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created.

These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

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## Misdirection

2

BARD

School - illusion/glamour  
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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## Miserable Pity

2

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - 1 round/level and 1 minute; see text  
Saving Throw - Will negates (see text); SR - yes

This spell functions as sanctuary, except that creatures attempting to attack the target who fail their saves also feel a strong sense of pity toward the target, as if it were weak, pathetic, and not a threat. If the target breaks the spell by attacking, any creature that failed its save against the spell gains a +2 morale bonus on attack rolls against the target for 1 minute.

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## Oppressive Boredom

2

BARD

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

You fill your target with boredom. The target loses all interest in its current task and must make a Will save against the spell's effect in order to perform its next action. If the target fails, it takes no action that round. The boredom lasts until the duration expires or the target breaks the spell's effect with a successful Will save.

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## Piercing Shriek

2

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10ft./level)  
Target - one creature  
Duration - 1 round/level  
Saving Throw - Fortitude negates; SR - yes

You emit an ear-splitting shriek which can be heard only by the target of this spell; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This spell has no effect on deaf creatures and cannot penetrate an area of silence.

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

## Pilfering Hand

2

BARD

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

You create and control an invisible telekinetic force, manipulating it with either startling abruptness or careful deliberateness, allowing you to seize an object from an opponent or remotely manipulate an object. You can utilize this force to one of two ends. **Abrupt Maneuver:** You instantaneously attempt a disarm or steal combat maneuver against a target within range. Use your caster level as your Combat Maneuver Bonus, adding your Charisma modifier (bard, oracle, sorcerer), Intelligence modifier (magus, wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. This combat maneuver attempt does not provoke an attack of opportunity from its target, but casting this spell might. If you are successful, you pull the target object to you, and if you have enough hands free, you can catch it. Otherwise, the object lands in your square as if you dropped it. **Careful Maneuver:** You attempt a Disable Device check or a Sleight of Hand check to pick-pocket a target within range. This spell lasts as long as you need to accomplish the task, requiring your full concentration for that duration. Once you resolve the skill check, the spell ends. If you are successful on your Sleight of Hand check, you pull the target object to you as with an abrupt maneuver. The target gains a +2 bonus on its Perception check to notice the successful attempt.

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

## Pyrotechnics

2

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (one fire source)  
Range - long (400 ft. + 40 ft./level)  
Target - one fire source, up to a 20-ft. cube  
Duration - 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text  
Saving Throw - Will negates or Fortitude negates; see text; SR - yes or no; see text

**Pyrotechnics** turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

**Fireworks:** The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

**Smoke Cloud:** A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

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## Qualm

2

BARD

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

The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

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## Rage

2

BARD

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

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 to a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

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## Reckless Infatuation

2

BARD

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

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire.

Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters unadulterated loathing.

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## Returning Weapon

2

BARD

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one weapon that can be thrown  
Duration - 1 minute/level  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

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

## Scare

2

BARD

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (a bone from an undead creature)  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature per three levels, no two of which can be more than 30 ft. apart  
Duration - 1 round/level or 1 round; see text for cause fear  
Saving Throw - Will partial; SR - yes

This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

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## Share Language, Communal

2

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (a page from a dictionary)  
Range - touch  
Target - creatures touched  
Duration - 24 hours  
Saving Throw - Will negates (harmless); SR - yes (harmless)

BARD

This spell functions like share language (Advanced Player's Guide 243), except you divide the duration in 1-hour increments among the creatures touched.

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

## Share Memory

2

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - you and one creature touched  
Duration - instantaneous  
Saving Throw - Will negates; SR - yes

BARD

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

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

## Shatter

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (a chip of mica)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 5-ft.-radius spread; or one solid object or one crystalline creature  
Target - 5-ft.-radius spread; or one solid object or one crystalline creature  
Duration - instantaneous  
Saving Throw - Will negates (object); Will negates (object) or Fortitude half; see text; SR - yes

BARD

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

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

Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic damage per caster level (maximum 10d6), with a Fortitude save for half damage.

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

## Silence

2

School - illusion/glamour  
Casting Time - 1 round  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Area - 20-ft.-radius emanation centered on a creature, object, or point in space  
Duration - 1 round/level (D)  
Saving Throw - Will negates; see text or none (object); SR - yes; see text or no (object)

BARD

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

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

## Silk To Steel

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - one scarf  
Duration - 1 round/level  
Saving Throw - none; SR - no

BARD

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility.

Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

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

## Snapdragon Fireworks

2

School - transmutation  
Casting Time - 1 standard action  
Components - S, V, M (a bundle of sulfur wrapped in cloth)  
Range - long (400 ft. + 40 ft./level)  
Effect - dragon-shaped fireworks  
Duration - 1 round/level  
Saving Throw - Reflex negates; SR - yes

BARD

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons.

Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition).

Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

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

## Sound Burst

2

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F/DF (a musical instrument)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 10-ft.-radius spread  
Duration - instantaneous  
Saving Throw - Fortitude partial; SR - yes

BARD

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

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## Steal Voice

2

School - necromancy  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - permanent (D)  
Saving Throw - Fortitude negates; SR - yes

BARD

The target's throat constricts, giving it the caster croak spellblight (see page 95).

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## Suggestion

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, M (a snake's tongue and a honeycomb)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 1 hour/level or until completed  
Saving Throw - Will negates; SR - yes

BARD

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

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## Summon Monster II

2

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

BARD

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.

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## 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

BARD

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.

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## Tactical Acumen

2

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (a small piece of a map)  
Range - 30 ft.  
Area - The caster and all allies within a 30-ft.-radius burst, centered on the caster  
Duration - 1 round/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

BARD

Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess (maximum +4).

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## Thunder Fire

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a piece of spent thunderstone)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 loaded firearm  
Duration - instantaneous  
Saving Throw - Will negates (object); see text; SR - yes (object); see text

BARD

The firearm targeted creates a thunderous report, even if the firearm is not loaded. Every creature within 15 feet of the creature wielding or carrying the firearm must succeed at a Fortitude save or be deafened for 1 minute. The creature wielding or carrying the firearm takes a -4 penalty on this saving throw, and his misfire range increases by 1 for 1d4 rounds. If the firearm was loaded when it was targeted by this spell, that ammunition is wasted.

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

## Tongues

2

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

BARD

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.

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## Unadulterated Loathing

2

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

BARD

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

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## Versatile Weapon

2

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (iron filings)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one weapon or 50 projectiles, all of which must be together at the time of casting  
Duration - 1 minute/level  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

BARD

You transform the physical makeup of a weapon as you desire.

This spell functions like greater magic weapon, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

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## Wartrain Mount

2

BARD

School - enchantment/compulsion  
Casting Time - 1 minute  
Components - V, S, M (a swatch of black cloth)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one indifferent or friendly animal  
Duration - 1 hour/level  
Saving Throw - none; SR - yes

You instill the target animal with the combat training general purpose (see the Handle Animal skill, Core Rulebook 98). This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

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

## Whispering Wind

2

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - 1 mile/level  
Area - 10-ft.-radius spread  
Duration - no more than 1 hour/level or until discharged (destination is reached)  
Saving Throw - none; SR - no

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than 25 words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

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## Arcane Concordance

3

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a spent wand)  
Range - personal  
Area - 10-ft.-radius emanation centered on you  
Target - you  
Duration - 1 round/level  
Saving Throw - none; SR - no

A shimmering, blue and gold radiance surrounds you, enhancing arcane spells cast by your allies within its area. Any arcane spell cast by a creature within the area gains a +1 enhancement bonus to the DC of any saving throws against the spell, and can be cast as if one of the following metamagic feats was applied to it (without increasing the spell level or casting time): Enlarge Spell, Extend Spell, Silent Spell, or Still Spell (you choose the metamagic feat when you cast arcane concordance).

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## Blink

3

BARD

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

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment).

If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

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

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## Blink (Cont.)

While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane).

Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

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

While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

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

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

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

Force effects and abjurations affect you normally. Their

## Blink (Cont.)

effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things.

Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

## Campfire Wall

3

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M/DF (ash made from burnt thorns)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 20-ft.-radius sphere centered on fire source  
Duration - 2 hours/level; see below (D)  
Saving Throw - none; SR - yes

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch.

The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light.

Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

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## Charm Monster

3

BARD

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

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

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### Clairaudience/Clairvoyance

3

School - divination/scrying  
Casting Time - 10 minutes  
Components - V, S, F/DF (a small horn or a glass eye)  
Range - long (400 ft. + 40 ft./level)  
Effect - magical sensor  
Duration - 1 min./level  
Saving Throw - none; SR - no

BARD

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

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### Confusion

3

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (three nutshells)  
Range - medium (100 ft. + 10 ft./level)  
Target - all creatures in a 15-ft.-radius burst  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

BARD

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% | Behavior |

01-25 | Act normally |

26-50 | Do nothing but babble incoherently |

51-75 | Deal 1d8 points of damage + Str modifier to self with item in hand |

76-100 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self) |

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity.

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### Confusion (Cont.)

opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

### 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

BARD

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.

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### Coordinated Effort

3

School - divination  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - you plus one willing creature per 3 levels, no two of which can be more than 30 ft. part  
Duration - 1 minute/level  
Saving Throw - none; SR - no

BARD

Choose a single teamwork feat that you possess. You forge a link with your allies, allowing them to gain the benefits of the chosen feat even if they do not have it themselves. You must be a part of the group qualifying for a given bonus for your allies to gain the benefits. For example, two of your allies flanking an orc would gain no benefit from your Outflank feat, but an ally flanking the orc with you would. Your allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for either of you to receive the listed bonus.

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### Crushing Despair

3

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M  
Range - 30 ft.  
Area - cone-shaped burst  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

BARD

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

Crushing despair counters and dispels good hope.

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### Cure Serious Wounds

3

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

BARD

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

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### Curse Of Disgust

3

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

BARD

You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.

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## Daylight

3

BARD

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

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

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

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

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

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## Deep Slumber

3

BARD

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S, M (fine sand, rose petals, or a live cricket)  
Range - close (25 ft. + 5 ft./2 levels)  
Area - one or more living creatures within a 10-ft.-radius burst  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

This spell functions like sleep, except that it affects 10 HD of targets.

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## Delay Poison, Communal

3

BARD

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

This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched.

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## Dispel Magic

3

BARD

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

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

BARD

School - illusion/glamour  
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)

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.

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## Elemental Speech

3

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (iron filings)  
Range - personal  
Target - you  
Duration - 1 minute/level

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. Elemental speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.

When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.

When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.

When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

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### Exquisite Accompaniment

3

BARD

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Effect - phantom instrument  
Duration - 1 round/level (D)  
Saving Throw - none; SR - no

You create a phantom instrument, a glowing construct of magic in the form of a portable musical instrument of your choice. The instrument floats beside you, moving as you move (even if you teleport). It cannot be damaged, but can be dispelled. The instrument plays as you direct, and as long as it plays, you do not have to expend rounds of bardic performance from your daily allotment to maintain an effect.

Activating a bardic performance or switching to a new still costs a round of your overall bardic performances per day.

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### Fear

3

BARD

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (the heart of a hen or a white feather)  
Range - 30 ft.  
Area - cone-shaped burst  
Duration - 1 round/level or 1 round; see text  
Saving Throw - Will partial; SR - yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

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### Feather Step, Mass

3

BARD

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 can be more than 30 ft. apart  
Duration - 10 minutes/level  
Saving Throw - Fortitude negates (harmless); SR - yes

As feather step, except this spell affects multiple creatures.

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### Gaseous Form

3

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - S, M/DF (a bit of gauze and a wisp of smoke)  
Range - touch  
Target - willing corporeal creature touched  
Duration - 2 min./level (D)  
Saving Throw - none; SR - no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

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

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### Geas, Lesser

3

BARD

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature with 7 HD or less  
Duration - 1 day/level or until discharged  
Saving Throw - Will negates; SR - yes

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

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

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

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

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

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### Glibness

3

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - S  
Range - personal  
Target - you  
Duration - 10 min./level

Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on Bluff checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating a hidden message via innuendo.

If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

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### Good Hope

3

BARD

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

This spell instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Good hope counters and dispels crushing despair.

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### Haste

3

BARD

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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## Haunting Choir

3

BARD

School - necromancy  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 30-ft.-radius emanation  
Duration - concentration + 2 rounds  
Saving Throw - Will negates; SR - yes

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead.

The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked.

Creatures within 30 feet of the choir experience wracking pain that causes them to take a -2 penalty on attack rolls, skill checks, and ability checks.

Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

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## Illusory Script

3

BARD

School - illusion/phantasm  
Casting Time - 1 minute per page  
Components - V, S, M (lead-based ink worth 50 gp)  
Range - touch  
Target - one touched object weighing no more than 10 lbs.  
Duration - one day/level  
Saving Throw - Will negates; see text; SR - yes

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting can read the writing; it's unintelligible to any other character.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of this note," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear.

The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell.

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## Invigorate, Mass

3

BARD

School - illusion  
Casting Time - 1 standard action  
Components - V  
Range - touch  
Target - creatures touched, up to one/level  
Duration - 10 minutes/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell work as invigorate, except it affects multiple creatures.

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## Invisibility Sphere

3

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, M  
Area - 10-ft.-radius emanation around the creature  
Duration - 1 min./level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible.

Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

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## Jester's Jaunt

3

BARD

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - one living creature  
Duration - instantiations  
Saving Throw - Will negates; SR - yes

You teleport the target to a space you can see within 30 feet of the target. The destination must be on solid ground, and the teleportation cannot end in a space that is by nature hazardous to the creature you are teleporting.

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## Mad Monkeys

3

BARD

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

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.

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## Major Image

3

BARD

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, F (a bit of fleece)  
Range - long (400 ft. + 40 ft./level)  
Effect - visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration - Concentration + 3 rounds  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

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## Malicious Spite

3

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (powdered turquoise worth 150 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 day/level  
Saving Throw - Will negates; SR - yes

You invoke feelings of a driving malicious intent. The target's malice is directed at a second individual as designated by you at the time of casting. Thereafter, the target attempts to slander, abuse, and even plot murder against the target of its spite. This loathing is not overt, and the target's actions against the object of its spite remain subtle and indirect.

The enchanted target remains within its financial and ethical means when acting against the second individual, though the malice toward this other person pushes the target to the limit of what it would do to a hated individual.

Each day, the target takes 2 points of Wisdom damage as the all-encompassing spite dominates its thoughts. The target can only alleviate the ability damage by acting upon the emotion and performing a spiteful act. Examples of spiteful acts are spiking the target's drink to make it an easier target for thugs, damaging the target's property, starting foul rumors about the target, framing the target for a crime, paying lepers or beggars to accost the target, extorting or blackmailing the target, or arranging for others to physically harm the target.

When the spell ends, the target remembers the spiteful behavior, but not the motivation for it.

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## Overwhelming Grief

3

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

You cause a single opponent to become profoundly stricken with intense grief. He can take no actions, takes a -2 penalty to Armor Class, and loses his Dexterity bonus (if any). He can attempt a new save each round to break the spell's effect.

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## Phantom Driver

3

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

You conjure a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This creation can drive any vehicle you command it to. This phantom creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it. The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, +5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom driver disappears. A phantom driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) as your caster level + your Intelligence modifier.

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## Phantom Steed

3

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

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## Phantom Steed (Cont.)

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.

## Purging Finale

3

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

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, removing one of the following conditions on a creature within range affected by your bardic performance: cowering, dazzled, exhausted, paralyzed, shaken, or stunned.

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## 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

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.

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

## Remove Curse

3

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

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target.

Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

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## Returning Weapon, Communal

3

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - weapons that can be thrown  
Duration - 1 minute/level  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

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## Reviving Finale

3

BARD

School - conjuration/healing  
Casting Time - 1 swift action  
Components - V, S  
Range - 20 ft.  
Area - a 20-ft.-radius burst centered on you  
Duration - instantaneous  
Saving Throw - Will half (harmless); SR - yes (harmless)

You must have a bardic performance in effect to cast this spell.

With a flourish, you immediately end your bardic performance, and allies within the area of the spell regain 2d6 hit points. This spell has no effect on undead creatures.

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## Scrying

3

BARD

School - divination/scrying  
Casting Time - 1 hour  
Components - V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)  
Range - see text  
Effect - magical sensor  
Duration - 1 min./level  
Saving Throw - Will negates; SR - yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge | Will Save Modifier |

None\* | +10 |

Secondhand (you have heard of the subject) | +5 |

Firsthand (you have met the subject) | +0 |

Familiar (you know the subject well) | -5 |

\*You must have some sort of connection (see below) to a creature of which you have no knowledge. |

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## Scrying (Cont.)

Connection | Will Save Modifier |

Likeness or picture | -2 |

Possession or garment | -4 |

Body part, lock of hair, bit of nail, etc. | -10 |

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

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## Sculpt Sound

3

BARD

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

You can change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

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## Secret Page

3

BARD

School - transmutation  
Casting Time - 10 minutes  
Components - V, S, M (powdered herring scales and a vial of will-o'-wisp essence)  
Range - touch  
Target - page touched, up to 3 sq. ft. in size  
Duration - permanent  
Saving Throw - none; SR - no

Secret page alters the contents of a page so that it appears to be something entirely different. The text of a spell can be changed to show another spell of equal or lower level known by the caster.

This spell cannot be used to change a spell contained on a scroll, but it can be used to hide a scroll. Explosive runes or sepia snake sigil can be cast upon the secret page.

A comprehend languages spell alone cannot reveal a secret page's contents. You are able to reveal the original contents by speaking a special word. You can then peruse the actual page and return it to its secret page form at will. You can also remove the spell by double repetition of the special word. A detect magic spell reveals dim magic on the page in question but does not reveal its true contents. True seeing reveals the presence of the hidden material but does not reveal the contents unless cast in combination with comprehend languages. A secret page spell can be dispelled, and the hidden writings can be destroyed by means of an erase spell.

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## See Invisibility

3

BARD

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.

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## Seek Thoughts

3

BARD

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.

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## Sepia Snake Sigil

3

BARD

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S, M (powdered amber worth 500 gp and a snake scale)  
Range - touch  
Target - one touched book or written work  
Duration - permanent or until discharged; until released or 1d4 days + 1 day/level; see text  
Saving Throw - Reflex negates; SR - no

You cause a small symbol to appear in the text of a written work.

The text containing the symbol must be at least 25 words long.

When anyone reads the text containing the symbol, the sepia snake sigil springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of duncolored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended

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## Sepia Snake Sigil (Cont.)

animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

## Slow

3

BARD

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.

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## Smug Narcissism

3

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a tiny shard of a mirror)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 10 minute/level (D)  
Saving Throw - Will negates; SR - yes

You cause your target to become overwhelmed by its own importance, talents, and attractiveness. The target cannot help but look at itself in every reflective surface at every possible opportunity. In social situations, the target always tries to comment about how attractive it is or how ugly someone else is by comparison. The target remains constantly distracted, always looking for a reflective surface to gaze upon (such as a mirror, pool of water, a polished shield, and so on). The distraction gives the target a -2 penalty on all skill checks. In combat, the target worries about enemies damaging its appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

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## Speak with Animals

3

BARD

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

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

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## Summon Monster III

3

BARD

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 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

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## Terrible Remorse

3

BARD

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

You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is staggered for 1 round and takes a -2 penalty to Armor Class, after which the spell ends.

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## Thundering Drums

3

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - 15 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - Fortitude partial; SR - yes

You strike the ground in front of you, filling the area in front of you with the thunder of pounding drums. Any creature in the area takes 1d8 points of sonic damage per caster level (maximum 5d8) and is knocked prone. A successful Fortitude save halves the damage and negates being knocked prone.

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## Tiny Hut

3

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a small crystal bead)  
Range - 20 ft.  
Effect - 20-ft.-radius sphere centered on your location  
Duration - 2 hours/level  
Saving Throw - none; SR - no

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70 F if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

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## Tongues, Communal

3

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.

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## Vision of Hell

3

School - illusion/glamer  
Casting Time - 1 standard action  
Components - V, M (a pinch of brimstone)  
Range - medium (100 ft. + 10 ft./level)  
Effect - 50-ft.-radius emanation  
Duration - 1 minute/level (D)  
Saving Throw - Will negates; SR - no

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

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## Witness

3

School - divination/scrying  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Target - one living creature  
Duration - 1 minute/level (D)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.

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## Break Enchantment

4

School - abjuration  
Casting Time - 1 minute  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - up to one creature per level, all within 30 ft. of each other  
Duration - instantaneous  
Saving Throw - see text; SR - no

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

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## Cure Critical Wounds

4

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - creature touched  
Duration - instantaneous  
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

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## Dance of a Hundred Cuts

4

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

You become a lethal combat dancer, swirling and spinning with grace and precision. You gain a morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class. This bonus is equal to +1 per 3 caster levels (maximum +5 at 15th level). The bonus to AC is lost under any circumstances that would cause you to lose your Dexterity bonus to AC. You must remain moving for the spell to stay in effect. If in any round you do not either move at least 10 feet or make a melee attack, the spell's duration ends.

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## Daze, Mass

4

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.

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## Denounce

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Area - 30-ft.-radius burst  
Duration - 1 hour/level  
Saving Throw - Will negates; SR - yes

You speak out against a single creature within line of sight and turn possible allies against it by drawing upon the power of your voice and conviction. Creatures in the area who can see the denounced creature must make a Will saving throw or have their starting attitude toward the denounced creature worsened by two levels (see page 94 of the Core Rulebook). For example, creatures previously indifferent to the subject turn unfriendly.

Diplomacy checks made to reverse the effects of denounce are made at a -10 penalty.

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## Detect Scrying

4

BARD

School - divination  
Casting Time - 1 standard action  
Components - V, S, M (a piece of mirror and a miniature brass hearing trumpet)  
Range - 40 ft.  
Area - 40-ft.-radius emanation centered on you  
Duration - 24 hours  
Saving Throw - none; SR - no

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

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

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## Dimension Door

4

BARD

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)

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.

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## Discordant Blast

4

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - 10 ft. or 30 ft.  
Area - see text  
Duration - instantaneous  
Saving Throw - none; SR - yes

You create a wave of thunder and force, either in a 10-foot-radius burst centered on you or in 30-foot cone-shaped burst.

Creatures in the area take 3d6 points of sonic damage and are pushed away as if bull rushed. Make a combat maneuver check and apply its results to each creature in the area. Your CMB for this bull rush is equal to your caster level plus your Charisma modifier. This bull rush does not provoke an attack of opportunity. A discordant blast cannot penetrate a silence spell (or any similar magical silence effect).

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## Dominate Person

4

BARD

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

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

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

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

Changing your orders or giving a dominated creature a

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## Dominate Person (Cont.)

new command is a move action.

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

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

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

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

## Echolocation

4

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V  
Range - personal  
Target - you  
Duration - 10 minutes/level

You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too highpitched to be heard by most creatures, and can only be detected by dragons, other creatures with this ability (such as bats), and creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of silence.

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## Envious Urge

4

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
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

You fill creatures with feelings of seething envy. Affected targets turn upon the nearest creature (whether an ally or enemy) and attempt to disarm it of a valuable weapon, steal something it is holding, or grapple it and strip it of something it prizes (your choice). Affected targets can attempt a new Will save each round as a free action to end this effect.

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## Freedom of Movement

4

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a leather strip bound to the target), DF  
Range - personal or touch  
Target - you or creature touched  
Duration - 10 min./level  
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

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

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



## Ghostbane Dirge, Mass

4

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

BARD

This spell functions as ghostbane dirge, except that it affects multiple targets.

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

## Hallucinatory Terrain

4

School - illusion/glamour  
Casting Time - 10 minutes  
Components - V, S, M (a stone, a twig, and a green leaf)  
Range - long (400 ft. + 40 ft./level)  
Area - one 30-ft. cube/level  
Duration - 2 hours/level  
Saving Throw - Will disbelief (if interacted with); SR - no

BARD

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

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## Heroic Finale

4

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

BARD

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end the performance, and one creature within range affected by your bardic performance can make a move action or a standard action of their choice.

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## Heroic Fortune, Mass

4

School - evocation  
Casting Time - 1 standard action  
Components - V, S, DF, M (diamond dust worth 1,000 gp)  
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 round/level  
Saving Throw - Will negates (harmless); SR - no

BARD

This spell functions like heroic fortune, except as noted above.

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## Hold Monster

4

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

BARD

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

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## Invisibility, Greater

4

School - illusion/glamour  
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)

BARD

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

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## Legend Lore

4

School - divination  
Casting Time - see text  
Components - V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)  
Range - personal  
Target - you  
Duration - see text

BARD

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

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## Locate Creature

4

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

BARD

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.

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## Modify Memory

4

BARD

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

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.

Allow the subject to recall with perfect clarity an event it actually experienced.

Change the details of an event the subject actually experienced.

Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

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## Modify Memory (Cont.)

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

## Neutralize Poison

4

BARD

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S, M/DF (charcoal)  
Range - touch  
Target - creature or object of up to 1 cu. ft./level touched  
Duration - instantaneous or 10 min./level; see text  
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option.

If cast on a creature, the creature receives a Will save to negate the effect.

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## Phantom Steed, Communal

4

BARD

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

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.

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

## Primal Scream

4

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V  
Range - personal  
Target - you  
Duration - 1 round/level

You voice a mighty yell from the depths of your soul, invigorating yourself and dispelling enchantment and paralysis effects. This functions as break enchantment, except it only affects you and only frees you from enchantment and paralysis effects. If the caster level check to break the hostile effect succeeds, you give voice to your scream and the spell takes effect normally; if not, this spell fails without further effect. You can cast this spell even when paralyzed or unable to speak because of an enchantment effect, but not in an area of silence, if you are unable to speak for reasons other than enchantments or paralysis (for example, if you are gagged), or if cast in an environment where speaking is not possible.

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## Rainbow Pattern

4

BARD

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V (bard only), S, M (a piece of phosphor), F (a crystal prism); see text  
Range - medium (100 ft. + 10 ft./level)  
Effect - colorful lights with a 20-ft.-radius spread  
Duration - Concentration +1 round/level  
Saving Throw - Will negates; SR - yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.

The spell does not affect sightless creatures.

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## Repel Vermin

4

BARD

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, DF  
Range - 10 ft.  
Area - 10-ft.-radius emanation centered on you  
Duration - 10 min./level  
Saving Throw - none or Will negates; see text; SR - yes

An invisible barrier holds back vermin. A vermin with HD of less than one-third your level cannot penetrate the barrier.

A vermin with HD of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

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## Secure Shelter

4

BARD

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - 20-ft.-square structure  
Duration - 2 hours/level  
Saving Throw - none; SR - no

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise-it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter.

The secure shelter contains crude furnishings-eight bunks, a trestle table, eight stools, and a writing desk.

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## Serenity

4

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
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

You fill the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by using Combat Expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.

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## Shadow Conjunction

4

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); varies; see text; SR - yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjunction can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower.

Shadow conjunctions are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjunctions to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjunction's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjunction allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects

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## Shadow Conjunction (Cont.)

except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large.

A creature that succeeds on its save sees the shadow conjunctions as transparent images superimposed on vague, shadowy forms.

Objects automatically succeed on their Will saves against this spell.

## Shadow Step

4

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - you  
Duration - instantaneous  
Saving Throw - none; SR - no

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

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## Shocking Image

4

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S  
Range - personal  
Target - you  
Duration - 1 minute/level  
Saving Throw - none; SR - see text

This spell works like mirror image, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of electricity damage. You must overcome a target's spell resistance the first time you deal this electricity damage to it. Failure renders the target immune to damage from this spell.

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## Shout

4

School - evocation  
Casting Time - 1 standard action  
Components - V  
Range - 30 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - Fortitude partial or Reflex negates (object); see text; SR - yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

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## Sonic Thrust

4

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Target - see text  
Duration - instantaneous  
Saving Throw - Will negates (object) or none (see text); SR - yes (object) (see text)

You produce a sweeping rush of sound that can hurl creatures or objects away from you, like the violent thrust version of telekinesis. You can hurl one object or creature per caster level (maximum 15) that is within range; it flies in a straight line away from you. Any objects of creatures thrown must be within 10 feet of each other. You can hurl a total weight of up to 25 pounds per caster level (maximum 375 pounds at 15th level).

You can use this spell to hurl an object or creature toward a particular target. You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a bard or sorcerer). Hurling weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures that fall within the weight capacity of the

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## Sonic Thrust (Cont.)

spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a hurled creature is thrown against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).



## Speak with Plants

4

BARD

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

You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

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## Summon Monster IV

4

BARD

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.

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## Treasure Stitching

4

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V, S, M (a piece of embroidered cloth no larger than 10-ft. square worth 100 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - all objects on cloth  
Duration - 1 day/level (D)  
Saving Throw - Fortitude negates (object); SR - yes (object)

You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth (up to a 10-foot cube).

When you cast the spell the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore the pile of objects at any time as a full-round action by unfurling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your spell. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. This spell cannot affect artifacts or other sorts of similarly unique objects.

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## Utter Contempt

4

BARD

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

You fill the target's heart with malice for all other creatures.

The target's attitude toward all creatures other than itself worsens by two steps.

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## Virtuoso Performance

4

BARD

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

While this spell is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained.

When this spell ends, one of the performances ends immediately (your choice).

Virtuoso performance does not stack with any other method of maintaining simultaneous bardic performances.

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## Wall of Sound

4

BARD

School - evocation  
Casting Time - 1 standard action  
Components - V, S, M (a tuning fork and a quartz crystal)  
Range - medium (100 ft. + 10 ft./level)  
Effect - translucent wall of sound up to 20 ft. long/level or a ring of sound 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

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a wind wall spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A silence spell suppresses the wall within its area, but the wall reappears when the silence ends.

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## Wandering Star Motes

4

BARD

School - illusion/pattern  
Casting Time - 1 standard action  
Components - V, S, M (a sprinkle of flash powder)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature and special; see text  
Duration - 1/round per level  
Saving Throw - Will negates; see text; SR - yes

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the wandering star motes jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the wandering star motes jump to the next nearest enemy within 30 feet.

A given creature can only be affected by the wandering star motes once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

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## Zone of Silence

4

BARD

School - illusion/glamer  
Casting Time - 1 round  
Components - V, S  
Range - personal  
Area - 5-ft.-radius emanation centered on you  
Duration - 1 hour/level

By casting zone of silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you.

Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful DC 20 Linguistics check to read lips can still reveal what's said inside a zone of silence.

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## Bard's Escape

5

School - conjuration/teleportation  
Casting Time - 1 standard action  
Components - V, S, M (pieces of a smashed fiddle)  
Range - medium (100 ft. + 10 ft./level)  
Target - you and up to 1 willing creature/2 caster levels, no two of which can be more than 30 ft. apart  
Duration - instantaneous  
Saving Throw - none; SR - no

BARD

You whisk yourself and willing allies out of a tight jam, or instantly transfer yourselves to another location to achieve greater strategic positioning. You can move any allies within range to any other space of your choosing within range. Those spaces need not be in line of sight or line of effect from your original position, but must be open locations on surfaces able to support the creatures teleported. Except as noted above, this spell otherwise functions as dimension door.

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## Cacophonous Call, Mass

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a scrap of sheet music)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature/level (all of which must be within 30 feet)  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

BARD

This spell functions as cacophonous call, except that it affects multiple creatures.

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## Cloak of Dreams

5

School - enchantment/compulsion  
Casting Time - 1 round  
Components - V, S, M (a rose petal and a drop of perfume)  
Range - 5 ft.  
Area - 5-ft.-radius emanation centered on you  
Duration - 1 round/level (D)  
Saving Throw - Will negates; SR - yes

BARD

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the cloak of dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded.

Creatures with the scent special quality have a -4 penalty on their saves.

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## Cure Light Wounds, Mass

5

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

BARD

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

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## Deafening Song Bolt

5

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - up to 3 creatures, no two of which can be more than 30 ft. apart  
Duration - instantaneous  
Saving Throw - none; SR - no

BARD

Three notes you sing or perform become tangible bolts of arcane energy that shriek across the battlefield. Each bolt requires a ranged touch attack to hit and deals 3d10 points of sonic damage, deafening the target for 1d6 rounds. The bolts may be fired at the same or different targets, but all must be fired simultaneously.

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## Dispel Magic, Greater

5

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

BARD

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.

## Dream

5

School - illusion/phantasm  
Casting Time - 1 minute  
Components - V, S  
Range - unlimited  
Target - one living creature touched  
Duration - see text  
Saving Throw - none; SR - yes

BARD

You, or a messenger you touch, send a message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance.

The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that

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## Dream (Cont.)

is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

## False Vision

5

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S, M (crushed jade worth 250 gp)  
Range - touch  
Area - 40-ft.-radius emanation  
Duration - 1 hour/level  
Saving Throw - none; SR - no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

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## Foe to Friend

5

BARD

School - enchantment/compulsion  
Casting Time - 1 immediate action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one living creature  
Duration - 1 round  
Saving Throw - Will negates; SR - yes

Cast this spell when an enemy is about to make an attack against an ally. The creature makes the attack against a valid target of your choice instead or the attack is negated.

In addition, the target is considered an ally for determining flanking for 1 round.

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## Frozen Note

5

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V  
Area - 30-ft.-radius emanation centered on you  
Target - any number of creatures within area  
Duration - concentration (up to 1 round/level); see text  
Saving Throw - Will partial; see text; SR - yes

You produce and sustain a single perfect musical note that holds nearby creatures, friend as well as foe, utterly spellbound until you stop singing. Affected creatures are both paralyzed and oblivious to their surroundings so long as you maintain the note.

Maintaining this note requires your absolute attention; if you take damage or take any other action, including moving from your current square, the spell instantly ends. Creatures that succeed in their initial saving throw must make a new one for each round they spend within the area of the spell until they fail and become captivated. Creatures with 4 or more Hit Dice greater than your caster level are not affected by this spell. However, those with 4 or more Hit Dice less than your caster level do not receive a saving throw to resist it. The note is so clear and flawless that less than extraordinary attempts to avoid hearing it merely grant targets a bonus on their saving throws. Targets get a +2 circumstance bonus on their saving throw for each barrier between your voice and their ears. This includes such things as a creature stopping up its ears with wax, closing all windows and doors in a nearby building, or even crawling into a barrel and pulling down the top.

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## Frozen Note (Cont.)

If a target that had previously made its saving throw loses the benefit of one or more of its barriers it must immediately make a new saving throw. Similarly, any target that had previously failed its saving throw gets a new save each time it gains the protection of a barrier.

## Heroism, Greater

5

BARD

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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## Joyful Rapture

5

BARD

School - conjuration/healing  
Casting Time - 1 standard action  
Components - V, S  
Range - 60 ft.  
Area - all allies and opponents within a 60-ft.-radius burst centered on you  
Duration - instantaneous  
Saving Throw - no; SR - yes

Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area.

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## Ki Shout

5

BARD

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

With a guttural bark, you unleash a sudden blast of sonic energy that strikes your opponent. The target takes 1d6 points of sonic damage per level (maximum 20d6) and is stunned for 1 round; a successful Fortitude save reduces the damage by half and negates the stun.

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## Mind Fog

5

BARD

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Effect - fog spreads in 20-ft. radius, 20 ft. high  
Duration - 30 minutes and 2d6 rounds; see text  
Saving Throw - Will negates; SR - yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

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## Mirage Arcana

5

BARD

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Area - one 20-ft. cube/level  
Duration - concentration +1 hour/level  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like hallucinatory terrain, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements.

Unlike hallucinatory terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

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## Mislead

5

BARD

School - illusion/figment, glamor  
Casting Time - 1 standard action  
Components - S  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - Target/you/one illusory double  
Duration - 1 round/level (D) and concentration + 3 rounds; see text  
Saving Throw - none or Will disbelief (if interacted with); see text; SR - no

You become invisible (as greater invisibility, a glamor), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

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## Nightmare

5

BARD

School - illusion/phantasm  
Casting Time - 10 minutes  
Components - V, S  
Range - unlimited  
Target - one living creature  
Duration - instantaneous  
Saving Throw - Will negates; see text; SR - yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge | Will Save Modifier |

None\* | +10 |

Secondhand (you have heard of the subject) | +5 |

Firsthand (you have met the subject) | +0 |

Familiar (you know the subject well) | -5 |

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

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## Nightmare (Cont.)

|

Connection | will Save Modifier |

Likeness or picture | -2 |

Possession or garment | -4 |

Body part, lock of hair, bit of nail, etc. | -10 |

|

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Reflex and Will saving throws, for example.) Creatures who don't sleep (such as outsiders) or dream are immune to this spell.

## Persistent Image

5

BARD

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, F (a bit of fleece)  
Range - long (400 ft. + 40 ft./level)  
Effect - visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration - 1 min./level  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

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## Phantasmal Web

5

BARD

School - illusion/phantasm  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature/level, no two of which may be more than 30 ft. apart  
Duration - 1 round/level (D)  
Saving Throw - Will disbelief, then Fortitude partial; see text; SR - yes

You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the phantasmal web are treated as if in a web spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the phantasmal web exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the phantasmal web by moving, even by teleportation. Freedom of movement allows unobstructed movement but does not negate the concealment or nausea effects.

Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

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## Resonating Word

5

BARD

School - transmutation  
Casting Time - 1 standard action  
Components - V  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature  
Duration - 3 rounds  
Saving Throw - Fortitude partial; SR - yes

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails. On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect. On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect. On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect. The resonating word has no power after the third round, even if the spell's duration is increased.

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## Seeming

5

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature per two levels, no two of which can be more than 30 ft. apart  
Duration - 12 hours  
Saving Throw - Will negates or Will disbelief (if interacted with); SR - yes or no; see text

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

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## Shadow Evocation

5

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - see text  
Duration - see text  
Saving Throw - Will disbelief (if interacted with); SR - yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level.

Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

Objects automatically succeed on their Will saves against this spell.

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## Shadow Walk

5

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S  
Range - touch  
Target - up to one touched creature/level  
Duration - 1 hour/level  
Saving Throw - Will negates; SR - yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying.

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## Shadow Walk (Cont.)

Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

## Shadowbard

5

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S, M  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - phantom singer  
Duration - 1 round/level (D)  
Saving Throw - none; SR - no

You conjure up a quasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport.

The singer cannot be damaged, but can be dispelled. When a shadowbard comes into being, it immediately begins a bardic performance of your choice—it has access to all of the bardic performances that you do. It continues that bardic performance until you direct it as a move action to switch to a different performance. Rounds spent by a shadowbard creating a bardic performance do not decrease the number of rounds you can use your own bardic performance, nor can a shadowbard's bardic performance be used to trigger spells that require you to begin or cease a bardic performance.

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## Song of Discord

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Area - creatures within a 20-ft.-radius spread  
Duration - 1 round/level  
Saving Throw - Will negates; SR - yes

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

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## Stunning Finale

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - up to 3 creatures, no two of which can be more than 30 ft. apart  
Duration - 1 round  
Saving Throw - Fortitude partial; see text; SR - yes

You must have a bardic performance in effect to cast this spell.

With a flourish, you immediately end your bardic performance, assaulting the senses of the targets with your finale. Each target is stunned for 1 round. On a successful saving throw, a target is staggered for 1 round.

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## Suggestion, Mass

5

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, M (a snake's tongue and a honeycomb)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature/level, no two of which can be more than 30 ft. apart  
Duration - 1 hour/level or until completed  
Saving Throw - Will negates; SR - yes

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

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## Summon Monster V

5

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.

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## Unwilling Shield

5

School - necromancy  
Casting Time - 1 standard action  
Components - V, S, M (ruby dust worth 250 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one creature  
Duration - 1 round/level (D)  
Saving Throw - Will negates; SR - yes

Like shield other, unwilling shield creates a mystic connection between you and the target, but unlike shield other, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

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## Vengeful Outrage

5

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

You place a magical command upon a creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target. You designate the enemy at the time of casting, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a geas to find and capture or kill this enemy, and the target takes the penalties of that spell as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions.

If you designate one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

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## Analyze Dweomer

6

School - divination  
Casting Time - 1 standard action  
Components - V, S, F (a ruby and gold lens worth 1,500 gp)  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one object or creature per caster level  
Duration - 1 round/level  
Saving Throw - none or Will negates; see text; SR - no

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

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## Animate Objects

6

School - transmutation  
Casting Time - 1 standard action  
Components - V, S  
Range - medium (100 ft. + 10 ft./level)  
Target - one Small object per caster level; see text  
Duration - 1 round/level  
Saving Throw - none; SR - no

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

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell. See the Pathfinder RPG Bestiary for the statistics of animated objects.

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

Animate objects can be made permanent with a permanency spell.

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## Brilliant Inspiration

6

School - evocation  
Casting Time - 1 standard action  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 1 round/level and special (see below)  
Saving Throw - Will negates (harmless); SR - yes (harmless)

You open a link between your mind and the subject's mind, giving advice and encouragement for as long as the spell is in effect. Each time the subject of the spell makes an attack roll, ability check, or skill check, it rolls two d20s and takes the better result. If any roll is a natural 20, the spell's effect ends-your brilliant advice is spent.

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

## Cat's Grace, Mass

6

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

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

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## 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

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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### Cure Moderate Wounds, Mass

6

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

BARD

This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

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### Dance of a Thousand Cuts

6

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

BARD

This spell functions as dance of a hundred cuts, except you also gain the benefits of haste.

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

### Deadly Finale

6

School - evocation  
Casting Time - 1 standard action  
Components - V, S  
Range - close (25 ft. + 5 ft./2 levels)  
Target - 1 creature/3 levels no two of which can be more than 30 ft. apart  
Duration - instantaneous  
Saving Throw - Fortitude partial; SR - yes

BARD

You must have a bardic performance in effect to cast this spell.

With a flourish, you immediately end your performance, dealing 2d8 points of sonic damage to each target. In addition, each target takes 3d6 points of bleed damage for 1d6 rounds. A save negates the bleed damage but not the sonic damage.

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### Eagle's Splendor, Mass

6

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

BARD

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

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### Euphoric Tranquility

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M/DF (a poppy flower)  
Range - touch  
Target - creature touched  
Duration - 1 round/level  
Saving Throw - none and Will partial (see below); SR - yes

BARD

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see the Diplomacy skill, Core Rulebook 94), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

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### Eyebite

6

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

BARD

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects. **hd | Effect |**

10 or more | Sickened |

5-9 | Panicked, sickened |

4 or less | Comatose, panicked, sickened |

The effects are cumulative and concurrent. Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective. Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect. Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it. You must spend a swift action each round after the first to target a foe.

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### Find the Path

6

School - divination  
Casting Time - 3 rounds  
Components - V, S, F (a set of divination counters)  
Range - personal or touch  
Target - you or creature touched  
Duration - 10 min./level  
Saving Throw - none or Will negates (harmless); SR - no or yes (harmless)

BARD

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

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### Fool's Forbiddance

6

School - abjuration  
Casting Time - 1 standard action  
Components - V, S, M (a ring of keys)  
Range - 10 ft.  
Area - 10-ft.-radius spherical emanation centered on you  
Duration - concentration  
Saving Throw - Will partial; SR - yes

BARD

Through your antics and performance, you create an area of warding that adversely affects all enemies that dare enter it. When an enemy creature enters the area it must make an immediate Will saving throw. If it fails, the creature is confused as long as it is in the area and for 1 round after it leaves. If it succeeds on the saving throw, the creature is staggered as long as it is in the area and for 1 round after it leaves.

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## Fox's Cunning, Mass

6

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

BARD

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

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## Geas/Quest

6

School - enchantment/compulsion  
Casting Time - 10 minutes  
Components - V  
Range - close (25 ft. + 5 ft./2 levels)  
Target - one living creature  
Duration - 1 day/level or until discharged  
Saving Throw - none; SR - yes

BARD

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

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## Getaway

6

School - conjuration/teleportation  
Casting Time - 1 minute  
Components - V, S, M (a brass doorknob)  
Range - unlimited  
Target - you and one willing creature/2 levels, all of which must be within 30 feet of you  
Duration - 1 hour/level  
Saving Throw - none; SR - no

BARD

Getaway teleports you and allies you designate at the time of casting to a predetermined location. You must initially cast the spell at that location—all creatures affected by the spell must be present at that time and within 30 feet of you. At any time before the spell's duration expires, you may trigger the spell as a swift action. At this time, all affected creatures (or their remains and gear) within 30 feet of you are teleported to the location where you first cast the spell. Creatures more than 30 feet away from you are left behind. Selected creatures within 30 feet of you who do not wish to travel with you at that time can simply choose not to go. You can be transported any distance within a plane but cannot travel between planes.

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## Heroes' Feast

6

School - conjuration/creation  
Casting Time - 10 minutes  
Components - V, S, DF  
Range - close (25 ft. + 5 ft./2 levels)  
Effect - feast for one creature/level  
Duration - 1 hour plus 12 hours; see text  
Saving Throw - none; SR - no

BARD

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all sickness and nausea, receives the benefits of both neutralize poison and remove disease, and gains 1d8 temporary hit points + 1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

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## Irresistible Dance

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V  
Range - touch  
Target - living creature touched  
Duration - 1d4+1 rounds  
Saving Throw - Will partial; SR - yes

BARD

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

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## Overwhelming Presence

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V, S, M (a swan feather)  
Range - medium (100 ft. + 10 ft./level)  
Target - one creature/level, no two of which can be more than 30 ft. apart  
Duration - 1 round/level  
Saving Throw - Will negates, see text; SR - yes

BARD

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell.

Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

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## Permanent Image

6

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, F (a bit of fleece)  
Range - long (400 ft. + 40 ft./level)  
Effect - figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
Duration - permanent  
Saving Throw - Will disbelief (if interacted with); SR - no

BARD

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

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## Pied Piping

6

School - enchantment/compulsion  
Casting Time - 1 standard action  
Components - V or F (musical instrument)  
Range - 90 ft.  
Area - 90-ft.-radius emanation, centered on you  
Duration - concentration + 1 round/level  
Saving Throw - Will partial; see text; SR - yes

BARD

You call forth a melody so compelling and attractive that creatures belonging to a group with a specific, identifiable physical trait (such as type, subtype, age, gender, or hair color) find it almost impossible not to approach and follow you. You choose the nature of the creatures you seek to attract when you cast the spell and, once you make this choice, cannot alter it. You can only use physical traits to determine your audience. You can never use social and other more voluntary criteria (such as alignment, religion, nationality, or class) to select targets for this spell.

Eligible creatures must make a saving throw each round spent within the area of the spell and, once they fail, approach you at their normal movement speed and stand as close to you as possible without actually entering an occupied square.

If you move, they do their best to maintain their proximity to you and follow. Affected creatures can take no actions other than listening to your music and following you if you move.

Those entering the area while the spell is in effect must also successfully save or be compelled to come to you.

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## Pied Piping (Cont.)

The attractive power of the spell does not cause affected creatures to put themselves in jeopardy and they have enough presence of mind to avoid or negotiate around obstacles and other perilous hazards. If unable to approach or follow you without endangering themselves, they simply wait, swaying to the music, until you pass out of range, at which point they regain their senses after 1 round/caster level. If circumstances change once you move out of range, making it possible for affected creatures to resume their attempts to get near you they do so, and, if they manage to return to within the area of the spell before it wears off, the spell continues as normal.

If attacked, affected creatures can take defensive measures, even going so far as to avoid existing threats by moving out of the area of the spell, but cannot make attacks themselves or take any other actions until the effects of the spell wear off. The effects of the spell persist for 1 round/caster level even after you stop concentrating. Once the spell ceases, the affected creatures continue to stay near you until the effects of the spell wear off.

## Programmed Image

6

School - illusion/figment  
Casting Time - 1 standard action  
Components - V, S, M (fleece and jade dust worth 25 gp)  
Range - long (400 ft. + 40 ft./level)  
Effect - visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
Duration - permanent until triggered, then 1 round/level  
Saving Throw - Will disbelief (if interacted with); SR - no

This spell functions like silent image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. See magic mouth for more details about such triggers.

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## Project Image

6

School - illusion/shadow  
Casting Time - 1 standard action  
Components - V, S, M (a small replica of you worth 5 gp)  
Range - medium (100 ft. + 10 ft./level)  
Effect - one shadow duplicate  
Duration - 1 round/level  
Saving Throw - Will disbelief (if interacted with); SR - no

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends.

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## Scrying, Greater

6

School - divination/scrying  
Casting Time - 1 standard action  
Components - V, S  
Range - see text  
Effect - magical sensor  
Duration - 1 hour/level  
Saving Throw - Will negates; SR - yes

This spell functions like scrying, except as noted above.

Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

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## Shout, Greater

6

School - evocation  
Casting Time - 1 standard action  
Components - V, S, F (a metal or ivory horn)  
Range - 60 ft.  
Area - cone-shaped burst  
Duration - instantaneous  
Saving Throw - Fortitude partial or Reflex negates (object); see text; SR - yes (object)

This spell functions like shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

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## Summon Monster VI

6

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 you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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## Sympathetic Vibration

6

School - evocation  
Casting Time - 10 minutes  
Components - V, S, F (a tuning fork)  
Range - touch  
Target - one freestanding structure  
Duration - up to 1 round/level  
Saving Throw - none; see text; SR - yes

By attuning yourself to a freestanding structure, you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

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## Veil

6

School - illusion/glamour  
Casting Time - 1 standard action  
Components - V, S  
Range - long (400 ft. + 40 ft./level)  
Target - one or more creatures, no two of which can be more than 30 ft. apart  
Duration - concentration + 1 hour/level  
Saving Throw - Will negates; see text; SR - yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamour, but spell resistance doesn't help.

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## Waves of Ecstasy

6

BARD

School - enchantment/compulsion

Casting Time - 1 standard action

Components - V, S

Range - 30 ft.

Area - cone-shaped burst

Duration - 1 round/level; see text

Saving Throw - Will partial (see text); SR - yes

You emanate waves of intense pleasure that cause all targets within range to falter.

Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.