Bleed

0

ORACLE

School - necromancy
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 a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Create Water

0

ORACLE

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

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large--possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Magic

0

ORACLE

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

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

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

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

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

Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object	Aura Power		
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

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

Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

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

Detect Magic (Cont.)

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

Detect magic can be made permanent with a permanency spell.

Detect Poison

0

ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

Guidance

0

ORACLE

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

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

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

Light

0

ORACLE

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.

Mending

0

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

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.

Purify Food and Drink

0

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 10 ft.
Target - 1 cu. ft./level of contaminated food and water
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic

0

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

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

Read magic can be made permanent with a permanency spell.

Resistance

0

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

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.

Spark

0

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.

Stabilize

0

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)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Virtue

0

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

With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.

Abundant Ammunition

1

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.

Air Bubble

School - conjuration/creation
Casting Time - 1 standard action
Components - S, M/DF (a small bladder filled with air)
Range - touch
Target - one creature or one object no larger than a
Large two-handed weapon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes
(harmless)

ORACLE

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally.

Ant Haul

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

ORACLE

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

Bane

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 50 ft.
Area - 50-ft.-radius burst, centered on you
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

ORACLE

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

Bless

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 50 ft.
Area - The caster and all allies within a 50-ft.
burst, centered on the caster
Duration - 1 min./level
Saving Throw - none; SR - yes (harmless)

ORACLE

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

Bless Water

School - transmutation
Casting Time - 1 minute
Components - V, S, M (5 pounds of powdered silver
worth 25 gp)
Range - touch
Target - flask of water touched
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

ORACLE

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Cause Fear

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

ORACLE

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.

Command

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

ORACLE

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

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out your command on its next turn, the spell automatically fails.

Compel Hostility

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

ORACLE

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.

Comprehend Languages
1 · ORACLE

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

Cure Light Wounds
1 · ORACLE

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.

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

Curse Water
1 · ORACLE

School - necromancy
Casting Time - 1 minute
Components - V, S, M (5 lbs. of powdered silver worth 25 gp)
Range - touch
Target - flask of water touched
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell imbues a flask (1 pint) of water with negative energy, turning it into unholy water (see Equipment). Unholy water damages good outsiders the way holy water damages undead and evil outsiders.

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

Dancing Lantern
1 · ORACLE

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).

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

Deadeye's Lore
1 · ORACLE

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.

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

Deathwatch
1 · ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - cone-shaped emanation
Duration - 10 min./level
Saving Throw - none; SR - no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

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

Decompose Corpse
1 · ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a pinch of dried toadstool)
Range - touch
Target - one corpse or corporeal undead
Duration - instantaneous or 1 minute; see text
Saving Throw - Fortitude negates (object); SR - yes (object)

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

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

Detect Chaos
1 · ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful.

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

Detect Evil

1 ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of

Detect Evil (Cont.)

the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil 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 |

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell.

Each round, you can turn to detect evil 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.

Detect Chaos/Evil/Good/Law Creature/Object | Aura Power |

None | Faint | Moderate | Strong | Overwhelming |

Detect Evil (Cont.)

Aligned creature1 (HD) | 5 or lower | 5-10 | 11-25 | 26-50 | 51 or higher |

Aligned Undead (HD) | -- | 2 or lower | 3-8 | 9-20 | 21 or higher |

Aligned outsider (HD) | -- | 1 or lower | 2-4 | 5-10 | 11 or higher |

Cleric or paladin of an aligned deity2 (class levels) | -- | 1 | 2-4 | 5-10 | 11 or higher |

Aligned magic item or spell (caster level) | 5th or lower | 6th-10th | 11th-15th | 16th-20th | 21st or higher |

1 Except for undead and outsiders, which have their own entries on the table. |

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. |

> |

Detect Good

1 ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

Detect Law

1 ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 10 min./ level
Saving Throw - none; SR - no

This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic.

Detect Undead

1 ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (earth from a grave)
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 minute/ level
Saving Throw - none; SR - no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How

Detect Undead (Cont.)

long the aura lingers at this dim level depends on its original power, as given on the table below.

HD | Strength | Lingering Aura Duration |

1 or lower | Faint | 1d6 rounds |

2-4 | Moderate | 1d6 minutes |

5-10 | Strong | 1d6 x 10 minutes |

11 or higher | Overwhelming | 1d6 days |

Each round, you can turn to detect undead 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.

Diagnose Disease

1 ORACLE

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many 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.

Divine Favor

1 ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Doom

1 ORACLE

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

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Endure Elements

1 ORACLE

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

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

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

Entropic Shield

1 ORACLE

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

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Forbid Action

1 ORACLE

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

You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options.

Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe.

Cast: Target cannot cast spells or use spell-like abilities.

Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, Bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting.

Draw: Target cannot ready or prepare any item, weapon, component, or equipment.

Move: The target can take no act that would cause it to end up in a different location. The target does not resist

Forbid Action (Cont.)

1

being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help.

Hide from Undead

1 ORACLE

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

Undead cannot see, hear, or smell creatures warded by this spell.

Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures (such as skeletons or zombies) are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature (even with a spell), the spell ends for all recipients.

Inflict Light Wounds

1 ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Know The Enemy

1

School - divination
Casting Time - 1 minute
Components - S, V, DF
Range - personal
Target - you
Duration - instantaneous
Saving Throw - none; SR - no

You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

Liberating Command

1

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).

Magic Stone

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - up to three pebbles touched
Duration - 30 minutes or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

Magic Weapon

1

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

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Moment of Greatness

1

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.

Murderous Command

1

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

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

Obscuring Mist

1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Effect - cloud spreads in 20-ft. radius from you, 20 ft. high
Duration - 1 min./level
Saving Throw - none; SR - no

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

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Protection From Chaos

1

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

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

Protection From Evil

1 — ORACLE

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

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

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

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

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

While under the effects of this spell, the target is

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Protection From Evil (Cont.)

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

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

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

Protection From Good

1 — ORACLE

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

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

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Protection From Law

1 — ORACLE

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

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

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

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Ray of Sickening

1 — ORACLE

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

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

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Reinforce Armaments

1 — ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a metal pin)
Range - touch
Target - one armor suit or weapon touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

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Remove Fear

1 — ORACLE

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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Remove Sickness

1 — ORACLE

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

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

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Restore Corpse

1 — ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - corpse touched
Duration - instantaneous
Saving Throw - none; SR - no

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

Sanctify Corpse

1 — ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S, DF, M (a pinch of silver dust)
Range - touch
Area - corpse touched
Duration - 24 hours
Saving Throw - none; SR - no

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

Sanctuary

1 — ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Will negates; SR - no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell.

Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Shield Of Faith

1 — ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (parchment with a holy text written on it)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Summon Minor Monster

1 — ORACLE

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

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

Summon Monster I

1 — ORACLE

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.

Sun Metal

1 — ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one melee weapon
Duration - 1 round/level (see text)
Saving Throw - Fortitude negates (object); SR - yes (object)

The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage.

Aid
2
ORACLE

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

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

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Align Weapon
2
ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - weapon touched or 50 projectiles (all of which must be together at the time of casting)
Duration - 1 min./level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment.

You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

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Animate Dead, Lesser
2
ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)
Range - touch
Target - one corpse
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions as animate dead, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

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Ant Haul, Communal
2
ORACLE

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

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

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Arrow of Law
2
ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S, DF (a holy symbol)
Range - close (25 ft. + 5 ft./2 levels)
Effect - arrow-shaped projectile of lawful energy
Duration - instantaneous (1 round); see text
Saving Throw - Will partial (see text); SR - yes

You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack.

A chaotic creature struck by an arrow of law takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

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Augury
2
ORACLE

School - divination
Casting Time - 1 minute
Components - V, S, M (incense worth at least 25 gp), F (a set of marked sticks or bones worth at least 25 gp)
Range - personal
Target - you
Duration - instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: Weal (if the action will probably bring good results). Woe (for bad results). Weal and woe (for both). Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

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Bear's Endurance
2
ORACLE

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

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

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Bestow Weapon Proficiency
2
ORACLE

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

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

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Blessing of Courage and Life — 2

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

With this prayer you provide long-lasting succor to a wounded creature. For as long as the effect lasts, the target receives a +2 morale bonus on saving throws against fear and death effects.

At any time while the spell is in effect, the target can choose to end the spell as a swift action for a burst of healing energy. The target loses the saving throw bonus, but is healed of 1d8 points of damage +1 point per caster level (maximum +10).

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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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Bull's Strength — 2

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

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

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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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Compassionate Ally — 2

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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Consecrate — 2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a vial of holy water and 25 gp worth of silver dust), DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 2 hours/level
Saving Throw - none; SR - no

This spell blesses an area with positive energy. The DC to resist positive channeled energy within this area gains a +3 sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy DCs, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the consecrate spell curses the area, cutting off its connection with the associated deity or power.

This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels desecrate.

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Cure Moderate Wounds — 2

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

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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Death Knell
2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous/10 minutes per HD of subject; see text
Saving Throw - Will negates; SR - yes

ORACLE

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

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Delay Pain
2

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

ORACLE

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

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)

ORACLE

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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Desecrate
2

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a vial of unholy water and 25 gp worth (5 pounds) of silver dust, all of which must be sprinkled around the area), DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 2 hours/level
Saving Throw - none; SR - yes

ORACLE

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws.

An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels consecrate.

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Disfiguring Touch
2

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

ORACLE

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties. -2 decrease to an ability score (minimum 1). -2 penalty on attack rolls or saving throws. Land speed reduced by 5 feet. You may also invent other effects, but they should be no more powerful than those described above.

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Dread Bolt
2

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - arrow-shaped projectile of evil energy
Duration - instantaneous (1d4 rounds)
Saving Throw - Will partial (see text); SR - yes

ORACLE

You unleash a crackling missile of darkness from your unholy symbol at any one target in range as a ranged touch attack.

A good creature struck by dread bolt takes 1d8 points of damage per two caster levels (maximum 5d8). A good outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is sickened for 1 round. A successful Will save reduces the damage to half and negates the sickened effect. This spell deals only half damage to creatures that are neither good nor evil, and they are not sickened. The bolt has no effect on evil creatures.

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Eagle's Splendor
2

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

ORACLE

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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Effortless Armor
2

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

ORACLE

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

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Endure Elements, Communal — 2

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

ORACLE

This spell functions like endure elements, except you divide the duration in 1-hour increments among the creatures touched.

Enthrall — 2

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

ORACLE

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

Enthrall (Cont.) — 2

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.

Find Traps — 2

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

ORACLE

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.

Gentle Repose — 2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M/DF (salt and a copper piece for each of the corpse's eyes)
Range - touch
Target - corpse touched
Duration - 1 day/level
Saving Throw - Will negates (object); SR - yes (object)

ORACLE

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit.

Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

Ghostbane Dirge — 2

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

ORACLE

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.

Grace — 2

School - abjuration
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - see text

ORACLE

Until the end of your turn, your movement does not provoke attacks of opportunity.

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

ORACLE

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.

Hold Person

2

ORACLE

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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Imbue with Aura

2

ORACLE

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

You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like detect evil or detect good detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignmentaffecting magic affects it according to its actual alignment.

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Inflict Moderate Wounds

2

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

The damage dealt increases to 4d8 points of damage + 2 points per caster level (maximum +20). A living target is sickened for 1 round per caster level (maximum 10 rounds) if it fails its saving throw.

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Instant Armor

2

ORACLE

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

You instantly wrap your body in a suit of armor made from opaque force. At your option, the armor can be decorated with your religion's holy symbol in a prominent place, such as upon the breastplate or helm. While it exists, this armor replaces any garments or other sort of armor worn, magical as well as mundane. You lose access to, and all benefits from, armor replaced by this spell until the spell ends and the instant armor disappears.

Instant armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). Since instant armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. The sort of armor you can create with this spell depends on your caster level.

Caster Level	Armor Created
5th or lower	chainmail
6th-8th	banded mail
9th-11th	half-plate

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Instant Armor (Cont.)

12th or higher	full plate

If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate instant armor you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.

Instrument of Agony

2

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - weapon touched
Duration - 1 minutes/level
Saving Throw - Will negates (harmless, object), see text; SR - yes (harmless, object), see text

You cause a weapon to exude a palpable aura of divine fury. While wielding this weapon, a creature gains a +2 morale bonus on Intimidate checks. When an attack made using the targeted weapon hits, the wielder can spend a free action to discharge the effect to inflict agony on the creature the weapon hit. If that creature has spell resistance, it applies against this effect. If the creature fails a Will save, it is nauseated for 1d4+1 rounds. If it succeeds at the saving throw, the creature is instead sickened for 1 round. The sickened condition created by the instrument is a mind-affecting effect.

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Magic Siege Engine

2

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one siege engine touched
Duration - 1 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell permits an indirect fire siege engine to bombard its targets with greater accuracy, delivering more damage. The siege weapon receives a +1 enhancement bonus on targeting rolls and damage rolls. If used on a direct fire siege weapon, this spell acts a magic weapon.

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Make Whole

2

ORACLE

School - transmutation
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one object of up to 10 cu. ft./level or one construct creature of any size
Duration - instantaneous
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions as mending, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

Make whole can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When make whole is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

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Masterwork Transformation — 2 — ORACLE

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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Oracle's Burden — 2 — ORACLE

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

You entreat the forces of fate to bestow your oracle's curse upon another creature. The target creature suffers all the hindrances and none of the benefits of your oracle's curse class feature. You still suffer all effects of your oracle's curse.

If you do not have the oracle's curse class feature, this spell has no effect.

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Owl's Wisdom — 2 — ORACLE

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

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

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Pilfering Hand — 2 — ORACLE

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.

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Protection from Chaos, Communal — 2 — ORACLE

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

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

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Protection from Evil, Communal — 2 — ORACLE

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

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

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Protection from Good, Communal — 2 — ORACLE

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

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

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Protection from Law, Communal — 2 — ORACLE

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

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

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Protective Penumbra
2

ORACLE

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

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

Reinforce Armaments, Communal
2

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a metal pin)
Range - touch
Target - armor suits or weapons touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like reinforce armaments, except you divide the duration in 10-minute intervals among the objects touched.

Remove Paralysis
2

ORACLE

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to four creatures, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

You can free one or more creatures from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

The spell does not restore ability scores reduced by penalties, damage, or drain.

Resist Energy
2

ORACLE

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

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

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

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

Restoration, Lesser
2

ORACLE

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

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Returning Weapon
2

ORACLE

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.

Shard of Chaos
2

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - dart-shaped projectile of chaotic energy
Duration - instantaneous (1d6 rounds)
Saving Throw - Will partial (see text); SR - yes

You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack.

A lawful creature struck by the shard takes 1d8 points of damage per two caster levels (maximum 5d8). A lawful outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is slowed (as slow) for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only half damage to creatures that are neither lawful nor chaotic, and they are not slowed.

Share Language
2

ORACLE

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.

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

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.

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Shield Other — 2

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

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

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

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Silence — 2

School - illusion/glamer
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)

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 effect is stationary unless cast on a mobile object. 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.

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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

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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Spear Of Purity — 2

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - spear-shaped projectile of good energy
Duration - instantaneous (1 round)
Saving Throw - Will partial (see text); SR - yes

You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack. An evil creature struck by the spear takes 1d8 points of damage per two caster levels (maximum 5d8). An evil outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is blinded for 1 round. A successful Will save reduces the damage to half and negates the blinded effect. This spell deals only half damage to creatures that are neither evil nor good, and they are not blinded. The spear has no effect on good creatures.

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Spiritual Weapon — 2

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Effect - magic weapon of force
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to

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Spiritual Weapon (Cont.) — 2

redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Status — 2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one living creature touched per three levels
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

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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

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.

Surmount Affliction — 2

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

You temporarily overcome one harmful condition. This does not end the effect causing the condition; it just suspends that condition's effect for the duration of the spell. You can surmount any one of the following conditions: blinded, confused, dazed, dazzled, deafened, fatigued, frightened, paralyzed, shaken, or sickened.

Undetectable Alignment — 2

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.

Weapon of Awe — 2

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

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw.

This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.

You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

Web Shelter — 2

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

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

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

Zone of Truth — 2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Animate Dead — 3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead)
Range - touch
Target - one or more corpses touched
Duration - instantaneous
Saving Throw - none; SR - no

This spell turns corpses into undead skeletons or zombies (see the Pathfinder RPG Bestiary) that obey your spoken commands.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely.

No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat

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Animate Dead (Cont.)

do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse.

The corpse must be that of a creature with a physical anatomy.

Archon's Aura

3

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Area - 20-ft. radius centered on you
Duration - 1 minute/level
Saving Throw - Will negates; SR - yes

You gain a powerful aura, similar to an archon's aura of menace.

Any hostile creature within a 20-foot radius of you must make a Will save to resist the effects of this aura. If the creature fails, it takes a -2 penalty on attack rolls and saving throws and to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the cannot be affected again by this particular casting of archon's aura.

Badger's Ferocity

3

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon/3 levels
Duration - concentration
Saving Throw - Will negates (harmless); SR - yes (harmless)

This functions like keen edge, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

Bestow Curse

3

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - permanent
Saving Throw - Will negates; SR - yes

You place a curse on the subject. Choose one of the following.

-6 decrease to an ability score (minimum 1). -4 penalty on attack rolls, saves, ability checks, and skill checks. Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Blessing of the Mole

3

ORACLE

School - transmutation
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 1 creature/level
Duration - 1 minute/level
Saving Throw - none (harmless); SR - yes (harmless)

The targets gain darkvision 30 feet and a +2 competence bonus on Stealth checks.

Blindness/Deafness

3

ORACLE

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.

Blood Biography

3

ORACLE

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.

Borrow Fortune

3

ORACLE

School - evocation
Casting Time - 1 immediate action
Components - V
Range - personal
Target - you
Duration - instantaneous; see text

When you make a d20 roll, you may choose to immediately cast this spell to reroll that die before success or failure is known, keeping the more favorable result. For the next two rounds following your casting of the spell, you must roll two dice each time a d20 roll is called for, keeping the less favorable result.

Chain of Perdition

3

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (chain link)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 10-ft. chain
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

A floating chain of force with hooks at each end appears within an unoccupied space of your choosing within range. This chain is a Medium object that has a 10-foot reach. Physical attacks cannot hit or harm the chain of perdition, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it normally. The chain's AC against touch attacks is 10 + your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric).

The chain can perform the dirty trick (blind or entangle), drag, reposition, and trip combat maneuvers, using your caster level in place of your Combat Maneuver Bonus, and your Charisma modifier (sorcerer), Intelligence modifier (wizard), or Wisdom modifier (cleric) in place of your Strength or Dexterity modifier. The chain does not provoke attacks of opportunity for making combat maneuvers. It suffers no penalty or miss chance due to darkness, invisibility, or other forms of concealment.

As a move action, you can move the chain up to 30 feet. If the chain goes beyond the spell's range or out of your sight, it returns to you.

Chain of Perdition (Cont.)

If a creature that the chain attacks has spell resistance, you must make a caster level check (1d20 + caster level) against that spell resistance the first time the chain performs a successful maneuver against that creature. If the chain is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Contagion
3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.

Continual Flame
3

School - evocation
Casting Time - 1 standard action
Components - V, S, M (ruby dust worth 50 gp)
Range - touch
Target - object touched Effect magical, heatless flame
Duration - permanent
Saving Throw - none; SR - no

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered and hidden but not smothered or quenched.

Light spells counter and dispel darkness spells of an equal or lower level.

Create Food and Water
3

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - food and water to sustain three humans or one horse/level for 24 hours
Duration - 24 hours; see text
Saving Throw - none; SR - no

The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland. Food so created decays and becomes inedible after 24 hours, although it can be kept fresh for another 24 hours by casting a purify food and water spell on it. The water created by this spell is just like clean rain water, and it doesn't go bad as the food does.

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

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

Daybreak Arrow
3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - up to 50 pieces of ammunition, all of which must be together at the time of casting
Duration - 10 minutes/level
Saving Throw - Fortitude negates (harmless, object); SR - yes (harmless, object)

You cause ammunition, including shuriken, to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy and is not subject to damage resistance. Such a projectile sheds light as if it were a sunrod for 1 round after it is fired or thrown.

Daylight
3

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.

Deadly Juggernaut
3

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

With every enemy life you take, you become increasingly dangerous and difficult to stop. During the duration of the spell, you gain a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/- each time you reduce a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/-) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than your Hit Dice -4.

Deeper Darkness

3

ORACLE

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

This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines.

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

Delay Poison, Communal

3

ORACLE

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.

Discovery Torch

3

ORACLE

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.

Dispel Magic

3

ORACLE

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.

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.

Elemental Speech

3

ORACLE

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.

Enter Image

3

ORACLE

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.

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.

Glyph Of Warding — 3

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (powdered diamond worth 200 gp)
Range - touch
Area - object touched or up to 5 sq. ft./level
Target - object touched or up to 5 sq. ft./level
Duration - permanent until discharged (D)
Saving Throw - see text; SR - no (object) and yes; see text

ORACLE

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

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

Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be

Glyph Of Warding (Cont.)

placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. While any character can use Perception to find a glyph, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 28 for glyph of warding.

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

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting

Glyph Of Warding (Cont.)

the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack.Saving Throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Guiding Star — 3

School - divination
Casting Time - 1 minute
Components - V, S, M (a spool of thread or string)
Range - personal
Target - you
Duration - 1 day/level (D)

ORACLE

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

Helping Hand — 3

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - 5 miles
Effect - ghostly hand
Duration - 1 hour/level
Saving Throw - none; SR - no

ORACLE

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, you specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the following table.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours

Helping Hand (Cont.)

4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on its own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small

Helping Hand (Cont.)

cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

Inflict Serious Wounds

3

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

The damage dealt increases to 6d8 points of damage + 2 points per caster level (maximum +30). A living target is sickened for 1 round per caster level (maximum 15 rounds) if it fails its saving throw.

Invisibility Purge

3

ORACLE

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

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

Ki Leech

3

ORACLE

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

You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to 0 or fewer hit points, you can steal some of that creature's ki. This replenishes 1 point of ki as long as you have at least 1 ki point in your ki pool. This does not allow you to exceed your ki pool's maximum. This ability does not stack with similar abilities (such as the steal ki ability of the hungry ghost monk in the Advanced Player's Guide).

This spell has no effect if you do not have a ki pool.

Locate Object

3

ORACLE

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.

Magic Circle against Chaos

3

ORACLE

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

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

Magic Circle against Evil

3

ORACLE

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

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

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

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

Magic Circle against Evil (Cont.)

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

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

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

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

Magic Circle against Evil (Cont.)

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

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

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

Magic Circle against Good

3

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

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

Magic Circle against Law

3

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

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

Magic Vestment

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - armor or shield touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

Meld into Stone

3

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

Meld into stone enables you to meld your body and possessions into a single block of stone. The stone must be large enough to accommodate your body in all three dimensions. When the casting is complete, you and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. You remain aware of the passage of time and can cast spells on yourself while hiding in the stone. Nothing that goes on outside the stone can be seen, but you can still hear what happens around you. Minor physical damage to the stone does not harm you, but its partial destruction (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage. The stone's complete destruction expels you and slays you instantly unless you make a DC 18 Fortitude save. Even if you make your save, you still take 5d6 points of damage.

Any time before the duration expires, you can step out of the stone through the surface that you entered. If the spell's duration expires or the effect is dispelled before

Meld into Stone (Cont.)

you voluntarily exit the stone, you are violently expelled and take 5d6 points of damage.

The following spells harm you if cast upon the stone that you are occupying. Stone to flesh expels you and deals you 5d6 points of damage. Stone shape deals 3d6 points of damage but does not expel you. Transmute rock to mud expels you and then slays you instantly unless you make a DC 18 Fortitude save, in which case you are merely expelled. Finally, passwall expels you without damage.

Nap Stack

3

School - necromancy
Casting Time - 1 minute
Components - V, S, M (a little silk pillow worth 100 gp)
Range - 30 ft.
Area - 30-ft.-radius emanation
Duration - 8 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

You reduce the amount of uninterrupted sleep or rest creatures within the spell's area need in order to recover from injuries, regain spells, or other special abilities to 2 hours instead of the normal eight. In addition, if creatures continue to sleep or rest beyond the initial 2 hours, every additional 2 hours counts as a day of rest for the purpose of recovering hit points, ability damage, as well as for enduring diseases, poisons, or other afflictions. This means 8 total hours of sleep counts as 4 days for natural healing and for saving throws as diseases or similar afflictions run their course. When suffering from diseases, poison, or other afflictions, sleepers experience vivid dreams that help them track their recovery. If things go poorly they can, at any time, wake themselves up in order to seek a better alternative. If awoken or otherwise disturbed during this 8-hour period, creatures may return to sleep but they no longer enjoy the benefits of the accelerated recovery time. Creatures can only enjoy the benefits of this spell once in any 1-week period.

Obscure Object

3

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).

Prayer

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - 40 ft.
Area - all allies and foes within a 40-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - none; SR - yes

You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.

Protection from Energy
3
ORACLE

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

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

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

Remove Blindness/Deafness
3
ORACLE

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

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

Remove Curse
3
ORACLE

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.

Remove Disease
3
ORACLE

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

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Resist Energy, Communal
3
ORACLE

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

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

Returning Weapon, Communal
3
ORACLE

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.

Sacred Bond
3
ORACLE

School - conjuration/healing
Casting Time - 1 round
Components - V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)
Range - touch; see text
Target - creature touched
Duration - 10 minutes/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

To use this spell, you first touch the intended recipient, creating a sympathetic field of healing energies between you.

Once the spell has been cast, you and the target may cast conjuration (healing) spells with a range of touch upon each other so long as you are within close range (25 ft. + 5 ft./2 levels). Should either you or the target remove your bracelet, the spell immediately ends.

Sands of Time
3
ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - touched creature or object
Duration - 10 minutes/level or instantaneous (see text)
Saving Throw - none; SR - yes

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category.

A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

Searing Light
3 ORACLE

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

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

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

Severed Fate
3 ORACLE

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

You curse the target, preventing it from drawing upon the powers of destiny. The target is shaken and cannot use hero points for the duration of the spell. This effect can be removed by dispel magic, remove curse, or other similar effects.

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

Share Language, Communal
3 ORACLE

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)

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

Speak with Dead
3 ORACLE

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - 10 ft.
Target - one dead creature
Duration - 1 min./level
Saving Throw - Will negates; see text; SR - no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

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Stone Shape
3 ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (soft clay)
Range - touch
Target - stone or stone object touched, up to 10 cu. ft. + 1 cu. ft./level
Duration - instantaneous
Saving Throw - none; SR - no

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

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

Summon Monster III
3 ORACLE

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.

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

Symbol of Healing
3 ORACLE

School - conjuration/healing
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will half (harmless) (see text); SR - yes (harmless) (see text)

This spell functions as symbol of death, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 10,000 gp.

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

Unravel Destiny
3 ORACLE

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

You utter a dire portent, causing destiny and fate to unravel around the target. This profoundly disturbing effect causes the target to suffer a cumulative -2 penalty on all ability checks, attack rolls, saving throws, and skill checks for every hero point it possesses. The target can reduce this penalty by spending hero points normally, but it takes 2d6 points of damage for each hero point spent while this spell is in effect.

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

Vision of Hell — 3

ORACLE

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.

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

Water Breathing — 3

ORACLE

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

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

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Water Walk — 3

ORACLE

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

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

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Wind Wall — 3

ORACLE

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

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

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

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Wrathful Mantle — 3

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch or 5 ft.; see text
Target - creature touched or all creatures within 5 ft.; see text
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

A shimmering mantle of light shrouds the subject, light like a torch. The subject of the spell gains a +1 resistance bonus on all saving throws per four caster levels (maximum +5 at 20th level). The subject can end the wrathful mantle at any time as a swift action to deal 2d8 points of force damage to all creatures within 5 feet.

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

Air Walk — 4

ORACLE

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

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

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

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

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

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Aura of Doom — 4

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S, M/DF (powdered bone)
Range - personal
Area - 20-ft.-radius emanation centered on you
Duration - 10 minute/level
Saving Throw - Will negates; SR - yes

You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect.

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Blessing Of Fervor — 4

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
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)

With this blessing, you call your allies to move forth and empower them to conquer and become victorious. Each round for the duration of this spell, each of your allies can choose one of the following bonuses for that round at the beginning of its turn (their choice).

Increase its speed by 30 feet.

Stand up as a swift action without provoking an attack of opportunity.

Make one extra attack as part of a full attack action, using its highest base attack bonus.

Gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves.

Cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell.

These effects are not cumulative with similar effects, such as those provided by haste or a speed weapon, nor do they 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. Blessing of fervor does not stack with haste.

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Blood Crow Strike

School - evocation
Casting Time - 1 round
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - instantaneous
Saving Throw - none; SR - yes

ORACLE

Your unarmed strikes release blasts of energy in the form of bolts of fire or glowing red crows, which fly instantaneously to strike your target. You can make unarmed strike or flurry of blows attacks against the target as if it were in your threatened area; each successful attack deals damage as if you had hit it with your unarmed strike, except half the damage is fire and half is negative energy (this negative energy does not heal undead). For example, if you are a 14th-level monk, you can use a flurry of blows to attack five times, creating one energy crow for each successful attack against the target, and dealing 2d6 points of damage (plus appropriate unarmed strike modifiers) with each crow.

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Chaos Hammer

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Duration - instantaneous (1d6 rounds); see text
Saving Throw - Will partial; see text; SR - yes

ORACLE

You unleash chaotic power to smite your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only lawful and neutral (not chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to lawful creatures (or 1d6 points of damage per caster level, maximum 10d6, to lawful outsiders) and slows them for 1d6 rounds (see the slow spell). A successful Will save reduces the damage by half and negates the slow effect.

The spell deals only half damage against creatures who are neither lawful nor chaotic, and they are not slowed. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

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Control Summoned Creature

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

ORACLE

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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Control Water

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a pinch of dust for lower water or a drop of water for raise water)
Range - long (400 ft. + 40 ft./level)
Area - water in a volume of 10 ft./level by 10 ft./level by 2 ft./level
Duration - 10 min./level
Saving Throw - none; see text; SR - no

ORACLE

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly evaporate or to sink into the ground below, lowering the water's depth. The second version causes the water to surge and rise, increasing its overall depth and possibly flooding nearby areas.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per caster level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to caster level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (Will negates). The spell has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of

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Control Water (Cont.)

the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version of this spell, you may reduce one horizontal dimension by half and double the other horizontal dimension to change the overall area of effect.

Cure Critical Wounds

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

ORACLE

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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Death Ward

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

ORACLE

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

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

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Debilitating Portent

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 round/level (D) see text
Saving Throw - none; SR - yes

ORACLE

The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics). If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

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Dimensional Anchor — 4

ORACLE

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

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

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

Discern Lies — 4

ORACLE

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

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

Dismissal — 4

ORACLE

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

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

Divination — 4

ORACLE

School - divination
Casting Time - 10 minutes
Components - V, S, M (incense and an appropriate offering worth 25 gp)
Range - personal
Target - you
Duration - instantaneous

Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Divine Power — 4

ORACLE

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

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. You gain a +1 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks for every three caster levels you have (maximum +6). You also gain 1 temporary hit point per caster level. Whenever you make a full-attack action, you can make an additional attack at your full base attack bonus, plus any appropriate modifiers. This additional attack is not cumulative with similar effects, such as haste or weapons with the speed special ability.

Fleshworm Infestation — 4

ORACLE

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 round/level (D)
Saving Throw - Fortitude partial (see text); SR - yes

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Freedom of Movement — 4

ORACLE

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.

Giant Vermin — 4

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 or more vermin, no two of which can be more than 30 ft. apart
Duration - 1 min./level
Saving Throw - none; SR - yes

You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts (see the Pathfinder RPG Bestiary). Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider). The number of vermin which can be affected by this spell depends on your caster level, as noted on the table below.

Giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whomever or whatever is near them.

Caster Level	Centipedes	Scorpions	Spiders
9th or lower	3	1	2
10th-13th	4	2	3
14th-17th	6	3	4
18th-19th	8	4	5
20th or higher	12	6	8

Holy Smite

4 ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Duration - instantaneous (1 round); see text
Saving Throw - Will partial; see text; SR - yes

You draw down holy power to smite your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to each evil creature in the area (or 1d6 points of damage per caster level, maximum 10d6, to an evil outsider) and causes it to become blinded for 1 round. A successful Will saving throw reduces damage to half and negates the blinded effect.

The spell deals only half damage to creatures who are neither good nor evil, and they are not blinded. Such a creature can reduce that damage by half (down to one-quarter of the roll) with a successful Will save.

Imbue with Spell Ability

4 ORACLE

School - evocation
Casting Time - 10 minutes
Components - V, S, DF
Range - touch
Target - creature touched; see text
Duration - permanent until discharged
Saving Throw - Will negates (harmless); SR - yes (harmless)

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

HD of recipient | Spells imbued |

2 or lower | One 1st-level spell |

3-4 | One or two 1st-level spells |

5 or higher | One or two 1st-level spells and one 2nd-level spell |

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast imbue with spell ability, you cannot

Imbue with Spell Ability (Cont.)

prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must be able to move freely. To cast a spell with a material component or focus, it must have the materials or focus.

Inflict Critical Wounds

4 ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

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

Magic Weapon, Greater

4 ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (powdered lime and carbon)
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 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5). This bonus does not allow a weapon to bypass damage reduction aside from magic.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets.

The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation after they are used.

Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.

Neutralize Poison

4 ORACLE

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.

Oracle's Vessel

4 ORACLE

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 (harmless)

The target gains all the benefits of your oracle's curse, with none of the penalties. In some cases, this has no effect (for example, a fighter with your haunted curse can't cast spells and doesn't gain any benefit from having additional spells known).

Order's Wrath

4 ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - nonlawful creatures within a burst that fills a 30-ft. cube
Duration - instantaneous (1 round); see text
Saving Throw - Will partial; see text; SR - yes

You channel lawful power to smite enemies. The power takes the form of a three-dimensional grid of energy. Only chaotic and neutral (not lawful) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to chaotic creatures (or 1d6 points of damage per caster level, maximum 10d6, to chaotic outsiders) and causes them to be dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect.

The spell deals only half damage to creatures who are neither chaotic nor lawful, and they are not dazed. They can reduce the damage in half again (down to one-quarter of the roll) with a successful Will save.

Plague Carrier

4
ORACLE

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

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

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Planar Adaptation

4
ORACLE

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

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

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Planar Ally, Lesser

4
ORACLE

School - conjuration/calling
Casting Time - 10 minutes
Components - V, S, M (offerings worth 500 gp plus payment, see text), DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one called outsider of 6 HD or less
Duration - instantaneous
Saving Throw - none; SR - no

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals.

Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

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

Planar Ally, Lesser (Cont.)

4

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

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

Poison

4
ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - instantaneous; see text
Saving Throw - Fortitude negates; see text; SR - yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

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

Protection from Energy, Communal

4
ORACLE

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

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

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

Repel Vermin

4
ORACLE

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.

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

Rest Eternal

4
ORACLE

School - necromancy
Casting Time - 1 round
Components - V, S, M/DF (ashes and a vial of holy or unholy water)
Range - touch
Target - one dead creature touched
Duration - permanent
Saving Throw - none; SR - no

You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment.

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Restoration

School - conjuration/healing
Casting Time - 3 rounds
Components - V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

ORACLE

This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Ride The Waves

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

ORACLE

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

Sending

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

ORACLE

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

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

Soothe Construct

School - abjuration
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one construct
Duration - instantaneous
Saving Throw - none; SR - no

ORACLE

You soothe the elemental spirit of a targeted construct, reducing its chance of going berserk by 1d4% per four caster levels (maximum 5d4%). If cast on a construct that has already gone berserk and you are its master, you may immediately roll d% to end the construct's berserk state, it returns to normal functioning, and its berserk chance returns to 0%.

Spell Immunity

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

ORACLE

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 4th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Spiritual Ally

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Effect - spiritual ally of force
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

ORACLE

An ally made of pure force appears in a single 5-foot square within range. The ally takes the form of a servant of your god.

The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity (as for spiritual weapon), which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus (gaining extra attacks if your base attack bonus is high enough) plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels (maximum +5 at 15th level). It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures.

Each round after the first, you can move the spiritual ally as a swift action. It has a speed of 30 feet, and a fly

Spiritual Ally (Cont.)

speed of 30 feet (perfect maneuverability). Being a construct of force, the spiritual ally cannot be harmed by any physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual ally's AC against touch attacks is 10.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual ally strikes it. If the ally is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Spit Venom

School - transmutation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - one stream of venom
Duration - instantaneous; see text
Saving Throw - Fortitude partial; SR - no

ORACLE

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom; the DC in successive rounds of the poison is equal to the spell's DC.

Summon Monster IV

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

ORACLE

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.

Summoner Conduit

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

ORACLE

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

Symbol of Revelation

School - divination
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - none; SR - yes

ORACLE

This spell functions as symbol of death, except it is only activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like faerie fire, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a symbol of revelation remains active for 10 minutes per caster level.

Symbol of revelation can be made permanent with a permanency spell by a caster of 12th level or higher for the cost of 10,000 gp.

Symbol of Slowing

School - transmutation
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

ORACLE

This spell functions as symbol of death, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.

Symbol of slowing can be made permanent with a permanency spell by a caster of 11th level or higher for the cost of 10,000 gp.

Terrible Remorse

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

ORACLE

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.

Tongues

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

ORACLE

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.

Unholy Blight

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius spread
Duration - instantaneous (1d4 rounds); see text
Saving Throw - Will partial; SR - yes

ORACLE

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Water Walk, Communal

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

ORACLE

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

Air Walk, Communal

5

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

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

Astral Projection, Lesser

ORACLE

5

School - necromancy
Casting Time - 30 minutes
Components - V, S, M (1,000 gp jacinth)
Range - touch
Target - you plus one additional willing creature touched per two caster levels
Duration - see text
Saving Throw - none; SR - yes

This spell functions as astral projection, except you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

Atonement

ORACLE

5

School - abjuration
Casting Time - 1 hour
Components - V, S, M (burning incense), F (a set of prayer beads or other prayer device worth at least 500 gp), DF
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

This spell removes the burden of misdeeds from the subject. The creature seeking atonement must be truly repentant and desirous of setting right its misdeeds. If the atoning creature committed the evil act unwittingly or under some form of compulsion, atonement operates normally at no cost to you. However, in the case of a creature atoning for deliberate misdeeds, you must intercede with your deity (requiring you to expend 2,500 gp in rare incense and offerings). Atonement may be cast for one of several purposes, depending on the version selected.

Reverse Magical Alignment Change: If a creature has had its alignment magically changed, atonement returns its alignment to its original status at no additional cost.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions of her class may have her class features restored by this spell.

Restore Cleric or Druid Spell Powers: A cleric or druid who has lost the ability to cast spells by incurring the anger of her deity may regain that ability by seeking

Atonement (Cont.)

atonement from another cleric of the same deity or another druid. If the transgression was intentional, the casting cleric must expend 2,500 gp in rare incense and offerings for her god's intercession.

Redemption or Temptation: You may cast this spell upon a creature of an opposing alignment in order to offer it a chance to change its alignment to match yours. The prospective subject must be present for the entire casting process. Upon completion of the spell, the subject freely chooses whether it retains its original alignment or acquiesces to your offer and changes to your alignment. No duress, compulsion, or magical influence can force the subject to take advantage of the opportunity offered if it is unwilling to abandon its old alignment. This use of the spell does not work on outsiders or any creature incapable of changing its alignment naturally.

Though the spell descriptionrefers to evil acts, atonement can be used on any creature that has performed acts against its alignment, regardless of the actual alignment in question.

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

Break Enchantment

ORACLE

5

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.

Breath Of Life

ORACLE

5

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

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25).

Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by breath of life.

Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life.

Cleanse

ORACLE

5

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

Positive energy infuses and cleanses your body. This spell cures 4d8 points of damage + 1 point per caster level (maximum +25) and ends any and all of the following adverse conditions affecting you: ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, cleanse functions as break enchantment upon a single additional effect of your choice that is affecting you and that can be legally affected by this effect.

If used by undead or other creatures healed by negative energy, the spell cleanses with negative energy rather than positive.

Command, Greater

ORACLE

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
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

This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. Each creature must receive the same command.

Commune

5

ORACLE

School - divination
Casting Time - 10 minutes
Components - V, S, M (holy or unholy water and incense worth 500 gp), DF
Range - personal
Target - you
Duration - 1 round/level

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

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

Contagion, Greater

5

ORACLE

School - necromancy
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 negates; SR - yes

This spell functions as contagion, except the victim cannot overcome the disease without magic-making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

Cure Light Wounds, Mass

5

ORACLE

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

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.

Curse of Magic Negation

5

ORACLE

School - abjuration
Casting Time - 1 round
Components - V, S, M (powdered lead and platinum worth 250 gp)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 10 minute/level
Saving Throw - Will negates; SR - no

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

Curse, Major

5

ORACLE

School - necromancy
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

This spell functions as bestow curse, except the DC to remove the curse is equal to the save DC + 5.

Dispel Chaos

5

ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

This spell functions like dispel evil, except that you are surrounded by constant, blue lawful energy, and the spell affects chaotic creatures and spells rather than evil ones.

Dispel Evil

5

ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

Shimmering, white holy energy surrounds you. This energy has three effects.

First, you gain a +4 deflection bonus to AC against attacks by evil creatures.

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

Third, with a touch you can automatically dispel any one enchantment spell cast by an evil creature or any one evil spell. Spells that can't be dispelled by dispel magic also can't be dispelled by dispel evil. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

Dispel Good

5

ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched good creature from another plane, or you and an enchantment or good spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

This spell functions like dispel evil, except that you are surrounded by dark, wavering unholy energy, and the spell affects good creatures and spells rather than evil ones.

Dispel Law — 5

School - abjuration
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and a touched lawful creature from another plane, or you and an enchantment or lawful spell on a touched creature or object
Duration - 1 round/level or until discharged, whichever comes first
Saving Throw - see text; SR - see text

This spell functions like dispel evil, except that you are surrounded by flickering, yellow chaotic energy, and the spell affects lawful creatures and spells rather than evil ones.

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

Disrupting Weapon — 5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one melee weapon
Duration - 1 round/level
Saving Throw - Will negates (harmless, object); see text; SR - yes (harmless, object)

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

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

Fickle Winds — 5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Target - one or more Medium creatures/level, no two of which can be more than 30 ft. apart
Duration - 1 minute/level (D)
Saving Throw - none (see text); SR - yes

You create a mobile cylinder of wind encompassing every target of the spell and protecting them as wind wall, but not interfering with them in any way. For example, arrows and bolts fired at the targets are deflected upward and miss, but the targets' own arrows or bolts pass through the wall as if it were not there.

A Large creature counts as 4 Medium creatures for the purpose of how many targets you can effect with the spell; a Huge creature counts as 8, a Gargantuan creature as 16, and a Colossal creature as 32. This spell has no effect within the area of a higher-level wind or weather spell.

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

Flame Strike — 5

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Area - cylinder (10-ft. radius, 40-ft. high)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

A flame strike evokes a vertical column of divine fire. The spell deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.

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Forbid Action, Greater — 5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
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

This spell functions as forbid action, except up to one creature per level may be affected. Each creature must receive the same forbidden action.

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

Ghostbane Dirge, Mass — 5

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

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

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

Hallow — 5

School - evocation
Casting Time - 24 hours
Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the hallowed area), DF
Range - touch
Area - 40-ft. radius emanating from the touched point
Duration - instantaneous
Saving Throw - see text; SR - see text

Hallow makes a particular site, building, or structure a holy site.

This has four major effects.

First, the site is warded by a magic circle against evil effect.

Second, the DC to resist positive channeled energy within this area gains a +4 sacred bonus and the DC to resist negative energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you can fix a single spell effect to the hallowed site.

The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect.

You may designate whether the effect applies to all

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Hallow (Cont.)

creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.

Spell effects that may be tied to a hallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect evil, detect magic, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one hallow spell (and its associated spell effect) at a time. Hallow counters but does not dispel unhallow.

Heroic Fortune, Mass — 5

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

ORACLE

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

Holy Ice — 5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a flask of holy water or 5 pounds of powdered silver worth 25 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - wall of ice or flying ice javelins (see text)
Duration - 1 minute/level, instantaneous, or until expended (see text)
Saving Throw - Reflex negates or none (see text); SR - yes

ORACLE

This spell creates a large mass of frozen holy water that can be used for one of two effects.

Holy Ice Wall: This functions like wall of ice (hemisphere or plane). Any creature that takes damage from holy water takes 1 point of damage every time it touches or attacks the ice wall with melee attacks; extended contact with the wall (such as standing or walking on it) deals 1d6 points of damage. Even when the ice has been broken through, a sheet of frigid holy air remains. Any creature that steps through it (including the one who broke through the wall) takes 1d6 points of damage + 1 point per caster level (no save); half of this damage is cold damage, half is damage from holy water (creatures unharmed by holy water do not take the damage).

Holy Ice Javelins: The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other.

You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 damage each, plus 1 point of cold damage and 1 point of damage from holy water.

The javelins are destroyed by this attack.

Inflict Light Wounds, Mass — 5

School - necromancy
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; SR - yes

ORACLE

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Insect Plague — 5

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

ORACLE

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

Life Bubble — 5

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a bit of eggshell)
Range - touch
Target - creatures touched, up to one/level
Duration - 2 hours/level; see text
Saving Throw - Will negates (harmless); SR - yes (harmless)

ORACLE

You surround the touched creatures with a constant and moveable 1-inch shell of tolerable living conditions. This shell enables the subjects to breathe freely, even underwater or in a vacuum, as well as making them immune to harmful gases and vapors, including inhaled diseases and poisons and spells like cloudkill and stinking cloud. In addition, the shell protects subjects from extremes of temperature (per endure elements) as well as extremes of pressure.

Life bubble does not provide protection from negative or positive energy (such as found on the Negative and Positive Energy planes), the ability to see in conditions of poor visibility (such as in smoke or fog), nor the ability to move or act normally in conditions that impede movement (such as underwater).

When you cast this spell it has a total duration of 2 hours per caster level. You can divide this duration up in any manner you wish, not necessarily equally, between up to 1 creature per caster level.

Magic Siege Engine, Greater — 5

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

ORACLE

This spell functions like magic siege weapon, except it gives an indirect fire siege weapon an enhancement bonus on targeting and damage rolls of +1 per four caster levels (maximum +5). If used on a direct-fire siege weapon, this spell functions as greater magic weapon.

Mark of Justice — 5

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent; see text
Saving Throw - none; SR - yes

ORACLE

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please.

The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

Pillar Of Life — 5

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Effect - 5-ft.-square pillar of positive energy, 20 ft. high
Duration - 1 round/level
Saving Throw - none; SR - no

ORACLE

You conjure a pillar of positive energy in a single 5-foot square within range that radiates light as if it were a sunrod. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 1d6 points of damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points if damage per caster level (maximum 10d8). A creature cannot benefit or suffer more than once from a single casting of this spell.

Plane Shift — 5 — ORACLE

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

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

Raise Dead — 5 — ORACLE

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (diamond worth 5,000 gp), DF
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return.

If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases

Raise Dead (Cont.)

and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole.

Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Rapid Repair — 5 — ORACLE

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

The targeted construct gains fast healing 5. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed.

Reprobation — 5 — ORACLE

School - transmutation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature of your faith
Duration - permanent
Saving Throw - none; SR - yes

You cast the target out of your religion as a curse and punishment for acts or misdeeds against the tenets of your faith. This has three marks.

First, the target is marked with a magical symbol visible only to members of your faith. This symbol indicates that the target has transgressed and that the faithful should not help it. Likewise, the target is not to be persecuted because of the mark (though this would not keep members of a lawful faith from imprisoning a known criminal if these crimes were known to have taken place after he gained the mark).

Second, the target is no longer affected by helpful spells cast by the faithful and is always treated as an enemy for the purpose of other spells cast by those of your faith. For example, cure light wounds cast by a member of your faith has no effect on the target. If the target were traveling with a cleric of your faith who cast prayer, that spell would penalize rather than aid the target, despite the target's friendship with the cleric.

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it

Reprobation (Cont.)

cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

This powerful spell with no saving throw is used to punish severe transgressions that do not deserve death or when you prefer to be merciful rather than meting out a more severe punishment. However, the spell has one drawback that prevents it from being overused. If the target did not commit any acts or misdeeds against your faith, the spell does not affect it but affects you instead, even if you are innocent of the charges.

This potential backlash prevents inquisitions run by corrupt members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down.

This mark can be removed like any other curse effect. In addition, a member of your faith can use atonement to break the curse if he makes a caster level check against your caster level; remove curse also requires a caster of your faith and a caster level check to end the reprobation.

Righteous Might — 5 — ORACLE

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

Your height immediately doubles, and your weight increases by a factor of eight. This increase changes your size category to the next larger one. You gain a +4 size bonus to Strength and Constitution and take a -2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You gain DR 5/ evil (if you normally channel positive energy) or DR 5/good (if you normally channel negative energy). At 15th level, this DR becomes 10/evil or 10/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see Chapter 7 for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you-the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell.

Righteous Might (Cont.)

Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

Scrying

ORACLE 5

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.

Serenity

ORACLE 5

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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Slay Living

ORACLE 5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

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Snake Staff

ORACLE 5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a knife suitable for whittling)
Range - medium (100 ft. + 10 ft./level)
Target - 1 or more pieces of wood, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Will negates (object); SR - yes (object)

With a long hissing whisper, you transform ordinary pieces of wood into various sorts of snakes that immediately attack your foes.

As long as the snakes remain within sight, you can direct their actions telepathically as a free action. You can only apply this spell to wooden objects not in a creature's possession or not part of a larger structure or plant. Each time you cast this spell you can create a number of snakes equal to your caster level. More powerful snakes take up more than one of your available total, as noted below.

Venomous Snake: A stick or piece of firewood. Counts as 1 snake.

Constrictor Snake: A staff or tree branch. Counts as 2 snakes.

Advanced Venomous Snake: A stick or piece of firewood. Counts as 2 snakes.

Advanced Constrictor Snake: A staff or tree branch. Counts as 3 snakes.

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Snake Staff (Cont.)

Advanced Giant Venomous Snake: A log or pile of debris. Counts as 4 snakes.

Advanced Giant Constrictor Snake: A fallen tree or a large pile of debris. Counts as 5 snakes.

Spell Immunity, Communal

ORACLE 5

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

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

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Spell Resistance

ORACLE 5

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

The target gains spell resistance equal to 12 + your caster level.

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

Summon Monster V

5
ORACLE

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.

Symbol of Pain

5
ORACLE

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Fortitude negates; SR - yes

This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike symbol of death, symbol of pain has no hit point limit; once triggered, a symbol of pain simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of pain are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of pain and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of pain.

Symbol of Scrying

5
ORACLE

School - divination/scrying
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - none; SR - no

This spell functions as symbol of death, except that, when triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a scrying spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level.

Unlike symbol of death, a symbol of scrying is not considered a magical trap. Symbol of scrying can be made permanent with a permanency spell by a caster of 13th level or higher for the cost of 10,000 gp.

Symbol of Sleep

5
ORACLE

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 x 10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.

Symbol of Striking

5
ORACLE

School - illusion/shadow
Casting Time - 10 minutes
Components - V, S, M (a masterwork melee weapon costing at least 300 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will half, see text; SR - yes, see text

This spell functions like symbol of death, except that using the material component, you scribe a symbol of striking so it fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks. The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

Tongues, Communal

5
ORACLE

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.

Treasure Stitching

5
ORACLE

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.

True Seeing

5
ORACLE

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

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

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

Unhallow

5

School - evocation
Casting Time - 24 hours
Components - V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area)
Range - touch
Area - 40-ft. radius emanating from the touched point
Duration - instantaneous
Saving Throw - see text; SR - see text

ORACLE

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight,

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Unhallow (Cont.)

death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.) An area can receive only one unhallow spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.

Unholy Ice

5

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a flask of unholy water or 5 pounds of powdered silver worth 25 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - wall of ice or flying ice javelins (see text)
Duration - 1 minute/level, instantaneous, or until expended (see text)
Saving Throw - Reflex negates or none (see text); SR - yes

ORACLE

This spell functions as holy ice, except it is made of frozen unholy water rather than holy water.

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Wall Of Stone

5

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

ORACLE

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

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

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

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Wall Of Stone (Cont.)

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

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

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

ORACLE

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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Antilife Shell

6

School - abjuration
Casting Time - 1 round
Components - V, S, DF
Range - 10 ft.
Area - 10-ft.-radius emanation, centered on you
Duration - 1 min./level
Saving Throw - none; SR - yes

ORACLE

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

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

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

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Banishment

6

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

ORACLE

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

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

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

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Bear's Endurance, Mass — 6

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

ORACLE

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

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Blade Barrier — 6

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high
Duration - 1 min./level (D)
Saving Throw - Reflex half or Reflex negates; see text; SR - yes

ORACLE

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall.

Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

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Bull's Strength, Mass — 6

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

ORACLE

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

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Cold Ice Strike — 6

School - evocation
Casting Time - 1 swift action
Components - V, S
Range - 30 ft.
Area - 30-ft. line
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

ORACLE

You create a shredding flurry of ice slivers, which blast from your hand in a line. The line deals 1d6 points of cold damage per caster level (maximum 15d6).

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Create Undead — 6

School - necromancy
Casting Time - 1 hour
Components - V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)
Range - close (25 ft. + 5 ft./2 levels)
Target - one corpse
Duration - instantaneous
Saving Throw - none; SR - no

ORACLE

A much more potent spell than animate dead , this evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: ghouls, ghasts, mummies, and mohrgs. The type or types of undead you can create are based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th-14th	Ghast
15th-17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

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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

ORACLE

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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Dispel Magic, Greater — 6

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

ORACLE

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.

Dust Form — 6
ORACLE

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)
Range - personal
Target - you
Duration - 1 round/level

Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

Eagle's Splendor, Mass — 6
ORACLE

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

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

Epidemic — 6
ORACLE

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

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (Core Rulebook 557), as the spell contagion. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

Find the Path — 6
ORACLE

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)

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.

Forbiddance — 6
ORACLE

School - abjuration
Casting Time - 6 rounds
Components - V, S, M (holy water and incense worth 1,500 gp, plus 1,500 gp per 60-foot cube), DF
Range - medium (100 ft. + 10 ft./level)
Area - 60-ft. cube/level
Duration - permanent
Saving Throw - see text; SR - yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

Alignments identical: No effect. The creature may enter the area freely (although not by planar travel).

Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell

Forbiddance (Cont.) — 6

resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Geas/Quest — 6
ORACLE

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

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.

Glyph of Warding, Greater — 6
ORACLE

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (powdered diamond worth 200 gp)
Range - touch
Area - object touched or up to 5 sq. ft./level
Target - object touched or up to 5 sq. ft./level
Duration - permanent until discharged (D)
Saving Throw - see text; SR - no (object) and yes; see text

This spell functions like glyph of warding, except that a greater blast glyph deals up to 10d8 points of damage, and a greater spell glyph can store a spell of 6th level or lower.

Read magic allows you to identify a greater glyph of warding with aDC 16 Spellcraft check.

Material Component: You trace the glyph with incense, which must first be sprinkled with powdered diamond worth at least 400 gp.

Harm

6

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; see text; SR - yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

Heal

6

ORACLE

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

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

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

If used against an undead creature, heal instead acts like harm.

Heroes' Feast

6

ORACLE

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

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.

Inflict Moderate Wounds, Mass

6

ORACLE

School - necromancy
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; SR - yes

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

Joyful Rapture

6

ORACLE

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.

Owl's Wisdom, Mass

6

ORACLE

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

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

Plague Storm

6

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 minute/level and instantaneous (see text)
Saving Throw - Fortitude negates; SR - no

You create a hideous gray cloud, similar to fog cloud, that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see page 557 of the Core Rulebook.

Unlike a fog cloud, the plague storm moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

Planar Adaptation, Mass

6

ORACLE

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 - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

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

Planar Ally
6

School - conjuration/calling
Casting Time - 10 minutes
Components - V, S, M (offerings worth 1,250 gp plus payment), DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - one or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear
Duration - instantaneous
Saving Throw - none; SR - no

ORACLE

This spell functions like lesser planar ally, except you may call a single creature of 12 HD or less, or two creatures of the same kind whose HD total no more than 12. The creatures agree to help you and request your return payment together.

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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

ORACLE

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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Symbol of Fear
6

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

ORACLE

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

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Symbol of Persuasion
6

School - enchantment/charm
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

ORACLE

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level.

Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

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Symbol of Sealing
6

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - permanent
Saving Throw - none; SR - no

ORACLE

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a wall of force. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the wall of force first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a symbol of sealing, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the symbol of sealing, but doing this extends the casting time as described under symbol of death (Core Rulebook 355). However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned-the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A disintegrate spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A knock spell has no effect on a symbol of sealing or its force wall. A symbol of sealing cannot be dispelled, but mage's disjunction automatically destroys it.

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

Undeath to Death
6

School - necromancy
Casting Time - 1 standard action
Components - V, S, M/DF (diamond powder worth 500 gp)
Range - medium (100 ft. + 10 ft./level)
Area - several undead creatures within a 40-ft.-radius burst
Duration - instantaneous
Saving Throw - Will negates; SR - yes

ORACLE

This spell functions like circle of death, except that it destroys undead creatures as noted above.

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

Wind Walk
6

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - you and one touched creature per three levels
Duration - 1 hour/level ; see text
Saving Throw - none and Will negates (harmless); SR - no and yes (harmless)

ORACLE

You alter the substance of your body to a cloudlike vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

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

Word of Recall
6

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

ORACLE

Word of recall teleports you instantly back to your sanctuary when the word is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance within a plane but cannot travel between planes. You can transport, in addition to yourself, any objects you carry, 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. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by word of recall.

Likewise, a creature's Will save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

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

Bestow Grace of the Champion

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - lawful good creature touched
Duration - 1 round/level (see text)
Saving Throw - yes (harmless); SR - yes (harmless)

You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin.

The target gains the ability to use detect evil at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of 1/2 your caster level; and can smite evil once as a paladin of 1/2 your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no if cast on a paladin.

Blasphemy

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nonevil creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - Will partial; SR - yes

Any nonevil creature within the area of a blasphemy spell suffers the following ill effects. HD | Effect |

Equal to caster level | Dazed |

Up to caster level -1 | Weakened, dazed |

Up to caster level -5 | Paralyzed, weakened, dazed |

Up to caster level -10 | Killed, paralyzed, weakened, dazed |

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Dazed: The creature can take no actions for 1 round, though it defends itself normally. Save negates.

Weakened: The creature's Strength score decreases by 2d6 points for 2d4 rounds. Save for half.

Paralyzed: The creature is paralyzed and helpless for

Blasphemy (Cont.)

1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonevil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

Circle Of Clarity

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a crystal lens worth 100 gp)
Range - medium (100 ft. + 10 ft./level)
Effect - 20-ft.-radius emanation centered on a creature, object, or point in space
Duration - 1 round/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

Control Weather

School - transmutation
Casting Time - 10 minutes; see text
Components - V, S
Range - 2 miles
Area - 2-mile-radius circle, centered on you; see text
Duration - 4d12 hours; see text
Saving Throw - none; SR - no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season | Possible Weather |

Spring | Tornado, thunderstorm, sleet storm, or hot weather |

Summer | Torrential rain, heat wave, or hailstorm |

Autumn | Hot or cold weather, fog, or sleet |

Winter | Frigid cold, blizzard, or thaw |

Late winter | Hurricane-force winds or early spring |

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather-where lightning strikes, for example, or the

Control Weather (Cont.)

exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

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

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Create Demiplane, Lesser

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

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

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

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

Create Demiplane, Lesser (Cont.)

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

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

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

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

Create Demiplane, Lesser (Cont.)

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

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

Cure Serious Wounds, Mass

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

This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

Destruction

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (holy or unholy symbol costing 500 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

Dictum

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nonlawful creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - none or Will negates; see text; SR - yes

Any nonlawful creature within the area of a dictum spell suffers the following ill effects.

HD Effect Equal to caster level Deafened Up to caster level -1 Staggered, deafened Up to caster level -5 Paralyzed, staggered, deafened Up to caster level -10 Killed, paralyzed, staggered, deafened The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Staggered: The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point

Dictum (Cont.)

per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonlawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum or not. The banishment allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by dictum.

Ethereal Jaunt

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

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Holy Word

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nongood creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - Will partial; SR - yes

Any nongood creature within the area of a holy word spell suffers the following ill effects.
HD | Effect |

Equal to caster level | Deafened |

Up to caster level -1 | Blinded, deafened |

Up to caster level -5 | Paralyzed, blinded, deafened |

Up to caster level -10 | Killed, paralyzed, blinded, deafened |

|

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Holy Word (Cont.)

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nongood extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the holy word or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by holy word.

Inflict Serious Wounds, Mass
7

School - necromancy
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; SR - yes

This spell functions like mass inflict light wounds, except that it deals 3d8 points of damage + 1 point per caster level (maximum +35).

Jolting Portent
7

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 round/level (D) see text
Saving Throw - none; SR - yes

The creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles) or Wisdom (in the case of clerics). If the target fails the saving throw, it takes 4d6 + your Charisma modifier (in the case of oracles) or Wisdom modifier (in the case of clerics) electricity damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack.

Lunar Veil
7

School - illusion/shadow
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Area - 120-ft.-radius emanation
Duration - 10 minute/level
Saving Throw - Will negates, see text; SR - no

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike deeper darkness, areas of normal light or dimmer become normal darkness rather than supernaturally dark).

Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a -5 penalty on Constitution checks to do so.

Refuge
7

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a prepared object worth 1,500 gp)
Range - touch
Target - object touched
Duration - permanent until discharged
Saving Throw - none; SR - no

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Regenerate
7

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

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Repulsion
7

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

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

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

Restoration, Greater
7

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (diamond dust 5,000 gp)
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like lesser restoration, except that it dispels all permanent and temporary negative levels afflicting the healed creature. Greater restoration also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Resurrection
7

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (diamond worth 10,000 gp), DF
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be resurrected).

You can resurrect someone killed by a death effect or

Resurrection (Cont.)

someone who has been turned into an undead creature and then destroyed.

You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Scrying, Greater

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.

Summon Monster VII

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

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

Symbol of Stunning

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.

Symbol Of Weakness

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Fortitude negates; SR - yes

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as symbol of weakness are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.

Waves of Ecstasy

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.

Word Of Chaos

School - evocation
Casting Time - 1 standard action
Components - V
Range - 40 ft.
Area - nonchaotic creatures in a 40-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - none or Will negates; see text; SR - yes

Any nonchaotic creature within the area of a word of chaos spell suffers the following ill effects, depending on their HD | Effect |

Equal to caster level | Deafened |

Up to caster level -1 | Stunned, deafened |

Up to caster level -5 | Confused, stunned, deafened |

Up to caster level -10 | Killed, confused, stunned, deafened |

|

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Word Of Chaos (Cont.)

Stunned: The creature is stunned for 1 round. Save negates.

Confused: The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by word of chaos.

Antimagic Field — 8

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (pinch of powdered iron or iron filings)
Range - 10 ft.
Area - 10-ft.-radius emanation, centered on you
Duration - 10 min./level (D)
Saving Throw - none; SR - see text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities.

Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it.

Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out.

Antimagic Field (Cont.)

(The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.) A normal creature can enter the area, as can normal missiles.

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

Dispel magic does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field.

Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Call Construct — 8

School - conjuration/teleportation
Casting Time - 10 minutes
Components - V, S, M (a sapphire worth 1,000 or 5,000 gp; see text)
Range - touch
Target - construct touched
Duration - permanent until discharged
Saving Throw - none; SR - no

This spell functions as instant summons, except it can only summon a construct you control. For constructs such as golems that are immune to magic, the value of the specially inscribed sapphire must be at least 5,000 gp. For other constructs, a 1,000 gp sapphire suffices.

If the construct is no longer under your control or destroyed, the spell fails, but you know roughly where the construct or its remains are located.

Cloak of Chaos — 8

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a tiny reliquary worth 500 gp)
Range - 20 ft.
Target - one creature/level in a 20-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - see text; SR - yes (harmless)

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.

Third, the abjuration protects from possession and mental influence, just as protection from law does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the confusion spell, but against the save DC of cloak of chaos).

Create Demiplane — 8

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

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

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

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

Create Demiplane (Cont.)

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

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

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

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

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

Create Demiplane (Cont.)

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

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

Create Greater Undead — 8

School - necromancy
Casting Time - 1 hour
Components - V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)
Range - close (25 ft. + 5 ft./2 levels)
Target - one corpse
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead created is based on caster level, as shown below.

Caster Level	Undead Created
15th or lower	Shadow
16th-17th	Wraith
18th-19th	Spectre
20th or higher	Devourer

Cure Critical Wounds, Mass — 8

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

This spell functions like mass cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

Dimensional Lock — 8

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

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

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

Discern Location — 8

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

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

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

Divine Vessel — 8

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

You accept otherworldly energies into your body and transform.

Your size increases by one category, your height doubles, and your weight increases by a factor of eight. Your features shift into those of a cold and alien being of logic, a creature of primal chaos, an angelic presence, or a fiendish monster, as chosen by you. You gain a +6 size bonus to Strength and Constitution, a +3 natural armor bonus, darkvision 60 ft., and SR of 12 + your caster level. These modifiers replace the normal modifiers for increasing your size. The size modifier for AC, attacks, CMB, and CMD changes as appropriate for your new size category.

This spell doesn't change your base speed. Determine space and reach as appropriate for your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process (see page 175 of the Core Rulebook for rules on breaking objects). If you fail, you are constrained without harm by the materials enclosing you-the spell cannot crush you by increasing

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Divine Vessel (Cont.)

your size.

All equipment you wear or carry is similarly enlarged by this spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage.

Magical effects that increase size do not stack.

You gain additional abilities as noted below.

Anarchic aspect: You gain the following abilities: an additional +2 bonus to Constitution, DR 10/lawful, resist acid 10, electricity 10, and sonic 10, a +4 bonus on saves against poison, blindsense 30 feet, and a fly speed of 60 feet (good maneuverability). You gain a bite attack dealing 2d6 points of damage. Your natural weapons and any weapons you wield are considered chaotic-aligned for the purpose of overcoming damage resistance.

Axiomatic aspect: You gain the following abilities: an additional +2 bonus to Strength, DR 10/chaotic, resist cold 10, electricity 10, and fire 10, a +4 bonus on saves against poison, low-light vision, and a fly speed of 60 feet (good maneuverability). You gain 2 slam attacks dealing 1d6 points of damage each. Your natural weapons and any weapons you wield are considered lawful-aligned for the purpose of overcoming damage resistance.

Celestial aspect: You gain the following abilities: a +2 bonus to Dexterity, DR 10/evil, resist acid 10, cold 10, and electricity 10, a +4 bonus on saves against poison, low-light

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Divine Vessel (Cont.)

vision, and a fly speed of 60 feet (good maneuverability). You gain 2 slam attacks dealing 1d6 points of damage each. Your natural weapons and any weapons you wield are considered goodaligned for the purpose of overcoming damage resistance.

Fiendish aspect: You gain the following abilities: an additional +2 bonus to Strength, DR 10/good, resist acid 10, cold 10, and fire 10, a +4 bonus on saves against poison, see in darkness, and a fly speed of 60 feet (good maneuverability).

You gain 2 claw attacks dealing 1d6 points of damage each. Your natural weapons and any weapons you wield are considered evil-aligned for the purpose of overcoming damage resistance.

When used to assume an anarchic, axiomatic, celestial, or fiendish aspect, this spell is a chaotic, lawful, good, or evil spell respectively.

Earthquake — 8

School - evocation
Casting Time - 1 standard action
Components - V, S, DF
Range - long (400 ft. + 40 ft./level)
Area - 80-ft.-radius spread (S)
Duration - 1 round
Saving Throw - see text; SR - no

When you cast earthquake, an intense but highly localized tremor rips the ground. The powerful shockwave created by this spell knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster on the ground must make a concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake spell depends on the nature of the terrain where it is cast.

Cave, Cavern, or Tunnel: The roof collapses, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake cast on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris and rubble.

Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned

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Earthquake (Cont.)

beneath the rubble (see below).

Open Ground: Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the spell, all fissures grind shut. Treat all trapped creatures as if they were in the bury zone of an avalanche, trapped without air (see Chapter 13 for more details).

Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or masonry building, but not a structure built of stone or reinforced masonry.

Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the spell, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of the spell, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned Beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute

Earthquake (Cont.)

while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Euphoric Tranquility

8

ORACLE

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

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.

Fire Storm

8

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - two 10-ft. cubes per level (S)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

When a fire storm spell is cast, the whole area is shot through with sheets of roaring flame. The raging flames do not harm natural vegetation, ground cover, or any plant creatures in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of fire damage per caster level (maximum 20d6). Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

Frightful Aspect

8

ORACLE

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (the skin of a toad)
Range - personal
Target - you
Duration - 1 minute/level

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

Holy Aura

8

ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a tiny reliquary worth 500 gp)
Range - 20 ft.
Target - one creature/level in a 20-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - see text; SR - yes (harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.

Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.

Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil does.

Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Inflict Critical Wounds, Mass

8

ORACLE

School - necromancy
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; SR - yes

This spell functions like mass inflict light wounds, except that it deals 4d8 points of damage + 1 point per caster level (maximum +40).

Orb Of The Void

8

ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a black gemstone of any kind worth 50 gp)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 1-ft.-diameter sphere
Duration - 1 round/level (D)
Saving Throw - Fortitude negates; SR - yes

You create a small weightless sphere of pure negative energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere. An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 x 5 temporary hit points for 1 hour.

Planar Ally, Greater

8

ORACLE

School - conjuration/calling
Casting Time - 10 minutes
Components - V, S, M (offerings worth 2,500 gp plus payment), DF
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to three called outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.
Duration - instantaneous
Saving Throw - none; SR - no

This spell functions like lesser planar ally, except that you may call a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18. The creatures agree to help you and request your return payment together.

Shield of Law — 8

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a reliquary worth 500 gp)
Range - 20 ft.
Target - one creature/level in a 20-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - see text; SR - yes (harmless)

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration protects you from possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).

Spell Immunity, Greater — 8

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

This spell functions like spell immunity, except the immunity applies to spells of 8th level or lower. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Stormbolts — 8

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a copper rod)
Range - 30 ft.
Area - a 30-ft.-radius spread, centered on you
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

Summon Monster VIII — 8

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

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

Symbol of Death — 8

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Fortitude negates; SR - yes

This spell allows you to scribe a potent rune of power upon a surface.

When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect.

Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or

Symbol of Death (Cont.)

hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of death's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a

Symbol of Death (Cont.)

password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a permanency spell.

Symbol of Death (Cont.)

A permanent symbol of death that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

Symbol of Insanity — 8
ORACLE

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane (as the insanity spell).

Unlike symbol of death, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.

Unholy Aura — 8
ORACLE

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (a tiny reliquary worth 500 gp)
Range - 20 ft.
Target - one creature/level in a 20-ft.-radius burst centered on you
Duration - 1 round/level
Saving Throw - see text; SR - yes (harmless)

A malevolent darkness surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just attacks by good creatures.

Second, a warded creature gains SR 25 against good spells and spells cast by good creatures.

Third, the abjuration protects the subjects from possession and mental influence, just as protection from good does.

Finally, if a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).

Astral Projection — 9
ORACLE

School - necromancy
Casting Time - 30 minutes
Components - V, S, M (1,000 gp jacinth)
Range - touch
Target - you plus one additional willing creature touched per two caster levels
Duration - see text
Saving Throw - none; SR - yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you wish. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things

Astral Projection (Cont.)

can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

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

When this spell ends, your astral body and all of its gear, vanishes.

Create Demiplane, Greater — 9
ORACLE

School - conjuration/creation
Casting Time - 6 hours
Components - V, S, F (a forked metal rod worth at least 500 gp)
Range - 0 ft.
Effect - extradimensional demiplane, up to 20 10-ft. cubes/level (S)
Duration - 1 day/level or instantaneous (see text)
Saving Throw - none; SR - no

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

Energy: Your plane gains the (minor) negative- or positivedominant energy trait (see Elemental and Energy Traits, GameMastery Guide 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.

Magic: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, GameMastery Guide 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded

Create Demiplane, Greater (Cont.)

magic, choose one type of magic to be enhanced or impeded, such as "effects with the fire descriptor or that manipulate fire" or "death spells and spells from the Death or Repose domains." A plane cannot be enhanced and impeded for the same kinds of spells.

Morphic: You may use move earth at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

Portal: Your demiplane gains a permanent gate to one location on another plane, which can only be used for planar travel. This location must be very familiar to you.

This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

Time: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, GameMastery Guide 185).

You can make this spell permanent with the permanency spell, at a cost of 22,500 gp. If you have cast create greater demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Cursed Earth — 9
ORACLE

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (powdered onyx 10,000 gp), DF
Range - touch
Area - 1-mile radius emanating from the touched point
Duration - permanent
Saving Throw - none (see text); SR - no

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

Famine: All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of diminish plants.

Living Death: Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

Plague: Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

Energy Drain — 9
ORACLE

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray of negative energy
Duration - instantaneous
Saving Throw - Fortitude partial; see text for enervation; SR - yes

This spell functions like enervation, except that the creature struck gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Etherealness

9

ORACLE

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch; see text
Target - you and one other touched creature per three levels
Duration - 1 min./level
SR - yes

This spell functions like ethereal jaunt, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Gate

9

ORACLE

School - conjuration/creation or calling
Casting Time - 1 standard action
Components - V, S, M (see text)
Range - medium (100 ft. + 10 ft./level)
Effect - see text
Duration - instantaneous or concentration (up to 1 round/level); see text
Saving Throw - none; SR - no

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

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

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

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

Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation

Gate (Cont.)

effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you-anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

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

Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 10,000 gp in rare incense and offerings. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures.

In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled.

Gate (Cont.)

Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.

Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

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

Heal, Mass

9

ORACLE

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
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 - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions like heal, except as noted above. The maximum number of hit points restored to each creature is 250.

Implosion

9

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one corporeal creature/round
Duration - concentration (up to 1 round per 2 levels)
Saving Throw - Fortitude negates; SR - yes

This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration, the spell immediately ends, though any implosions that have already happened remain in effect. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Interplanetary Teleport

9

ORACLE

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

This spell functions as teleport, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening.

If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

Miracle

9

ORACLE

School - evocation
Casting Time - 1 standard action
Components - V, S; see text
Range - see text
Area - see text
Duration - see text
Saving Throw - see text; SR - yes

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

Duplicate any cleric spell of 8th level or lower.

Duplicate any other spell of 7th level or lower.

Undo the harmful effects of certain spells, such as feeblemind or insanity.

Have any effect whose power level is in line with the above effects.

Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 25,000 gp in powdered diamond because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following: Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.

Miracle (Cont.)

Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.

Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

Overwhelming Presence 9

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

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.

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

Polar Midnight 9

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - 30-ft. spread
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

You plunge an area into the brutal chill of the arctic night.

Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the cold damage.

Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish. As a move action, you may move the area of effect up to 10 feet in any direction.

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Soul Bind 9

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (see text)
Range - close (25 ft. + 5 ft./2 levels)
Target - corpse
Duration - permanent
Saving Throw - Will negates; SR - no

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

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Spell Immunity, Greater Communal 9

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

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

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Storm Of Vengeance 9

School - conjuration/summoning
Casting Time - 1 round
Components - V, S
Range - long (400 ft. + 40 ft./level)
Effect - 360-ft.-radius storm cloud
Duration - concentration (maximum 10 rounds) (D)
Saving Throw - see text; SR - yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud.

You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance).

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Storm Of Vengeance (Cont.)

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Summon Monster IX 9

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 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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Symbol of Strife

9

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

This spell functions as symbol of death, except all creatures within the radius of a symbol of strife are compelled to attack the nearest conscious creaturefor 1 round per caster level (similar to the "attack nearest creature" result of the confusion spell), even after leaving the symbol's area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a permanency spell by a caster of 18th level or higher for the cost of 25,000 gp.

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Symbol of Vulnerability

9

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - none; SR - no

This spell functions as symbol of death, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a -4 penalty to spell resistance and a -4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level.

The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a permanency spell by a caster of 18h level or higher for the cost of 25,000 gp.

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True Resurrection

9

School - conjuration/healing
Casting Time - 10 minutes
Components - V, S, M, DF (diamond worth 25,000 gp)
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

This spell functions like raise dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level.

This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or Constitution points) and all of the prepared spells possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures.

Even true resurrection can't restore to life a creature who has died of old age.

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Winds of Vengeance

9

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

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass though the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude saving throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone (see page 439 of the Pathfinder RPG Core Rulebook for more information).

On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).

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Wooden Phalanx

9

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - three or more wood golems, no two of which can be more than 30 ft. apart (see text)
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

You create 1d4+2 wood golems with the advanced template (Bestiary 164, 294). The golems willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. You can only have one wooden phalanx spell in effect at one time.

If you cast this spell while another casting is still in effect, the previous casting is dispelled.

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