

Bane

1

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

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.

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Cause Fear

1

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

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

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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 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.

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Curse Water

1

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.

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Death Knell

1

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

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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Disguise Self

1

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

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

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

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Doom

1

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.

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Inflict Light Wounds

1

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.

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Litany of Sloth

1

School - enchantment/compulsion
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

ANTIPALAD

With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Litany of Weakness

1

School - necromancy
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

ANTIPALAD

Your litany proclaims your target weak, sapping its strength. The target is fatigued for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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

Longshot

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a piece of fletching)
Range - personal
Target - you
Duration - 1 minute/level

ANTIPALAD

This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.

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

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)

ANTIPALAD

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.

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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

ANTIPALAD

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.

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

Protection From Good

1

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

ANTIPALAD

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

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Protection From Law

1

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

ANTIPALAD

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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Read Magic

1

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

ANTIPALAD

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

Read magic can be made permanent with a permanency spell.

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Summon Minor Monster

1

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

ANTIPALAD

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

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Summon Monster I

1

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

ANTIPALAD

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.

Wartrain Mount

1

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

ANTIPALAD

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

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Bestow Weapon Proficiency

2

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)

ANTIPALAD

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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Blindness/Deafness

2

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

ANTIPALAD

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

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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)

ANTIPALAD

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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Corruption Resistance

2

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

ANTIPALAD

You grant the touched creature limited protection from magical effects that inflict damage based on the target creature's alignment, such as holy smite, order's wrath, a paladin's smite evil attack, or an unholy weapon. Choose one alignment type: chaos, evil, good, or law. The subject takes 5 less points of damage from effects that specifically harm creatures of that alignment. The value of the protection increases to 10 points at 7th level and 15 points at 11th level. The spell protects the recipient's equipment as well.

Corruption resistance protects against spells, spell-like abilities, and special abilities, not physical attacks. Corruption resistance only protects against damage. The subject can still suffer side effects from such attacks. When you use this spell to protect an alignment, it gains the descriptor of that alignment.

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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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Darkvision

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (either a pinch of dried carrot or an agate)
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency spell.

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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

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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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

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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Hold Person

2

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

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

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Invisibility

2

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

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

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

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe.

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Invisibility (Cont.)

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

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

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

Litany of Defense

2

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round
Saving Throw - no; SR - yes

Invoking this litany strengthens your defenses. Any enhancement bonus your armor has is doubled and you are immune to fear. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Litany Of Eloquence

2

School - enchantment/charm
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

ANTIPALAD

Your litany is a fascinating diatribe of grace, causing your target to do nothing but listen. The target is fascinated. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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

Litany of Entanglement

2

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

ANTIPALAD

Your litany conjures chains of energy that lash upward from the ground and hamper the target's movement. The target is entangled. This spell has no effect on flying creatures, or creatures not standing upon solid ground. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Litany of Warding

2

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

ANTIPALAD

With this litany, you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain a +2 sacred bonus to AC against attacks of opportunity. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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Magic Siege Engine

2

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)

ANTIPALAD

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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Pernicious Poison

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 minute/level
Saving Throw - none; SR - yes

ANTIPALAD

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

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Protection from Good, Communal

2

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

ANTIPALAD

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

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

ANTIPALAD

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

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Scare

2

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

ANTIPALAD

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

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Silence

2

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

ANTIPALAD

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

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

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

ANTIPALAD

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.

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

Toxic Gift

2

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

ANTIPALAD

You can cast this spell only if you are currently poisoned. You draw upon the poison in your body and duplicate its effects in the target, which is affected by the same poison you are, except it uses this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target.

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

Unadulterated Loathing

2

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

ANTIPALAD

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

Unadulterated loathing counters reckless infatuation.

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

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)

ANTIPALAD

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

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

Vestment of the Champion

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - armor or shield touched
Duration - 1 minute/level
Saving Throw - none; SR - no

ANTIPALAD

This functions as magic vestment, except it only affects armor or a shield you are wearing or carrying. If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

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

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

ANTIPALAD

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.

Bestow Curse

3

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

ANTIPALAD

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.

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Blade of Dark Triumph

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - your fiendish boon weapon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - no

ANTIPALAD

You strengthen the bond between your fiendish boon weapon and its unholy spirit. The weapon gains the ghost touch property.

You may change your weapon's damage type (bludgeoning, piercing, slashing) as a swift action. You gain a profane bonus to your CMD against disarm and sunder attacks directed at your boon weapon; this bonus is equal to half your caster level.

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

Burst of Speed

3

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

ANTIPALAD

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

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

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

ANTIPALAD

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.

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

Darkvision, Communal

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (either a pinch of dried carrot or an agate)
Range - touch
Target - creatures touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

ANTIPALAD

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

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

Deadly Juggernaut

3

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

ANTIPALAD

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.

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

Defile Armor

3

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

ANTIPALAD

As sanctify armor, except you gain DR 5/good when using your judgment or smite ability.

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

Dispel Magic

3

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

ANTIPALAD

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

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

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

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

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Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonikin (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 stonikin (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 stonikin 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.

Inflict Moderate Wounds

3

ANTIPALAD

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.

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

Litany of Escape

3

ANTIPALAD

School - conjuration/teleportation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one willing creature that is grappled
Duration - instantaneous
Saving Throw - no; SR - yes

With a powerful prayer, you call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled and pinned conditions and is teleported 10 feet.

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

Litany of Sight

3

ANTIPALAD

School - divination
Casting Time - 1 swift action
Components - V, S, DF
Range - personal
Target - you
Duration - 1 round
Saving Throw - no; SR - yes

This litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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

Magic Circle against Good

3

ANTIPALAD

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.

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Magic Circle against Law

3

ANTIPALAD

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.

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

Magic Weapon, Greater

3

ANTIPALAD

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.

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

Nondetection

3

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

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

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

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

Summon Monster III

3

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

Utter Contempt

3

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

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

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

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

Vampiric Touch

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous/1 hour; see text
Saving Throw - none; SR - yes

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

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

Darkvision, Greater

4

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (either a pinch of dried carrot or an agate)
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

This spell functions as darkvision, except the target's darkvision has a range of 120 feet.

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

Dispel Good

4

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.

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

Dispel Law

4

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

Fear

4

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

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

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

Inflict Serious Wounds

4

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

ANTIPALAD

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.

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

Invisibility, Greater

4

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

ANTIPALAD

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

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

Litany Of Madness

4

School - enchantment/charm
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 or more rounds (see below)
Saving Throw - no, see below; SR - yes

ANTIPALAD

This litany is a sermon of madness. The target is confused. At the start of each of its turns, it can make a Will saving throw against the confused effect (DC of the spell). If the target fails the save, it continues to be confused. If it makes the save, the effect ends. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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

Litany of Thunder

4

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

ANTIPALAD

You call down a thunderous boom upon your enemy. The target becomes deafened until the condition is removed, and is confused for 1 round. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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

Litany Of Vengeance

4

School - transmutation
Casting Time - 1 swift action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - no; SR - yes

ANTIPALAD

This litany causes your enemy to feel the pain of blows more sharply. Anyone who hits the target with an attack gains a +5 sacred or profane bonus (depending on the alignment of the caster) to that attack's damage. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

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

Magic Siege Engine, Greater

4

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)

ANTIPALAD

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.

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

Nondetection, Communal

4

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (diamond dust worth 25 gp per target)
Range - touch
Target - creatures or objects touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

ANTIPALAD

This spell functions like nondetection, except you divide the duration in 1-hour increments among the creatures or objects touched.

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

Poison

4

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

ANTIPALAD

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

Resounding Blow

4

School - evocation
Casting Time - 1 swift action
Components - V
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Fortitude partial; see text; SR - no

ANTIPALAD

You must have a melee weapon in hand to cast this spell.

On a successful melee attack, your weapon resounds with a thunderous clash. The target takes 1d6 points of sonic damage. Your weapon is not harmed by this attack.

If you are using your judgment ability or smite ability against the target, it is staggered for 1 round on a successful attack. A successful Fortitude save negates the staggering effect.

On a successful critical hit, the target is stunned for 1 round and deafened for 1d6 rounds. A successful Fortitude save negates the stunning and deafening effects. If you are also using judgment or smite, your foe makes only a single save against all effects.

This spell immediately ends if your weapon leaves your hand.

Resounding blow stacks with the thundering weapon property.

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Slay Living

4

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

ANTIPALAD

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.

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

Summon Monster IV

4

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

ANTIPALAD

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

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

Unholy Sword

4

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - melee weapon touched
Duration - 1 round/level
Saving Throw - none; SR - no

ANTIPALAD

This spell allows you to channel the powers of evil into your sword, or any other melee weapon you choose. The weapon acts as a +5 unholy weapon (+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against good opponents).

It also emits a magic circle against good effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one unholy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any spells that modify the weapon in any way.

This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with this spell's enhancement bonus to attack.

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