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| **BATTLE** | | | | | |
| **Enlarge Person** | Transmutation; | 1 Round; | 1 min/lvl; | Close (25 ft + 5 ft/2 lvls) |
|  | **[V,S,M(powered iron)]** **TARGET**: 1 Humanoid Creature; **EFFECT**: Creature doubles in size; weight x8. +2 Str, -2 Dex, -1 Attack rolls, and -1 AC. Creatures increase by one step in creature sizes. Large creatures have a 10 ft space and reach of 10 ft; Speed is unaffected. | | | |
| **Fog Cloud** |  | | | |
| **Magic Vestment** |  | | | |
| **BONES** | | | | |
| **Cause Fear** |  | | | |
| **False Life** |  | | | |
| **Animate Dead** |  | | | |
| **FLAME** | | | | |
| **Burning Hands** |  | | | |
| **Resists Energy** |  | | | |
| **Fireball** | Evocation [Fire] | 1 Standard Action | Instantaneous | Long (400ft + 40ft/level) |
|  | **[V,S,M(a ball of bat guano and sulfur)] TARGET**: 20ft radius spread;  **EFFECT**: A *fireball*spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.  You point your finger and determine the range (distance and height) at which the *fireball*is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball*at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.  The *fireball*sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball*may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.  [**SR**: Yes; Reflex half] | | | |
| **HEAVENS** | | | | |
| **Color Spray** | Illusion (pattern) [mind-affecting] | 1 Standard Action | Instantaneous | 15 ft. |
|  | **[V,S,M(red, yellow, and blue powder or colored sand)] TARGET**: Cone-shaped burst; **EFFECT**: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD.   * 2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.) * *3 or 4 HD*: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round. * *5 or more HD*: The creature is stunned for 1 round. * Sightless creatures are not affected by color spray. | | | |
| **Hypnotic Pattern** | Illusion (pattern) [mind-affecting] | 1 Standard Action | Concentration +2 rounds | Medium (100 ft. + 10 ft/lvl) |
|  | **[S,M(a stick of incense or a crystal rod)] TARGET**: 10 ft. radius spread; **EFFECT**: A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.  A wizard or sorcerer need not utter a sound to cast this spell, but a bard must perform as a verbal component. [**SR**: Yes; Will Negates] | | | |
| **Daylight** |  | | | |
| **LORE** | | | | |
| **Identify** | Divination | 1 Standard Action | 3 Rounds/lvl (D) | 60 ft |
|  | **[V,S,M(wine stirred with an owl’s feather)] TARGET**: Cone-shaped emanation; **EFFECT**: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. [**SR**: No] | | | |
| **Tongues** | Divination | 1 Standard Action | 10 min/lvl | Touch |
|  | **[V,M/DF(a clay model of a ziggurat)] TARGET**: Creature touched;  **EFFECT**: 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.  [**SR**: No; Will negates (harmless)] | | | |
| **Locate Object** | Divination | 1 Standard Action | 1 min/lvl | Long (400ft + 40ft/lvl) |
|  | **[V,S,F/DF (a forked twig)] TARGET**: Circle, centered on you, with a radius of 400ft + 40ft/lvl;  **EFFECT**: 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.  [**SR**: No; None] | | | |
| **NATURE** | | | | |
| **Charm Animal** |  | | | |
| **Barkskin** |  | | | |
| **Speak w/ Plants** | Divination | 1 Standard Action | 1 min/lvl | Personal |
|  | **[V,S] TARGET**: You;  **EFFECT**: You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you. | | | |
| **STONE** | | | | |
| **Magic Stone** |  | | | |
| **Stone Call** | Conjuration (creation) [earth] | 1 Standard Action | 1 Round/lvl | Medium (100 ft. + 10 ft/lvl) |
|  | **[V,S,DF] TARGET**: Cylinder (40 ft. radius, 20 ft. high) **EFFECT**: A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).  [**SR**: No] | | | |
| **Meld into Stone** | Transmutation [Earth] | 1 Standard Action | 10 min/lvl | Personal |
|  | **[V,S,DF] TARGET**: You;  **EFFECT**: *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 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. | | | |
| **WAVES** | | | | |
| **Hydraulic Push** |  | | | |
| **Slipstream** | Conjuration (creation) [water] | 1 Standard Action | 10 min/lvl | Touch |
|  | **[V,S,M/DF(a few drops of oil and water)] TARGET**: Creature touched;  **EFFECT**: You create a low-cresting wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet—if the target does not have a swim speed, this spell grants a swim speed of 20 ft.  [**SR**: No; Reflex negates (harmless)] | | | |
| **Water Breathing** |  | | | |
| **WIND** | | | | |
| **Alter Winds** | Transmutation [Air] | 1 min | 1 hr/lvl | Touch |
|  | **[V,S] TARGET**: Immobile 10 ft. radius emanation; **EFFECT**: You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity (Core Rulebook 439). The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects. [Caster/Force: 1-3/Light; 4-9/Moderate; 10-15/Strong; 16+/Severe] [**SR**: Yes; Will negates] | | | |
| **Gust of Wind** | Evocation [Air] | 1 Standard Action | 1 Round | 60 ft. |
|  | **[V,S] TARGET**: Line-shaped gust of severe wind emanating out from you to the extreme of the range. **EFFECT**: This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a –4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.  [**SR**: Yes, Fortitude negates] | | | |
| **Cloak of Winds** | Abjuration [Air] | 1 Standard Action | 1 min/lvl | Close (25ft + 5ft/2 lvls) |
|  | **[V,S] TARGET**: One living creature; **EFFECT**: You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a –4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement. [**SR**: Yes, Fortitude negates (harmless)] | | | |