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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** |  | | | | | | |
| **Wall of Fire** | Evocation [Fire] | | 1 Standard Action | | Concentration + 1 Round/lvl | | Med (100ft + 10ft/lvl) |
|  | **[V,S,M/DR (a piece of phosphor)] TARGET**: Opaque flame. Sheet 20ft long/lvl OR Ring radius 5ft/2 lvl. Either 20ft high. **EFFECT**: An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures.  If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.) [**SR**: Yes; none] | | | | | | |
| **BONES** | | | | | | | |
| **Cause Fear** |  | | | | | | |
| **False Life** |  | | | | | | |
| **Animate Dead** |  | | | | | | |
| **Fear** |  | | | | | | |
| **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] | | | | | | |
| **Wall of Fire** | *\*see above Battle Spirit* | | | | | | |
| **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** |  | | | | | | |
| **Rainbow Pattern** | Illusion (pattern) [mind-affecting] | | 1 Standard Action | | Concentration + 1 round/lvl | | Medium (100ft + 10/lvl) |
|  | **[S,M (a piece of phosphor), F(a crystal prism)]; see text; TARGET**: Colorful lights with a 20ft radium spread **EFFECT**: A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.  With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area, each fascinated creature gets a second save. If the view of the lights is completely blocked, creatures who can't see them are no longer affected.  The spell does not affect sightless creatures. [**SR**: Yes; Will negates] | | | | | | |
| **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] | | | | | | |
| **Legend Lore** | Divination | | See text | | See text | | Personal |
|  | **[V,S,M (incense worth 250gp), F (four pieces of ivory worth 50 gp ea) TARGET**: you **EFFECT**: Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 × 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).  During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds. | | | | | | |
| **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. | | | | | | |
| **Grove of Respite** | Conjuration (creation) | | 10 Min | | 2 Hours/lvl | | Close (25ft + 5ft/2 lvl) |
|  | **[V,S,M/DF (a leaf or blade of grass and a drop of water) TARGET**: 20ft radius grove **EFFECT**: You conjure a sheltered grove of trees surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground.  The area within the grove is temperate and comfortable, like that of a tiny hut, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which acts as a goodberry spell for up to eight people. The grove is warded with an alarm spell that alerts you whenever any creature enters the area. Once the spell expires, the grove vanishes, including all fruit, water, and other materials from it, although any nourishment or healing gained from its effects remains. [**SR**: No] | | | | | | |
| **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. | | | | | | |
| **Wall of Stone** | Conjuration (creation) | | 1 Standard Action | | Instantaneous | | Medium (100ft + 10ft/lvl) |
|  | **[V,S,M/DF (a small block or granite)] TARGET**: Stone wall 5ft sq/lvl **EFFECT**: 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 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. [**SR**: No; see text] | | | | | | |
| **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** |  | | | | | | |
| **Wall of Ice** | Evocation [cold] | | 1 Standard Action | | 1 Min/lvl | | Medium (100ft + 10ft/lvl) |
|  | **[V,S,M (a piece of quartz or rock crystal)] TARGET**: Plane of ice. 10ft sq/lvl. OR hemisphere radius 3ft + 1ft/lvl **EFFECT**: This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.  Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides.  Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level.  Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).  Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach. [**SR**: Yes, Reflex negates] | | | | | | |
| **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)] | | | | | | |
| **River of Wind** | Evocation [air] | | 1 Standard Action | | 1 Round/lvl | | 120 ft |
|  | **[V,S] TARGET**: 120 ft line EFFECT: Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind—the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a river of wind take 4d6 nonlethal damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.  A creature that begins its turn wholly or partially within a river of wind must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 nonlethal damage, and be knocked prone—a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of freedom of movement and creatures with the air subtype are unaffected by a river of wind. [**SR**: Yes, Fortitude partial] | | | | | | |