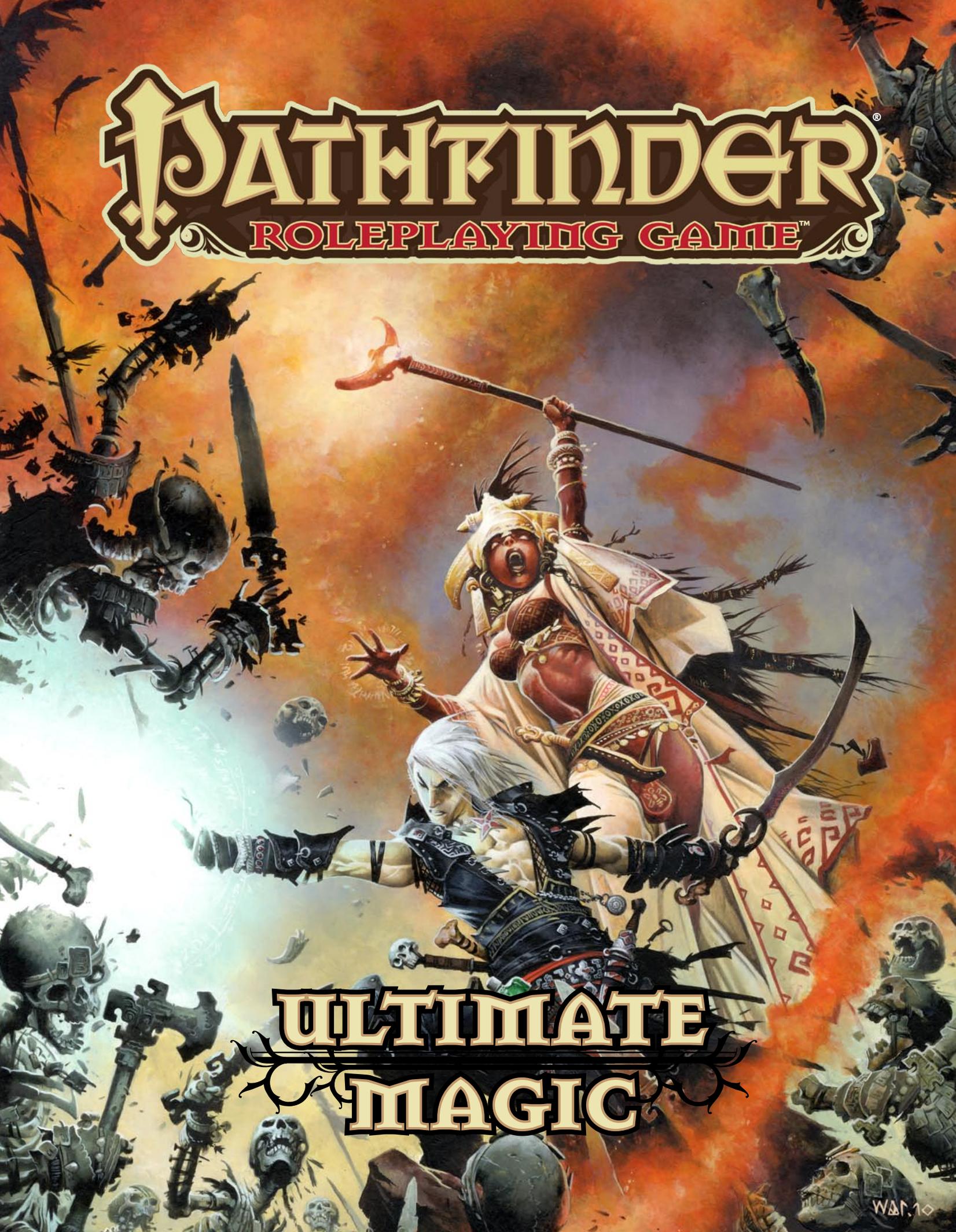


PATHFINDER

ROLEPLAYING GAME™



ULTIMATE MAGIC

PATHFINDER[®] **ROLEPLAYING GAME**[™]

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ULTIMATE MAGIC

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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INTRODUCTION

Magic is one of the key elements of fantasy, folklore, and myth. Mysterious wizards, alluring witches, and mad oracles are staples of literature, and it is no surprise that magic plays a similarly important role in the Pathfinder Roleplaying Game. The *Pathfinder RPG Core Rulebook* contains over 150 pages of spells, and the *Pathfinder RPG Advanced Player's Guide* has over 50 additional pages. Thirteen of the 17 base classes in the *Core Rulebook* and *Advanced Player's Guide* use magic or have some kind of magical ability. Much like the wizards of legend, gamers are eager to find new magical lore in their books, whether to augment the power of a PC or to add a unique twist to a villainous opponent. If you love magic in your gaming, this book is for you.

Navigating This Book

This book is organized in much the same way as the *Core Rulebook*, with each chapter containing rules grouped

together by theme for ease of reference. Presented below is a brief overview of each chapter and a taste of the new material you can expect therein. Additionally, the index located on page 254 should assist you in locating specific topics quickly and easily.

Chapter 1—Spellcasters: This chapter starts off with a bang, presenting a new 20-level base class, the magus. This class is just as powerful as the classes in the *Core Rulebook* and the *Advanced Player's Guide*, though it is assumed to be less common in the world (unless the GM says otherwise). It is fully compatible with the existing class system, and features new approaches to game play and interparty dynamics. The magus blends melee skill and arcane magic, dual-wielding both weapon and spell as a front-line character with a lot of flash and performing magical feats that no other class can do. The magus is an excellent character class for those players who want a



compromise between fighter and wizard without having to take levels in the eldritch knight prestige class.

Following the magus are new rules and options for alchemists, bards, clerics, druids, inquisitors, monks, oracles, paladins, rangers, sorcerers, summoners, witches, and wizards. In addition to these new rules, this chapter includes at least one archetype for each of these classes as well as for the magus, including the reanimator alchemist, saurian shaman druid, bladebound magus, oathbound paladin, and gravewalker witch.

Chapter 2—Mastering Magic: This chapter has 50 pages of information useful to GMs and players alike. First off are spellblights, new magical afflictions that interfere with spellcasting but sometimes come with hidden advantages, such as a bonus on casting *confusion* spells when the caster is confused as well. Next is a system for handling spell duels—formalized combat between two or more spellcasters that models a cinematic style of spellcasting and counterspelling.

Following that is a lengthy section on binding outsiders. Until now, players whose characters rely on summoning had to page through multiple monster books for information on the strengths and weaknesses of various monsters, their spell resistance, what sort of tasks they're good for, and how dangerous or uncontrolled they are. This section pulls that data into one convenient place so players can more easily research the appropriate information.

Next is a section on creating and modifying constructs, including adding new abilities to constructs or even wearing a large construct as a suit of armor. If your mage is tired of hawks, toads, and bats, the next section contains a long list of familiar stat blocks for foxes, goats, centipedes, spiders, and more. The following section has a list of complete spellbooks and formula books for casters of levels 1–20, many with unique boons for the mages who prepare spells from them. Finally, the chapter closes with a 12-page section about designing balanced spells, including an analysis of spell features, spell descriptors, and types of spells, and a list of benchmark spells for evaluating a new spell's power level.

Chapter 3—Feats: This chapter contains new feats that can be taken by any character, new metamagic feats that add effects to energy spells, feats that expand the use of witch hexes, modify channeled energy and bardic performances, and a new combat feat. Some of these feats add to abilities of classes in the *Core Rulebook*, while others affect classes or archetypes from the *Advanced Player's Guide* or this book.

Chapter 4—Words of Power: This optional system explains an entirely new way for spellcasters to build their spells from scratch out of the fundamental building blocks of magic. Called words of power, this versatile system lets a spellcaster learn key formulae and combine them in

different, customizable ways, creating new spells each time they are used. For example, a wizard could prepare a spell combining an ice word and a target word to create an effect equivalent to *cone of cold*—or could craft a spell combining that ice word with a death word to deal cold damage and negative levels to a single target. Spontaneous casters like bards, oracles, and sorcerers can combine these words on the fly, quickly building spells with multiple effects.

The advantage of the words of power system is that it's designed to fit with the default spell slot method of casting that the Pathfinder Roleplaying Game already uses. Players don't have to count or track spell points or mana, as each word of power has a level associated with it, allowing you to simply select words of the desired level and combine their effects instantly. Skilled players can convert their characters over to “wordcasters” who use this system, or leave their characters as is but still dabble in using words of power. Likewise, a pure wordcaster can learn the specialized, inflexible spells that normal casters use, achieving effects unavailable through this primordial method of casting.

Chapter 5—Spells: This chapter contains nearly 50 pages of spells, with at least two new spells for every spell level of every base class in the game, including alchemist extracts and spells for the new magus class.

Appendices: The end section of this book includes an alphabetical list of words of power for easy reference; a listing of *Core Rulebook* and *Advanced Player's Guide* spells that use the new spell descriptors from Chapter 2; an updated list of what kind of familiars you can get with the Improved Familiar feat; a customized character sheet for companion creatures such as animal companions, eidolons, familiars, and mounts; and a detailed index of all major topics in this book.

Nonmagical Classes

You'll notice that this book does not include any new class options for barbarians, cavaliers, fighters, and rogues. That's because those four classes have no magical abilities on their own (rogues can learn simple magic with rogue talents, but their default abilities are completely nonmagical). Even the standard monk, in contrast, has magical abilities such as abundant step and quivering palm—and the qinggong monk archetype in this chapter presents a high-magic monk for fans of wuxia-style storytelling. Remember that even nonmagical classes can benefit from some of the feats in Chapter 2 and many of the spells in Chapter 5. Also, unlike the present book, *Ultimate Combat* focuses on nonmagical matters, and includes ninja and samurai alternate classes, firearms, gladiators, vehicle combat, finishing moves, siege weapons, armor as damage reduction, called shots, more feats, and new options and archetypes for martial characters.





1 SPELLCASTERS



I don't care what it knows!"
Merisiel shouted. "I'm going to kill it!"

"With what?" Seltyiel replied.
"A knife? It already has plenty of holes. Besides, don't you want to get inside the tomb?"

"What I don't want is to end up inside our friend here!" Merisiel's dagger rose and fell, cutting deep furrows in the sludgelike flesh. The creature screamed, but the tentacle wrapped around the elf's waist didn't budge.

Seltyiel sighed and raised his hand. It would have been nice to question the thing first. Instead he drew the power to him, holding it tight in chest and fist. Then he let it burn...

SPELLCASTERS

The *Pathfinder RPG Core Rulebook* describes seven core spellcasting classes, from the traditional wizard and musical bard to classes like the paladin and ranger, whose spellcasting is only a minor aspect of their abilities. The *Pathfinder RPG Advanced Player's Guide* introduces five more magical base classes, such as the spontaneous-casting divine oracle and the not-technically-spellcasting alchemist. This book introduces a new spellcasting base class, the magus, as well as new abilities and archetypes for all 13 spellcasting base classes and a magical variant of the monk class.

Because this book is *Ultimate Magic*, its primary focus is on those characters who use magic, whether in the form of spells or other magical abilities. The material in this chapter doesn't deal at all with barbarians, cavaliers, fighters, or rogues, as with a few exceptions their class abilities are completely nonmagical. Look to *Pathfinder RPG Ultimate Combat* for an entire book on martial options for these character classes (as well as those classes who augment their magic use with more traditional martial mayhem).

THE MAGUS

The new magus base class presented in this book is equivalent in power to the 11 "core" base classes in the *Pathfinder RPG Core Rulebook* and the 6 base classes in the *Pathfinder RPG Advanced Player's Guide*. The magus blends both the mage's arts and the warrior's arms with devastating results, slicing apart foes and blasting them with eldritch flames—and along the way, presenting the potential for interesting new character backgrounds and roleplaying experiences.

Game Masters (GMs) are encouraged to allow players to choose freely from these classes and the other additional rules and options in this book, but each GM must make a personal decision about what is and isn't allowed in her campaign, as well as the relative prevalence of such character classes in her world. The new options presented in this book are intended to be a toolbox, not a straitjacket.

STARTING WEALTH

The following table lists the starting gold piece value for magus characters. In addition, each character begins play with an outfit worth 10 gp or less.

Class	Starting Wealth	Average
Magus	4d6 × 10 gp	140 gp

CLASS ARCHETYPES

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. The class archetypes (and corresponding new abilities) listed below are all included in this chapter. Characters may take more than one archetype if they meet the requirements.

Alchemist: In addition to new alchemist discoveries, this section also includes the surgeon, clone master, internal alchemist, mindchemist, preservationist, psychonaut, reanimator, and vivisectionist archetypes.

Bard: This section introduces masterpieces—unusual bardic performances with special requirements—and includes the animal speaker, celebrity, demagogue, dirge bard, geisha, songhealer, and sound striker archetypes.

Cleric: This section introduces variant abilities for channeled energy, as well as the cloistered cleric, separatist, theologian, and undead lord cleric archetypes.

Druid: This section introduces new animal and terrain domains, and rules and base statistics for vermin companions. It also includes the dragon shaman, menhir savant, mooncaller, pack lord, reincarnated druid, saurian shaman, shark shaman, and storm druid archetypes.

Inquisitor: This section introduces domainlike inquisitions, and includes the exorcist, heretic, infiltrator, preacher, and sin eater archetypes.

Magus: This section includes the bladebound, hexcrafter, spellblade, and staff magus archetypes.

Monk: This section features monk vows and the high-fantasy qinggong monk archetype.

Oracle: In addition to new mysteries, this section also includes the dual-cursed oracle, enlightened philosopher, planar oracle, possessed oracle, seer, and stargazer archetypes.

Paladin: This section presents the oathbound paladin archetype, along with many oaths that customize the archetype's abilities.

Ranger: This section presents a category of simple magical traps that characters can easily build, as well as the trapper archetype.

Sorcerer: In addition to new bloodlines, this section also includes the crossblooded and wildblooded archetypes.

Summoner: This section presents the aquatic eidolon base form, eidolon models to quickly build thematic creatures, and new evolutions. It also includes the broodmaster, evolutionist, master summoner, and synthesisist archetypes.

Witch: This section presents new hexes and new patron themes, as well as the beast-bonded, gravewalker, hedge witch, and sea witch archetypes.

Wizard: This section introduces arcane discoveries—special magical abilities wizards can discover—as well as the metal elemental and wood elemental wizard schools and the scrollmaster wizard archetype.

MAGUS

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The magus is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the magus unlocks powerful forms of arcana that allow him to merge his talents further, and at the pinnacle of his art, the magus becomes a blur of steel and magic, a force that few foes would dare to stand against.

Role: Magi spend much of their time traveling the world, learning whatever martial or arcane secrets they can find. They might spend months learning a new sword-fighting style from a master warrior, while simultaneously moonlighting in the local library, poring through tomes of ancient lore. Most who take this path dabble in all sorts of lore, picking up anything that might aid them in their search for perfection.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The magus's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the magus.

Weapon and Armor Proficiency: A magus is proficient with all simple and martial weapons. A magus is also proficient with light armor. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A magus casts arcane spells drawn from the magus spell list presented on page 13. A magus must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the magus must have an Intelligence score equal to at least 10 + the spell level. The

Difficulty Class for a saving throw against a magus's spell is 10 + the spell level + the magus's Intelligence modifier.

A magus can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–1. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3 on page 17 of the *Pathfinder RPG Core Rulebook*).

A magus may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the magus decides which spells to prepare.

Spellbooks: A magus must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for *read magic*, which all magi can prepare from memory. A magus begins play with a spellbook containing all 0-level magus spells plus three 1st-level magus spells of his choice. The magus also selects a number of additional 1st-level magus spells equal to his Intelligence modifier to add to his spellbook. At each new magus level, he gains two new magus spells of any spell level or levels that he can cast (based on his new magus level) for his spellbook. At any time, a magus can also add spells found in other spellbooks to his own (see Chapter 9 of the *Core Rulebook*).

A magus can learn spells from a wizard's spellbook, just as a wizard can from a magus's spellbook. The spells learned must be on the magus spell list, as normal. An alchemist (see the *Pathfinder RPG Advanced Player's Guide*) can learn formulae from a magus's spellbook, if the spells are also on the alchemist spell list. A magus cannot learn spells from an alchemist.

Arcane Pool (Su): At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

At 1st level, a magus can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see Table 15–9 on page 469 of the *Core Rulebook*). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement

TABLE 1-1: MAGUS

Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Arcane pool, cantrips, spell combat	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Spellstrike	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Magus arcana	4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Spell recall	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Magus arcana	5	4	3	—	—	—	—
7th	+5	+5	+2	+5	Knowledge pool, medium armor	5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved spell combat	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Magus arcana	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Fighter training	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Bonus feat, improved spell recall	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Magus arcana	5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Heavy armor	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Greater spell combat	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Magus arcana	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Counterstrike	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Bonus feat	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Magus arcana	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Greater spell access	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True magus	5	5	5	5	5	5	5

bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus.

A magus can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Cantrips: A magus can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1–1 under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spell Combat (Ex): At 1st level, a magus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a

circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Spellstrike (Su): At 2nd level, whenever a magus casts a spell with a range of “touch” from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the magus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Magus Arcana: As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in a magus arcana’s

description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

Arcane Accuracy (Su): The magus can expend 1 point from his arcane pool as a swift action to grant himself an insight bonus equal to his Intelligence bonus on all attack rolls until the end of his turn.

Broad Study (Ex): The magus selects another one of his spellcasting classes. The magus can use his spellstrike and spell combat abilities while casting or using spells from the spell list of that class. This does not allow him to cast arcane spells from that class's spell list without suffering the normal chances of arcane spell failure, unless the spell lacks somatic components. The magus must be at least 6th level and must possess levels in at least one other spellcasting class before selecting this arcana.

Close Range (Ex): The magus can deliver ray spells that feature a ranged touch attack as melee touch spells. He can use a ranged touch attack spell that targets more than one creature (such as *scorching ray*), but he makes only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

Concentrate (Ex): The magus can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The magus must take the second roll, even if it is worse. The magus can use this ability once per day.

Critical Strike (Su): Whenever the magus scores a critical hit with a melee weapon, he may cast a spell with a range of touch as a swift action, then make a touch attack with that spell against the target of the critical hit as a free action. The magus can use this ability once per day. The magus must be at least 12th level before selecting this arcana.

Dispelling Strike (Su): The magus can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted *dispel magic* using the magus's level as the caster

level, except that this effect cannot dispel a spell of a level higher than the number of arcane pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. The magus must be at least 9th level before selecting this arcana.

Empowered Magic (Su): The magus can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell.



The magus must be at least 6th level before selecting this magus arcana.

Familiar (Ex): The magus gains a familiar, using his magus level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature.

Hasted Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to move more quickly. This functions as *haste*, but only targets the magus and lasts for a number of rounds equal to the magus's Intelligence bonus. The magus must be at least 9th level before selecting this magus arcana.

Maneuver Mastery (Ex): The magus has mastered one combat maneuver. He selects one maneuver when selecting this arcana. Whenever he is attempting the selected maneuver, he uses his magus level in place of his base attack bonus (in addition to any base attack bonus gained from other classes). A magus can select this magus arcana more than once. Its effects do not stack. Each time he selects this arcana, he selects another combat maneuver.

Maximized Magic (Su): The magus can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the casting time or the level of the spell. The magus must be at least 12th level before selecting this magus arcana.

Pool Strike (Su): The magus can expend 1 point from his arcane pool as a standard action to charge his free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire, chosen when he spends the arcane pool point to activate this ability). He can use this ability with the spellstrike class feature. If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Quickened Magic (Su): The magus can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the level of the spell. The magus must be at least 15th level before selecting this magus arcana.

Reflection (Su): The magus can sacrifice 1 or more points from his arcane pool as an immediate action to reflect a spell back at its caster. This functions as *spell turning*, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent. The magus must be at least 15th level before selecting this magus arcana.

Silent Magic (Su): The magus can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell.

Spell Blending (Ex): When a magus selects this arcana, he must select one spell from the wizard spell list that is of a magus spell level he can cast. He adds this spell to his spellbook and list of magus spells known as a magus spell of its wizard spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level magus spell he can cast. A magus can select this magus arcana more than once.

Spell Shield (Su): The magus can expend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his Intelligence bonus until the end of his next turn.

Still Magic (Su): The magus can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the casting time or the level of the spell.

Wand Mastery (Su): Whenever The magus uses a wand, he calculates the DC for any spell it contains using his Intelligence modifier, instead of the minimum modifier needed to cast a spell of that level.

Wand Wielder (Su): The magus can activate a wand or staff in place of casting a spell when using spell combat.

Spell Recall (Su): At 4th level, the magus learns to use his arcane pool to recall spells he has already cast. With a swift action he can recall any single magus spell that he has already prepared and cast that day by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Bonus Feats: At 5th level, and every six levels thereafter, a magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Knowledge Pool (Su): At 7th level, when a magus prepares his magus spells, he can decide to expend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point he expends, he can treat any one spell from the magus spell list as if it were in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares spells again.

Medium Armor (Ex): At 7th level, a magus gains proficiency with medium armor. A magus can cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Improved Spell Combat (Ex): At 8th level, the magus's ability to cast spells and make melee attacks improves.

When using the spell combat ability, the magus receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Fighter Training (Ex): Starting at 10th level, a magus counts 1/2 his total magus level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Improved Spell Recall (Su): At 11th level, the magus's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the magus can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The magus cannot apply metamagic feats to a spell prepared in this way. The magus does not need to reference his spellbook to prepare a spell in this way.

Heavy Armor (Ex): At 13th level, a magus gains proficiency with heavy armor. A magus can cast magus spells while wearing heavy armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Greater Spell Combat (Ex): At 14th level, the magus gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

Counterstrike (Ex): At 16th level, whenever an enemy within reach of the magus successfully casts a spell defensively, that enemy provokes an attack of opportunity from the magus after the spell is complete. This attack of opportunity cannot disrupt the spell.

Greater Spell Access (Su): At 19th level, the magus gains access to an expanded spell list. He learns and places 14 spells from the wizard's spell list into his spellbook as magus spells of their wizard level. He gains two of each of the following wizard spells not on the magus spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level. He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

True Magus (Su): At 20th level, the magus becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the magus uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or

grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

MAGUS SPELL LIST

Magi gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those marked with an asterisk (*) appear in Chapter 5 of this book, and those marked with two asterisks (**) appear in the *Advanced Player's Guide*.

0-Level Magus Spells—*acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost, read magic, spark**.*

1st-Level Magus Spells—*burning hands, chill touch, color spray, corrosive touch*, enlarge person, expeditious retreat, feather fall, flare burst**, floating disk, frostbite*, grease, hydraulic push**, jump, magic missile, magic weapon, mount, obscuring mist, ray of enfeeblement, reduce person, shield, shocking grasp, silent image, stone fist**, true strike, unseen servant, vanish**.*

2nd-Level Magus Spells—*acid arrow, alter self, bear's endurance, blood transcription*, blur, bull's strength, burning gaze**, cat's grace, darkness, defensive shock*, elemental touch**, fire breath**, flaming sphere, fog cloud, frigid touch*, glitterdust, gust of wind, invisibility, levitate, minor image, mirror image, pyrotechnics, scorching ray, shatter, spider climb, stone call**, web.*

3rd-Level Magus Spells—*aqueous orb**, arcane sight, beast shape I, blink, cloak of winds**, daylight, dispel magic, displacement, elemental aura**, fireball, flame arrow, fly, force hook charge*, force punch*, gaseous form, haste, hydraulic torrent**, keen edge, lightning bolt, magic weapon (greater), major image, monstrous physique I*, phantom steed, ray of exhaustion, sleet storm, slow, stinking cloud, undead anatomy I*, vampiric touch, versatile weapon**, water breathing, wind wall.*

4th-Level Magus Spells—*arcana theft*, ball lightning**, beast shape II, black tentacles, detonate**, dimension door, dragon's breath**, elemental body I, enlarge person (mass), fire shield, firefall**, ice storm, invisibility (greater), monstrous physique II*, phantasmal killer, reduce person (mass), river of wind**, shout, solid fog, stonewall, vermin shape I*, wall of fire, wall of ice, wall of sound*.*

5th-Level Magus Spells—*acidic spray*, baleful polymorph, beast shape III, cloudkill, cone of cold, corrosive consumption*, elemental body II, fire snake**, geyser**, interposing hand, monstrous physique III*, overland flight, telekinesis, teleport, undead anatomy II*, vermin shape II*, wall of force, wall of stone.*

6th-Level Magus Spells—*acid fog, bear's endurance (mass), beast shape IV, bull's strength (mass), cat's grace (mass), chain lightning, contagious flame**, disintegrate, dispel magic (greater), elemental body III, flesh to stone, forceful hand, form of the dragon I, freezing sphere, mislead, monstrous physique IV*, sirocco**, stone to flesh, transformation, true seeing, undead anatomy III*, wall of iron.*

SPELLCASTING CLASS OPTIONS

From the studious wizard to the cryptic oracle, each base class in the Pathfinder Roleplaying Game draws upon a central archetype, a basic concept representing the commonly held idea of what a character of a certain class should be, and designed to be useful as a foundation to the widest possible array of characters. Beyond that basic concept, however, exists the potential for innumerable interpretations and refinements. A member of the paladin class, for example, might be a holy knight, a champion against undead, or a defender of the innocent, with each alternative refined by a player's choice of details, class options, and specific rules to better simulate the character she imagines and make that character more effective at pursuing her specific goals.

Some archetypes, however, prove pervasive and exciting enough to see use in play time and time again. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for each spellcasting base class. For example, while most alchemists dabble in potions and poison, some try to unlock the secrets of life and death.

While the types of options presented for each base class differ, each subsystem and archetype is customized to best serve that class, emulate the abilities and talents of classic fantasy tropes, and expand players' freedom to design exactly the characters they desire. Discoveries marked with a single asterisk (*) first appear in this book.

ALTERNATE CLASS FEATURES

The following pages include alternate class features for each class. When a character selects a class, he must choose to use the standard class features found in the *Core Rulebook* or *Advanced Player's Guide* or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the enhance healing class feature of the songhealer bard archetype replaces versatile performance from the standard bard class.

When an archetype includes multiple class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate

class features can replace or alter the same class feature from the base class as another alternate class feature. For example, a druid could not be both a mooncaller and a shark shaman, since both archetypes replace the venom immunity class feature with something different.

If an archetype replaces a class ability that is part of a series of improvements or additions to a base ability (such as a fighter's weapon training or a ranger's favored enemy), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a rogue's +2d6 sneak attack bonus at 3rd level, when she reaches 5th level and gains a sneak attack bonus, her sneak attack doesn't jump from +1d6 to +3d6—it improves to +2d6, just as if she had finally gained the increase at 3rd level. This adjustment continues for every level at which her sneak attack would improve, until at 19th level she has +9d6 instead of the +10d6 of a standard rogue.

ADAPTING EXISTING CHARACTERS

Players with existing characters should talk with their GM about whether or not these alternate class features are available in her game, and if so, whether they can retroactively modify their characters to adopt them. As alternate class features are designed to be balanced with those in the base class, players who revise their characters shouldn't gain any special advantage over other party members. As long as the GM is comfortable with retroactively adjusting character specifics, there should be no disruption to future adventures. Typically, the best time for a player to adopt alternate class features and significantly revise his character is when leveling up between adventures, though he should always check with the GM before doing so, as she may wish to work significant changes to fit the revised character into the campaign.

While GMs might want to make concessions for players who didn't have these alternate class features available to them when creating their characters, PCs should be one of the most constant elements of a campaign. Constantly changing and recreating characters can prove problematic to a campaign. GMs should be willing to adapt and may allow players who grow bored with their characters to redefine them, but alternate class abilities shouldn't feel like exploitable options allowing players to build and rebuild their characters in whatever ways seem most advantageous at a given moment. Allowing players to remake characters in light of newly adopted rules may be desirable on occasion, but GMs shouldn't feel like they're being unfair or breaking any rule by not allowing players to rebuild characters or by disallowing certain options. While GMs should always strive to help players run the characters they want, ultimately they know what's best for their campaigns.

ALCHEMIST

The alchemist is a base class presented in the *Advanced Player's Guide*. Some alchemists focus on their ability to create destructive magical bombs, while others become masters of all poisons, and still others unlock secret powers tied to their ability-enhancing mutagens. Straddling the border between science and magic, explosions and Spellcraft, alchemists have a unique place among the character classes.

This section introduces new alchemist discoveries, which are followed by new alchemist archetypes. Spells marked with an asterisk (*) appear in Chapter 5.

DISCOVERIES

The following new discoveries can be taken by any alchemist who meets the prerequisites. Discoveries that modify bombs and are marked with a single asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

Alchemical Simulacrum (Su): The alchemist gains the ability to create a lesser simulacrum. This works like the *lesser simulacrum** spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. An alchemist must be at least 8th level before selecting this discovery. The created simulacrum is a creature, not a supernatural effect.

Alchemical Zombie (Su): The alchemist gains the ability to animate a relatively complete corpse as an alchemy-powered zombie. This process takes 1 hour and costs 100 gp in alchemical reagents per HD of the corpse being animated; the dead creature gains the zombie template. Zombies that are created in this manner count as undead created by *animate dead* for the purposes of determining how many undead the alchemist can control. An alchemist must be at least 8th level before selecting this discovery. The created zombie is a creature, not a supernatural effect.

Blinding Bomb (Su)*: When the alchemist creates a bomb, he can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect. An alchemist must be at least 8th level before selecting this discovery.

Bottled Ooze (Su): The alchemist has learned how to preserve a sample of oozes in a sealed bottle, which he can prepare for use as an extract. When the alchemist activates

the extract, he actually throws the bottle at a square within 30 feet, releasing the ooze, which reconstitutes and attacks the closest creature. The ooze is not under the alchemist's control, but is otherwise treated as a summoned creature. The ooze remains for 1 round per caster level, and decays into powder when the duration expires. If the alchemist has the infusion discovery (see page 31 of the *Advanced Player's Guide*), another character can use the infused specimen. Creating a bottled ooze requires an extract with a level equal to the ooze's CR (so a CR 4 gray ooze requires a 4th-level extract). An alchemist must be at least 6th level before selecting this discovery.

Cognatogen (Su): The alchemist gains the ability to create a cognatogen, a mutagen-like mixture that heightens one mental ability score at the expense of a physical ability score. If the cognatogen enhances his Intelligence, it applies a penalty to his Strength. If it enhances his Wisdom, it applies a penalty to his Dexterity. If it enhances his Charisma, it applies a penalty to his Constitution. Otherwise, this ability works just like the mutagen ability (including the natural armor bonus). Anytime the alchemist would prepare a mutagen, he may instead prepare a cognatogen. All limitations of mutagens apply to cognatogens as if they were the same substance—an alchemist can only maintain one mutagen or cognatogen at a time, a cognatogen that is not in an alchemist's possession becomes inert, drinking a cognatogen makes a non-alchemist sick, and so on. When the effect of the cognatogen ends, the alchemist takes 2 points of ability damage to the ability score penalized by the cognatogen. The infuse mutagen discovery and the persistent mutagen class ability apply to cognatogens.

Confusion Bomb* (Su): The alchemist's bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb and is under the effect of a *confusion* spell for 1 round per caster level of the alchemist. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). An alchemist must be at least 8th level before selecting this discovery.

Doppelganger Simulacrum (Su): The alchemist learns how to create a soulless duplicate of his body, into which he can project his consciousness. As a full-round action, he may shift his consciousness from his current body to any one of his available doppelganger simulacra, which must be on the same plane as the alchemist. If killed in a simulacrum, he transfers to his own body automatically; if killed in his own body, he is dead. Unused simulacra (including his abandoned original body) appear to be lifeless corpses, though they do not decay. Creating a duplicate costs 1,000 gp in alchemical materials and requires 1 week to grow. An alchemist must be at least 10th

level and must have the alchemical simulacrum discovery before selecting this discovery. The created simulacrum is a creature, not a supernatural effect.

Grand Cognatogen (Su): The alchemist's cognatogen now grants a +6 natural armor bonus, a +8 alchemical bonus to one mental ability score (Intelligence, Wisdom, or Charisma), a +6 alchemical bonus to a second mental ability score, and a +4 alchemical bonus to a third mental ability score. The alchemist takes a –2 penalty to his Strength, Dexterity, and Constitution as long as the cognatogen persists, and takes 2 points of ability damage to each physical ability score when the cognatogen ends. An alchemist must be at least 16th level and must have the greater cognatogen discovery or class ability before selecting this discovery.

Greater Alchemical Simulacrum (Su): The alchemist gains the ability to create a simulacrum. This works like the *simulacrum* spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. An alchemist must be at least 14th level and must have the alchemical simulacrum discovery before selecting this discovery. The created simulacrum is a creature, not a supernatural effect.

Greater Cognatogen (Su): The alchemist's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one mental ability score (Intelligence, Wisdom, or Charisma), and a +4 alchemical bonus to a second mental ability score. The alchemist takes a –2 penalty on both associated physical ability scores as long as the mutagen persists, and takes 2 points of ability damage to both associated physical ability scores when the cognatogen ends. An alchemist must be at least 12th level and must have the cognatogen discovery or class ability before selecting this discovery.

Healing Touch (Ex): The alchemist gains the ability to heal other creatures. As a standard action, he may touch a creature and apply 1 round's effect of his spontaneous healing discovery to that creature; this counts toward his spontaneous healing limit for the day. The alchemist's daily limit for hit points healed by spontaneous healing increases to 5 × his alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as the alchemist. An alchemist must be at least 6th level and must have the spontaneous healing discovery or class ability before selecting this discovery.

Lingering Spirit (Ex): The alchemist is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him (so an alchemist with a Constitution of 10 and this

discovery dies at –20 hit points instead of –10). Reducing him to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes him unconscious and comatose, but he is only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the alchemist must be brought to –5 Constitution in order to be killed by these attacks). An alchemist must be at least 4th level before selecting this discovery.

Mummification (Ex): The alchemist has mastered preserving flesh and applied this knowledge to his own body, turning himself into an undeadlike creature. After learning this discovery, the alchemist must perform a 30-day regimen of a special diet, rigorous exercise, and drinking a mildly poisonous alchemical tea. At the end of this regimen, he falls unconscious for 24 hours, then awakens as a "living mummy." The alchemist's type does not change, but he becomes immune to cold, nonlethal damage, paralysis, and sleep. An alchemist must be at least 10th level and must have the preserve organs discovery before selecting this discovery.

Mutagen (Su): This discovery gives the alchemist the mutagen class ability, as described in the *Advanced Player's Guide*. (This discovery exists so alchemist archetypes who have variant mutagens, such as the mindchemist, can learn how to make standard mutagens.)

Parasitic Twin (Ex): The alchemist's vestigial limbs are part of a parasitic twin on his torso, consisting of a head, a torso, and two arms (from the vestigial limb discovery). Normally, the twin is mostly recessed within the alchemist's body, with the visible arms acting like the vestigial arm discovery, though the alchemist can manifest or hide the twin as a standard action. The twin is helpless, fully subservient to the alchemist, and cannot be targeted or harmed. Once per day, if the alchemist succumbs to a mental effect that would make him unconscious, helpless, or not in control of his own actions (such as *charm person*, *feeblemind*, or *hold person*), he can reroll his saving throw; success means the twin absorbs the effect and the alchemist can ignore it. Using this ability sickens the alchemist for the duration of the absorbed effect (removing the effect from the twin ends the sickened condition), and he cannot use the twin's limbs during that time, though passive effects (such as from rings worn on the vestigial limbs) continue normally. The alchemist must have selected the vestigial limb discovery twice before selecting this discovery.

Plague Bomb (Su)*: The effects of the smoke created by an alchemist's bomb duplicates the effects of *contagion* instead of *fog cloud*, filling an area equal to twice the bomb's splash area for 1 round per level. An alchemist must be at least 8th level and must have the smoke bomb discovery before selecting this discovery.

Preserve Organs (Ex): The alchemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the alchemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks (such as *fortification armor*). An alchemist can take this discovery up to three times; the effects stack, increasing this chance to 50% and then 75%.

Spontaneous Healing (Ex): The alchemist gains the ability to heal from wounds rapidly. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this manner for every 2 alchemist levels he possesses. If the alchemist falls unconscious because of hit point damage and he still has healing available from this ability, the ability activates automatically each round until he is conscious again or the ability is depleted for the day.

Strafe Bomb (Su): The alchemist can throw bombs that splash in a 40-foot line rather than affecting a radius. The line starts at the alchemist and extends away from him in the direction he chooses. The alchemist designates one creature in the squares affected by the line to be the target of the bomb and makes his attack roll against that creature; all other squares in the line take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive strafe bomb, the line of splash damage is 80 feet long instead of 40 feet.

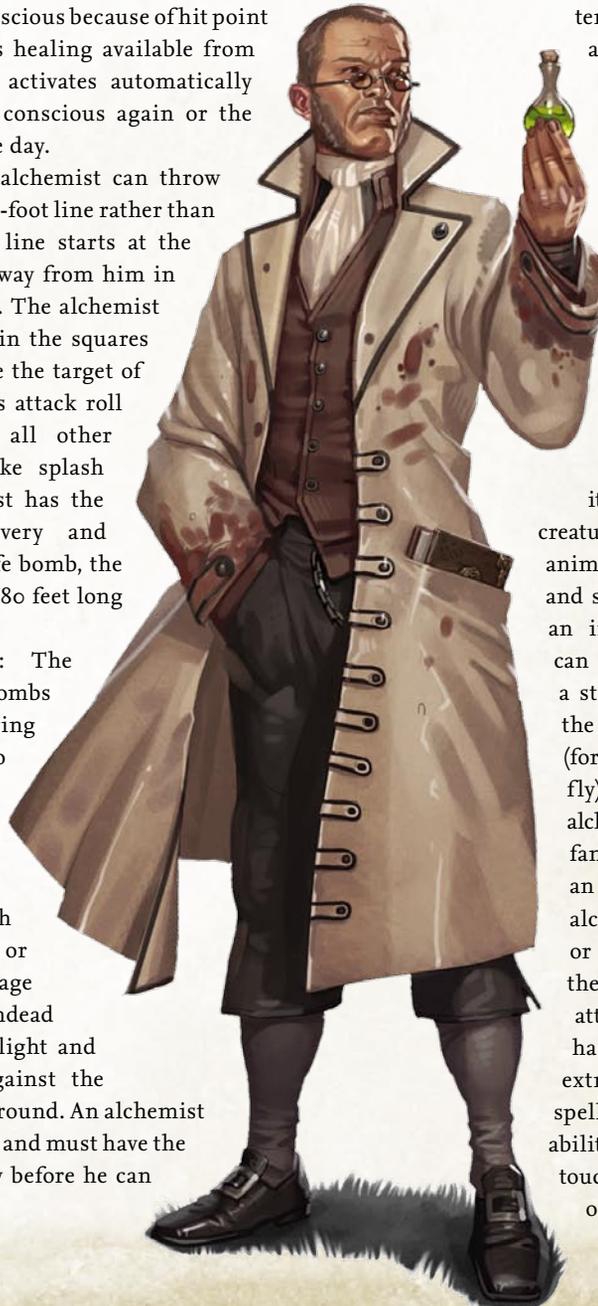
Sunlight Bomb (Su)*: The alchemist can throw bombs that explode with a searing radiance equivalent to that of sunlight and that act as blinding bombs. Undead, fungi, molds, oozes, slimes, and creatures to which sunlight is harmful or unnatural take +2 damage per die from the bomb. Undead that are harmed by sunlight and that fail their saves against the bomb are staggered for 1 round. An alchemist must be at least 10th level and must have the blinding bomb discovery before he can select this discovery.

Tanglefoot Bomb (Su)*: A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the *Core Rulebook*). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Tentacle (Ex): The alchemist gains a prehensile, arm-length tentacle on his body. The tentacle is fully under his control and cannot be concealed except with magic or bulky clothing. The tentacle does not give the alchemist any extra attacks or actions per round, though he can use it to make a tentacle attack (1d4 damage for a Medium alchemist, 1d3 damage for a Small one) with the grab ability (see page 301 of the *Pathfinder RPG Bestiary*). The

tentacle can manipulate or hold items as well as the alchemist's original arms can (for example, allowing the alchemist to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, the tentacle has no magic item slots.

Tumor Familiar (Ex): The alchemist creates a Diminutive or Tiny tumor on his body, usually on his back or stomach. As a standard action, the alchemist can have the tumor detach itself from his body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on) and move about as if it were an independent creature. The tumor can reattach itself to the alchemist as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and familiar abilities based on the alchemist's caster level (though some familiar abilities may be useless to an alchemist). The tumor acts as the alchemist's familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on). When attached to the alchemist, the tumor has fast healing 5. An alchemist's extracts and mutagens are considered spells for the purposes of familiar abilities like share spells and deliver touch spells. If a tumor familiar is lost or dies, it can be replaced 1 week



later through a specialized procedure that costs 200 gp per alchemist level. The ritual takes 8 hours to complete.

Vestigial Arm (Ex): The alchemist gains a new arm (left or right) on his torso. The arm is fully under his control and cannot be concealed except with magic or bulky clothing. The arm does not give the alchemist any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of the alchemist's attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as the alchemist's original arms (for example, allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own "hand" and "ring" magic item slots (though the alchemist can still only wear two rings and two hand magic items at a time). An alchemist may take this discovery up to two times.

Wings (Ex): The alchemist gains batlike, birdlike, or insectlike functional wings, allowing him to fly as the *fly* spell for a number of minutes per day equal to his caster level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. An alchemist can select this discovery multiple times; each time he does so, he adds his caster level to the number of minutes per day that he can fly with the wings. This flight is an extraordinary ability. An alchemist must be at least 6th level before selecting this discovery.

CHIRURGEON (ARCHETYPE)

An alchemist who studies anatomy and uses this knowledge to heal is a surgeon. A surgeon has the following class features.

Infused Curative: At 2nd level, a surgeon's extracts of *cure* spells automatically act as infusions, and can be used by non-alchemists. When a surgeon prepares his extracts, he may choose to render any or all of his infused curatives inert and prepare other extracts to replace them (unlike infusions, which continue to occupy the alchemist's daily extract slots until consumed or used). This ability replaces poison use.

Anaesthetic: At 5th level, a surgeon learns how to supplement uses of the Heal skill with pain-killing drugs. He gains Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by a surgeon. This ability replaces poison resistance +4.

Power Over Death: At 10th level, a surgeon adds *breath of life* to his formula book as a 4th-level extract. His infused curative ability applies to this extract. This ability replaces poison immunity.

Discoveries: The following discoveries complement the surgeon archetype: elixir of life, healing touch*, infusion, and spontaneous healing*.

CLONE MASTER (ARCHETYPE)

Clone masters practice duplicating existing creatures in order to better understand how to create new life. A clone master has the following class features.

Bomb: A clone master's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). This otherwise functions as and replaces the standard alchemist bomb class feature.

Lesser Simulacrum: At 7th level, a clone master adds *lesser simulacrum* to his formula book as a 3rd-level extract.

Rebirth: At 8th level, a clone master can prepare a clone of himself that awakens if he is slain. Creating the clone costs 5,000 gp, takes 1 week of work, and requires 3 additional weeks for the clone to grow to maturity. If he dies, the clone awakens as if the alchemist had used the *clone* spell on himself. He can have one inert of himself at a time. Unused clones created by a clone master do not rot. This ability replaces poison resistance +6 and poison immunity.

Simulacrum: At 13th level, a clone master adds *simulacrum* to his formula book as a 5th-level extract.

Clone: At 16th level, a clone master adds *clone* to his formula book as a 6th-level extract.

Discoveries: The following discoveries complement the clone master archetype: alchemical simulacrum*, doppelganger simulacrum*, preserve organs*, and parasitic twin*.

INTERNAL ALCHEMIST (ARCHETYPE)

An internal alchemist studies medicine, diet, and the living body to purify the self in the hope of gaining immortality by means of alchemical concoctions and controlling vital energy. Internal alchemists develop unusual physical abilities from heightened knowledge of how their bodies work. An internal alchemist has the following class features.

Breath Mastery: At 1st level, the internal alchemist can control his breath and the flow of vital energy within his body. Without preparation, he can hold his breath for a number of minutes equal to his Constitution score (after this, he must begin making Constitution checks or risk suffocation); by spending a full-round action preparing himself, he can increase this duration to 1 hour per point of Constitution. The alchemist can survive twice as long as normal without food or water before he starts to take penalties. He can put himself into a state of suspended animation as a move action, and is then unconscious and appears completely dead; he awakens at a preset time or in response to a condition set by him when he enters this state. This ability replaces Throw Anything.

Bonus Feats: An internal alchemist can select Alertness, Extra Ki, Great Fortitude, Improved Critical (unarmed strike), Improved Initiative, Improved Unarmed Strike,

Iron Will, Lighting Reflexes, Stunning Fist, or Weapon Focus (unarmed strike) in place of an alchemical discovery.

Disease Resistance: At 3rd level, an internal alchemist gains a bonus on all saving throws against disease equal to his alchemist class bonus against poison. When he gains the poison immunity alchemist class ability, he becomes immune to disease as well. This ability replaces swift alchemy.

Uncanny Dodge: Starting at 6th level, an internal alchemist can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. However, he still loses his Dexterity bonus to AC if he is immobilized, or if an opponent successfully uses the feint action (see Bluff) against him. If the internal alchemist already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (as a rogue) instead. This ability replaces swift poisoning.

Discoveries: The following discoveries complement the internal alchemist archetype: cognatogen*, elixir of life, grand cognatogen*, greater cognatogen*, lingering spirit*, mummification*, and spontaneous healing*.

MINDCHEMIST (ARCHETYPE)

While most alchemists use mutagens to boost their physical ability at the cost of mental ability, some use alchemy for the opposite purpose—to boost the power of the mind and memory. A mindchemist can reach incredible levels of mental acuity, but suffers lingering debilitating effects to his physique. A mindchemist has the following class features.

Cognatogen: At 1st level, a mindchemist learns how to create a cognatogen, as per the cognatogen discovery. This ability replaces the mutagen class ability (a mindchemist cannot create mutagens unless he selects mutagen* as a discovery).

Perfect Recall: At 2nd level, a mindchemist has honed his memory. When making a Knowledge check, he may add his Intelligence bonus on the check a second time. Thus, a mindchemist with 5 ranks in Knowledge (history) and a +2 Intelligence bonus has a total skill bonus of +9 (5 + 2 + 2) using this ability. The mindchemist can also use this ability when making an Intelligence check to remember something. This ability replaces poison use.

Bonus Feats: A mindchemist may select Skill Focus (Disable Device, Disguise, Heal, any Knowledge skill, Sense Motive, or Spellcraft) in place of a discovery.

Languages: A mindchemist may learn three languages in place of a discovery.

Discoveries: The following discoveries complement the mindchemist archetype: grand cognatogen*, greater cognatogen*, infuse mutagen.

PRESERVATIONIST (ARCHETYPE)

Some alchemists are obsessed with collecting and preserving exotic creatures. These preservationists may use bottled animals and monsters as teaching tools, but some learn how to reanimate them for short periods to battle on the alchemist's behalf. A preservationist has the following class features.

Bottled Ally I: At 2nd level, a preservationist adds Handle Animal to his list of class skills. He adds *summon nature's ally I* to his formula book as a 1st-level extract. When he prepares that extract, he actually prepares a tiny, preserved specimen in a bottle (as with a caster casting the spell, the preservationist doesn't have to choose the creature until he uses the extract). When the alchemist opens the bottle, the specimen animates and grows to normal size, serving the preservationist as per the spell and otherwise being treated as a summoned creature. When the duration expires, the preserved creature decays into powder. If the preservationist has the infusion discovery, another character can use the infused specimen. The Augment Summoning feat can be applied to these specimens. This ability replaces poison use.

Bottled Ally II: At 5th level, a preservationist adds *summon nature's ally II* to his formula book as a 2nd-level extract. This ability replaces poison resistance +4.

Bottled Ally III: At 8th level, a preservationist adds *summon nature's ally IV* to his formula book as a 3rd-level extract. This ability replaces poison resistance +6.

Bottled Ally IV: At 10th level, a preservationist adds *summon nature's ally V* to his formula book as a 4th-level extract. This ability replaces poison immunity.

Bottled Ally V: At 14th level, a preservationist adds *summon nature's ally VII* to his formula book as a 5th-level extract. This ability replaces persistent mutagen.

Bottled Ally VI: At 18 level, a preservationist adds *summon nature's ally IX* to his formula book as a 6th-level extract. This ability replaces his 18th-level discovery.

Discoveries: The following discoveries complement the preservationist archetype: bottled ooze*, preserve organs*, tentacle*, vestigial arm*, and wings*.

PSYCHONAUT (ARCHETYPE)

A psychonaut uses his knowledge to explore altered states of consciousness and even other planes of existence. A psychonaut has the following class features.

Bomb: A psychonaut's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Precognition: At 5th level, a psychonaut adds *augury* to his formula book as a 2nd-level extract (this extract does not require a divine focus component). This replaces poison resistance +4.

Psychic Senses: At 8th level, a psychonaut adds *clairaudience/clairvoyance*, *detect scrying*, *scrying*, and *speak with dead* to his formula book as 3rd-level extracts (a *scrying* extract does not require a focus or divine focus component). When a psychonaut uses a *speak with dead* extract, he gains the power to hear the lingering spirit within a corpse rather than enabling the corpse to audibly speak, but the extract otherwise works as the spell. This ability replaces poison resistance +6.

Remote Consciousness: At 10th level, a psychonaut adds *dream*, *lesser astral projection*, *nightmare*, *plane shift*, *sending*, and *telepathic bond* to his formula book as 4th-level extracts (a *plane shift* extract does not require a focus component). This ability replaces poison immunity.

Greater Precognition: At 15th level, a psychonaut adds *moment of prescience* to his formula book as a 5th-level extract. This ability replaces the increase to bomb damage at this level.

Master Precognition: At 17th level, a psychonaut adds *foresight* to his formula book as a 6th-level extract. This ability replaces the increase to bomb damage at this level.

Discoveries: The following discoveries complement the psychonaut archetype: confusion bomb*, eternal potion, extend potion, lingering spirit*, and madness bomb.

REANIMATOR (ARCHETYPE)

A reanimator is an alchemist who has discovered how to infuse a corpse with a semblance of life. Many work in tandem with necromancers to explore the fine border between the worlds of the living and the dead. A reanimator has the following class features.

Bomb: A reanimator's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Simple Reanimation: At 7th level, a reanimator adds *lesser animate dead** to his formula book as a 3rd-level extract. When he uses that extract, rather than drinking it, he injects it into the corpse he intends to animate, which rises as an undead creature under his control 1 hour later. The extract can only create zombies (including variant zombies). This ability replaces the increase to bomb damage at this level.

Create Undead: At 13th level, a reanimator adds *create undead* to his formula book as a 4th-level extract. When he uses that extract, rather than drinking it, he injects it into the corpse he intends to animate, which rises as an uncontrolled undead 1 hour later. The extract can only create corporeal undead. This ability replaces the increase to bomb damage at this level.

Create Greater Undead: At 15th level, a reanimator adds *create greater undead* to his formula book as a 5th-level

extract. This otherwise acts similarly to a *create undead* extract. This ability replaces the increase to bomb damage at this level.

Discoveries: The following discoveries complement the reanimator archetype: alchemical zombie*, elixir of life, eternal potion, mummification*, and preserve organs*.

VIVISECTIONIST (ARCHETYPE)

A vivisectionist studies bodies to better understand their function. Unlike a surgeon, a vivisectionist's goals are not related to healing, but rather to experimentation and knowledge that most people would consider evil. A vivisectionist has the following class features.

Sneak Attack: At 1st level, a vivisectionist gains the sneak attack ability as a rogue of the same level. If a character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective rogue level for the sneak attack's extra damage dice (so an alchemist 1/rogue 1 has a +1d6 sneak attack like a 2nd-level rogue, an alchemist 2/rogue 1 has a +2d6 sneak attack like a 3rd-level rogue, and so on). This ability replaces bomb.

Torturer's Eye: At 2nd level, a vivisectionist adds *deathwatch* to his formula book as a 1st-level extract.

Cruel Anatomist: At 3rd level, a vivisectionist may use his Knowledge (nature) skill bonus in place of his Heal skill bonus.

Torturous Transformation: At 7th level, a vivisectionist adds *anthropomorphic animal* to his formula book as a 2nd-level extract. When he uses this extract, he injects it into an animal as part of a 2-hour surgical procedure. By using multiple doses of this extract as part of the surgery, he multiplies the duration by the number of extracts used.

At 9th level, a vivisectionist adds *awaken* and *baleful polymorph* to his formula book as 3rd-level extracts. When he uses the *awaken* or *baleful polymorph* extract, he injects it into the target (not a plant) as part of a 24-hour surgical procedure. He can make *anthropomorphic animal* permanent on a creature by spending 7,500 gp.

At 15th level, a vivisectionist adds *regenerate* to his formula book as a 5th-level extract.

Bleeding Attack: A vivisectionist may select the bleeding attack rogue talent in place of a discovery.

Crippling Strike: At 10th level or later, a vivisectionist may select the crippling strike rogue talent in place of a discovery.

Discoveries: The following discoveries complement the vivisectionist archetype: alchemical simulacrum*, concentrate poison, doppelganger simulacrum*, feral mutagen, parasitic twin*, plague bomb*, poison bomb, preserve organs*, sticky bomb, tentacle*, tumor familiar*, vestigial arm*, and wings*.

BARD

Bards bring news of the outside world, entertain kings, act as cultural diplomats, and pass along rich oral traditions to commoners and nobility alike. Some call them jacks-of-all-trades, saying that they are generalists, never specialists, but this isn't true. Bards specialize as repositories of histories and carriers of legend, versed in the mythologies of lands across the world. Their knowledge brings them power, but their greatest power derives from their understanding of the intricacies of art—whether that art is musical, dramatic, or comedic, bards understand the power and allure of story, song, and dance, and tap into this knowledge to create supernatural powers that fashion legends of their own.

This section introduces masterpieces—specialized uses of the bardic performance class ability that allow a bard to do amazing things. Following the masterpieces are new bard archetypes.

MASTERPIECES

Talented bards can learn or create masterpieces, unusual applications of the bardic performance ability requiring special training. Masterpiece descriptions adhere to the following guidelines.

Masterpiece Name: In addition to the name of the masterpiece, this line indicates which Perform skill or skills the masterpiece relies upon.

Prerequisites: Like feats, masterpieces have prerequisites that a bard must meet in order to learn them. Only bards may learn masterpieces.

Cost: Each masterpiece has an associated cost to learn it. Typically, a bard must spend one of his bard spells known of a specific spell level or select it in place of a feat. The bard can spend a bard spell known of a level higher than the listed level to learn a masterpiece (for example, spending a 4th-level spell known to learn a masterpiece that requires spending a 3rd-level spell known).

Effect: This brief description summarizes what occurs when a bard performs the masterpiece. Unless otherwise stated, a masterpiece's effects are supernatural. Unwilling creatures may attempt a Will save against the effect of a masterpiece; the save DC for masterpieces is equal to $10 + 1/2$ the bard's level + the bard's Charisma bonus. Masterpieces that duplicate spells use the bard's caster level for the spell's caster level.

Use: This line specifies how many bardic performance rounds the bard must use to activate the masterpiece. In some cases, the bard can extend the duration of the masterpiece by expending additional rounds of bardic

performance, just as if it were any other use of bardic performance. The bard expends the listed number of bardic performance rounds when he starts performing the masterpiece; if he is interrupted, the attempt fails and the spent performance rounds are lost.

Action: This line indicates the type of action performing the masterpiece requires. If it only requires a standard action to activate, being able to activate a bardic performance more quickly (at 7th level, activation is a move action, and at 13th, it becomes a swift action) applies to the masterpiece as well.

Unless otherwise stated, effects or feats that extend the duration of bardic performance (such as the Lingered Performance feat in the *Advanced Player's Guide*) do not apply to masterpieces.

GMs can use these masterpieces to inspire their own ideas for other masterpieces. Masterpieces should generally be no more powerful than a cleric or sorcerer/wizard spell available to a caster of the same level as the minimum level needed to select the masterpiece (a masterpiece requiring 7 ranks in Perform requires a 7th-level bard, and thus should not be more powerful than a 4th-level cleric or sorcerer/wizard spell).

At the Heart of It All (String, Wind)

Your song pierces to the heart of a creature's identity, weakening it against you.

Prerequisite: Perform (string) or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This haunting melody teases at the veils of understanding and drills into the bedrock of truth. Upon completing this performance, the target attempts a Will save. Failure means you understand the target's primal nature; you gain a +4 bonus on Charisma-based checks to influence the target, and the DCs of your abilities and spells that would influence the creature or its actions (including charm and compulsion effects) increase by +2. These bonuses last for 1 day.

You must have an idea of who the creature is when you begin to play the song, either through researching the creature or by observing it directly from no farther than 100 feet.

Use: 5 rounds of bardic performance.

Action: 5 full rounds.

The Cat-Step (Dance)

Your agile dancing allows you and others to fall safely and land gracefully.

Prerequisite: Perform (dance) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: This quick dance is a series of small steps culminating in a series of leaps. When you complete the performance, for the next 10 minutes you treat any distance fallen as if it were a number of feet shorter equal to half

your bard level × 5. You may spend the first minute of this effect demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece for the remainder of its duration.

Use: 4 bardic performance rounds.

Action: 4 full rounds.

The Dance of 23 Steps (Dance)

This complex dance makes you difficult to strike.

Prerequisite: Perform (dance) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: The shuffling steps, bends, and leaps of this intricate dance make you a difficult target to hit, but also make it more difficult for you to perform other actions. When using this masterpiece, you take a –2 penalty on melee attack rolls and combat maneuver checks, and you must make a concentration check to cast any spell (DC 15 + the spell's level), but you gain a +2 dodge bonus to your Armor Class. When you have 8 ranks in Perform (dance), and every 4 ranks thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can combine this masterpiece with fighting defensively and Combat Expertise, but not total defense. When you use this masterpiece, it lasts until the start of your next turn. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see page 164 of the *Advanced Player's Guide*) affect this masterpiece; this allows you to get multiple rounds of its benefit (and its penalties) at the cost of only 1 round of bardic performance.

Use: 1 bardic performance round.

Action: 1 free action.

The Depths of the Mountain (Percussion, Wind)

Your drumming skills can break solid rock.

Prerequisite: Perform (percussion) 15 ranks or Perform (wind) 15 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: Like a singer shattering a wine glass with a perfect note, your music cracks stone, shivering solid rock until it snaps. When you complete the performance, you create a tremor identical to an *earthquake* spell.

For each round you continue to expend bardic performance rounds, the area experiences a round-long aftershock, which has the following effects.

Caves, Caverns, or Tunnels: Smaller collapses cause 4d6 points of damage (Reflex DC 5 half) and pin any creatures caught inside.

Cliffs: More cliffs crumble, creating a landslide that travels half as far horizontally as it falls vertically. Any creature in the path takes 4d6 points of bludgeoning damage (Reflex DC 5 half) and is pinned beneath the rubble.

Open Ground: Each creature standing in the area must make a DC 5 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance of falling into one (Reflex DC 10 to avoid a fissure).

The fissures are 20 feet deep, and these fissures remain open at the end of the quake.

Pinned Beneath Rubble: Any creature pinned by the effects of the aftershock takes 1d3 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, she must make a DC 5 Constitution check or take 1d3 points of lethal damage each minute thereafter until freed or dead.

Rivers, Lakes, or Marshes: The area drained away by the earthquake remains drained for the duration of the aftershock.

Spellcasting: The concentration DC to cast during an aftershock is 15 + the spell's level.

Structure: Any structure standing on open ground takes 50 points of damage. A collapsing structure deals 4d6 points of bludgeoning damage to creatures inside it (Reflex DC 5 half), and the creatures inside are pinned beneath the rubble.

Use: 10 rounds of bardic performance, +1 round for each round of aftershocks.

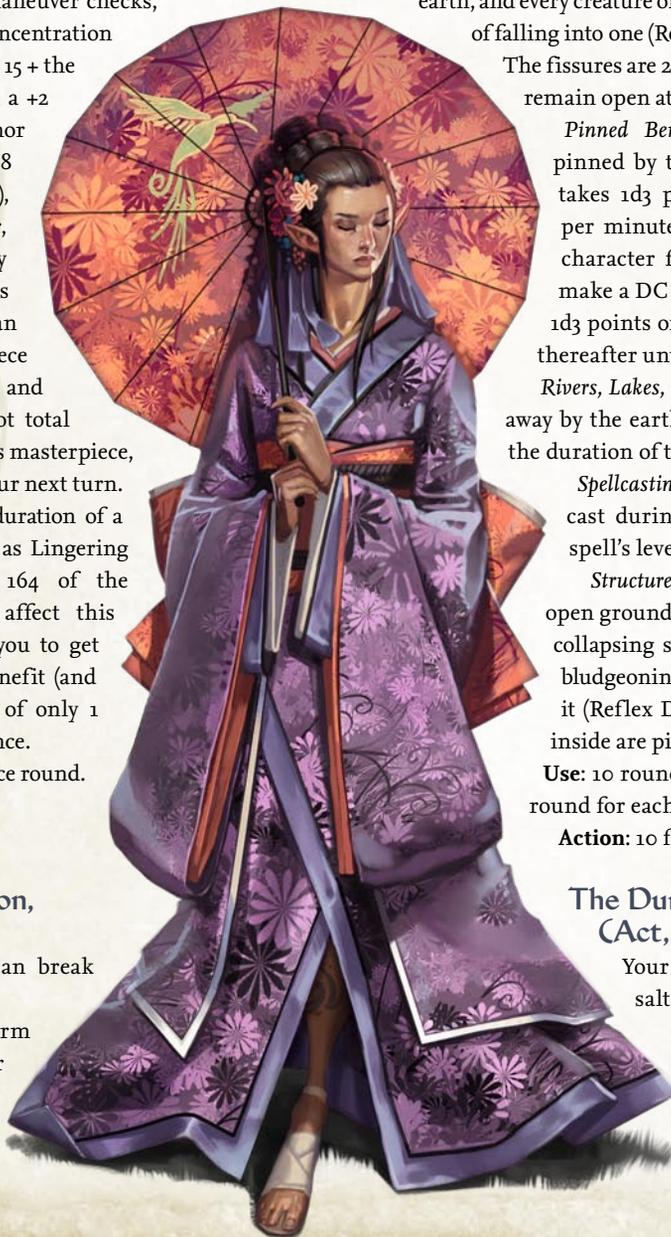
Action: 10 full rounds.

The Dumbshow of Gorroc (Act, Comedy)

Your acting conjures hellfire and salt to destroy plants.

Prerequisite: Perform (act) or Perform (comedy) 6 ranks.

Cost: Feat or 2nd-level bard spell known.



Effect: This pantomime tells the tale of Gorroc, a foolish farmer who failed to control the weeds that grew so quickly upon his land. In desperation, Gorroc bargained with a devil, who blasted the earth with salt and withering heat, leaving the fertile land desolate for a century. When you complete the performance, you can create a 30-foot cone or a 60-foot line that is blasted with scorching air and hot salt. Plants and oozes in this area take 1d6 points of damage per bard level (maximum 10d6); half this damage is fire damage, half is piercing damage. A Reflex save reduces the damage by half. Creatures other than plants or oozes take half damage, or no damage on a successful save.

Use: 2 bardic performance rounds.

Action: 1 full round.

The House of the Imaginary Walls (Act)

You can trap opponents with the power of your acting.

Prerequisite: Perform (act) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: You silently mime building an invisible wall, flattening your hands along linear planes to indicate its location and orientation. This “wall” is only real for creatures that see you perform this masterpiece (Will negates); you and your allies may automatically fail your saves if you want to treat the wall as real (for example, if you want to use the wall as a bridge to cross a chasm). For creatures who believe the wall is real, it has hardness 8, 90 hit points, and a break DC of 30 (multiple believing creatures can attack the walls, breaking through it more quickly as if they were all attacking a real wall rather than each attacking separate mental constructs). This is an illusion (phantasm) effect. Because the wall is a mental image, it blocks incorporeal creatures that fail their saves (because they perceive it as a magical barrier that excludes them), though they can still go around the wall or through the floor or ceiling to bypass it. It does not affect objects or creatures immune to mental effects (which can result in situations like an archer firing through the wall but unable to physically cross it).

You can create one 10-foot-square wall per use of this ability; over several rounds you can extend this square or create other walls, all of which persist until you stop using bardic performance rounds to sustain them. The wall is immobile once created. Part of the wall must be in or along the edge of your space, and you cannot create a wall that extends beyond your natural reach (though you can create a wall, move, and create another by using this ability again). Once created, the wall exists until you end your performance or affected creatures “break” it. Abilities that extend the duration of a bardic performance (such as Linger Performance; see page 164 of the *Advanced Player's Guide*) affect this masterpiece.

Use: 1 bardic performance round per round.

Action: 1 standard action per 10-foot square.

Legato Piece on the Infernal Bargain (String)

Your skilled playing can conjure up supernatural servants.

Prerequisite: Perform (string) 11 ranks.

Cost: Feat or 4th-level bard spell known.

This fast-paced tune harmonizes with the magical frequencies of another plane, allowing you to draw an extraplanar creature to you and bargain for its service. When you complete this performance, you call one or more outsiders as if using *planar ally*. Unlike with *planar ally*, the creature is not necessarily associated with your deity, and has an initial attitude of “indifferent” toward you. Because it is intrigued by your performance, it remains for up to 1 minute to hear the service you are requesting and the payment you are offering. If you succeed at an opposed Charisma check against the creature (with a +0 to +6 bonus on your roll based on the nature of the service and the offered reward), it agrees to perform the service. This ability otherwise works like *planar ally*.

Though the best-known version of this masterpiece refers to an infernal bargain, it can be used to conjure any sort of extraplanar creature (such as an archon, elemental, or protean). Other versions and arrangements of this masterpiece may have different names but otherwise identical effects.

Use: 10 bardic performance rounds.

Action: 10 minutes.

The Lullaby of Ember the Ancient (Sing)

You can put powerful creatures to sleep with the power of your song.

Prerequisite: Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: When you activate this soothing performance, one target within close range falls asleep as if affected by *deep slumber* as long as you maintain the performance. Unlike the spell (which affects weaker creatures first), this masterpiece targets a specific creature of your choice. Although this lullaby does have words, it is not a language-dependent effect.

Use: 1 bardic performance round per round.

Action: 1 round.

Minuet of the Midnight Ivy (Dance)

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you

to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece as long as you maintain the performance.

Use: 1 bardic performance round per round.

Action: 1 full round.

The Quickening Pulse (Percussion, Wind)

Your driving notes cause unnatural heart rates in your opponents.

Prerequisite: Perform (percussion) 7 ranks or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You create a musical tempo that first mirrors your enemies' heartbeats, and then quickens them to dangerous levels. When you complete the performance, all enemies within 30 feet who can hear your performance must save or take 1d6 points of damage as their pounding heart causes them to sweat blood. Creatures that are immune to critical hits are unaffected by this ability.

Each round that you continue the performance adds another round to the bleed effect. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see page 164 of the *Advanced Player's Guide*) affect this masterpiece.

Use: 1 bardic performance round per round of bleed.

Action: 1 standard action.

The Requiem of the Fallen Priest-King (Oratory, Sing)

Your performance reveals ways to cheat time itself.

Prerequisite: Perform (oratory) 10 ranks or Perform (sing) 10 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This piece tells the story of a mighty priest-king who seemed to defy time by snatching near-victory from an overwhelming number of enemies. When you complete the performance, you gain the ability to accelerate time once, which must be used in the next hour. When you perform this masterpiece, you gain the ability to spend a swift action to perform a nonmagical action that normally requires a move action or a standard action. For example, you could make a full attack, then spend a swift action to take a normal move, load a light crossbow, or draw a weapon in the same round. You must use this extra action within 10 minutes of performing the masterpiece; otherwise the benefit is lost.

This ability does not stack with other effects that increase your speed (such as *haste*) or alter time (such as *time stop*).

Your allies may benefit from this masterpiece, but they must listen to it intently (to the exclusion of all other activities) for the duration of the performance, and you must expend 1 round of bardic performance for each ally other than yourself whom you want to gain the ability to accelerate time (for example, affecting yourself and five others requires expending 11 rounds of bardic performance). This is a language-dependent effect.

Use: 5 bardic performance rounds, +1 round per additional person affected.

Action: 1 minute.

Stone Face (Comedy, Oratory)

Your antics can soften even the hardest visage.

Prerequisite: Perform (comedy) or Perform (oratory) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You tell an old and humorous tale about a woman who refused to smile at anything, no matter how funny. Through a series of increasingly unlikely events involving a cart of horse manure, a king, and a flying carpet, her legendary frown broke at last. When you complete the performance, the target is affected by *stone to flesh*.

Use: 2 bardic performance rounds.

Action: 1 minute.

Toccata and Fugue of the Danse Macabre (Keyboard, Wind)

Your spooky music blurs the boundaries between life and death, confusing the senses of undead creatures.

Prerequisite: Perform (keyboard) or Perform (wind) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: The complex notes and layered repetitions of this masterpiece bring to mind the countless dead of ages past and suffuse those who listen to it with a subtle melancholia and grim acceptance of the temporary nature of life. Starting with a trio of notes, repeated frequently and with ever-greater insistence, it becomes a whirling, head-spinning vortex of sound. Upon completing the performance, you and up to one ally per level within listening range become hidden from undead, as if under the effects of a *hide from undead* spell.

As with *hide from undead*, one creature breaking the effect ends the benefit of the performance for all recipients. But by spending an additional round of bardic performance when you perform or maintain the masterpiece, you can dedicate a refrain to a particular ally; even if one ally breaks the *hide from undead* effect, the ally receiving the dedication remains hidden so long as he does not break the effect himself. You can dedicate a refrain multiple times in the performance (up to once per round) as long as you spend 1 round of bardic performance each time for the ally receiving a dedication.

Use: 1 bardic performance round per round of the performance, +1 round per ally affected, +1 round per dedicated refrain.

Action: 1 minute.

Triple Time (Percussion, String, Wind)

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform (wind) 3 ranks.

Cost: Feat or 1st-level bard spell known.

Effect: This bright and spritely tune mimics the sound of human feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This masterpiece increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Use: 1 bardic performance round.

Action: 1 minute.

The Winds of the Five Heavens (Act, Oratory)

You control the wind by telling a tale demonstrating the hubris of mortals.

Prerequisite: Perform (act) or Perform (oratory) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: This short monologue tells the story of a village priest who thought to command the gods. This so annoyed the gods of the weather that they gave him exactly what he wished for, and the priest's long-winded sermons tore apart his temple and scattered his parishioners. When you complete the performance, you conjure a great wind as if you had cast *control winds*.

Use: 3 bardic performance round.

Action: 3 full rounds.

ANIMAL SPEAKER (ARCHETYPE)

An animal speaker focuses not on the ears and minds of humans, but on the creatures of the wild and those in the underbellies of cities.

Animal Friend: An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least "indifferent" toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals can be directed to attack the bard if the controlling creature wins an opposed Charisma check against the bard

(this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals. This ability replaces fascinate.

Nature's Speaker: At 5th, 11th, and 17th level, the animal speaker selects another kind of animal friend. The bard can use *speak with animals* at will on animals of his selected kinds. This ability replaces well-versed.

Bardic Performance: An animal speaker gains the following types of bardic performance.

Soothing Performance: At 3rd level, an animal speaker can use bardic performance to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check. If the bard already has wild empathy from another class, he adds the class levels that provide wild empathy to the result of his Perform check to influence an animal. This ability replaces inspire competence.

Attract Rats: At 5th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3. This ability replaces lore master.

Summon Nature's Ally: At 1st level, the animal speaker adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. At 4th level (when he gains access to 2nd-level spells) he adds *summon nature's ally II* to his spell list and spells known as a 2nd-level spell, and so on every 3 levels thereafter, until 16th level when he adds *summon nature's ally VI* to his 6th-level spell list and spells known.

CELEBRITY (ARCHETYPE)

Known for being known, a celebrity bard is a master of performance who captures the imagination and attention of his audience. He trades on his charisma, his wit, and his exploits to build his renown—and that of his companions.

Famous: At 1st level, a celebrity bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.

At 1st level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1. As the celebrity grows more famous, additional areas learn of him (typically places where he has lived or traveled, or

settlements adjacent to those where he is known) and his bonuses apply to even more people. At 5th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2. At 9th level, the region is a settlement or settlements with a total population of up to 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3. At 13th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate is +4. At 17th level and above, the bard's renown has spread far, and most civilized folk know of him (GM's discretion); the bard's modifier on Diplomacy and Intimidate checks is +5.

This ability replaces inspire courage.

Bardic Performance: A celebrity gains the following type of bardic performance.

Gather Crowd (Ex): At 5th level, the celebrity is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to $1/2$ the bard's class level \times the result of the bard's Perform check. The crowd gathers over the next 1d10 rounds. If the bard fails to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds. This ability replaces lore master.

Shining Star (Su): At 8th level, the celebrity has learned how to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the bard's fascinate ability ignore the shaken condition. The ability replaces dirge of doom.

DEMAGOGUE (ARCHETYPE)

Not content with providing amusing and occasionally instructive performances, the demagogue seeks to inflame and ignite his audience, driving them toward a specific purpose with carefully chosen words and tones that may spark momentous change.

Famous: At 1st level, a demagogue is famous in a particular region. This works like the famous ability of the celebrity bard archetype, except the demagogue's skill bonuses apply to Bluff and Intimidate instead of Diplomacy and Intimidate. This ability replaces inspire courage +1.

Bardic Performance: A demagogue gains the following type of bardic performance.

Gather Crowd (Ex): At 5th level, the demagogue gains the ability to quickly gather a crowd. This is identical to the gather crowd ability of the celebrity bard archetype. This ability replaces lore master.

Incite Violence (Ex): At 6th level, the demagogue can use his performance to fan the fury of a crowd of people he has fascinated. Using this ability does not disrupt the fascinate effect, but does require a standard action to activate (in addition to the free action to continue the fascinate effect). The bard selects a number of targets equal to his level, who must make Will saves (DC 10 + $1/2$ the bard's level + the bard's Charisma modifier) or be affected by *rage* for a number of rounds equal to the bard's level. The bard indicates who is the intended target of violence (either after using this ability or as part of the performance leading to it) and the enraged members of the crowd immediately attack the target if possible. The target does not need to be present ("kill the king" is a suitable choice) and can be an object instead of a person ("destroy the prison!" is likewise appropriate). Other members of the crowd may follow suit, though they do not gain the benefits of *rage*. This is a sound-based effect and is affected by countersong. If two or more bards are attempting to direct the crowd against different targets, they must make opposed Charisma checks, with the crowd following the directions of the winner. This ability replaces suggestion.

Righteous Cause (Ex): At 18th level, the demagogue can lift a crowd's emotions and turn them toward a common purpose. First, he must fascinate the crowd, and then use incite violence without designating a target, at which point he can use righteous cause. Instead of driving the crowd with anger, he fills them with purpose. Fascinated creatures must make Will saves (DC 10 + $1/2$ the bard's level + the bard's Charisma modifier) to resist. Those who fail are affected by *mass suggestion* of a plausible idea that lingers with them for one day. Typical uses of this ability are to spark rebellion, overthrow a king, build a beneficial structure such as an orphanage, or donate money to a cause. This ability replaces mass suggestion.

DIRGE BARD (ARCHETYPE)

A composer of sonorous laments for the dead and elaborate requiems for those lost yet long remembered, dirge bards master musical tools and tropes that must appeal to the ears and hearts of both the living and the dead.

Bardic Performance: A dirge bard gains the following type of bardic performance.

Dance of the Dead (Su): At 10th level, a dirge bard can use his bardic performance to cause dead bones or bodies to rise up and move or fight at his command. This ability functions like *animate dead*, but the created skeletons or zombies remain fully animate only as long as the dirge bard continues the

performance. Once it stops, any created undead collapse into carrion. Bodies or bones cannot be animated more than once using this ability. Unlike *animate dead*, dance of the dead requires no components and does not have the evil descriptor. This performance replaces jack-of-all-trades.

Haunted Eyes (Ex): At 2nd level, a dirge bard gains a +4 bonus on saves against fear, energy drain, death effects, and necromantic effects. This ability replaces well-versed.

Secrets of the Grave (Ex): At 2nd level, a dirge bard gains a bonus equal to half his bard level on Knowledge (religion) checks made to identify undead creatures and their abilities. A dirge bard may use mind-affecting spells to affect undead as if they were living creatures, even if they are mindless (though spells that affect only humanoids do not affect them, even if they were humanoids in life). In addition, he may add one necromancy spell from the spell list of any arcane spellcasting class to his list of spells known at 2nd level and every four levels thereafter. This ability replaces versatile performance.

Haunting Refrain (Su): At 5th level, a dirge bard is able to stir primal terrors in the hearts of listeners. He can use a Perform (keyboard) or Perform (percussion) check in place of an Intimidate check to demoralize an opponent, with a bonus equal to half his bard level. In addition, saving throws against any fear effect he creates are made with a –2 penalty, and this penalty increases by –1 every 5 levels beyond 5th. This ability replaces lore master.

GEISHA (ARCHETYPE)

In some cultures, the professional entertainer is a prestigious role. Specially trained entertainers called geisha are praised for their appearance and skill at conversation, music, dancing, singing, poetry, and calligraphy. A geisha provides social intimacy and status but not physical intimacy.

Weapon and Armor Proficiency: Geisha are proficient in all simple weapons and one monk weapon. Geisha are not proficient in any armor or shield; unlike bards, geisha are subject to arcane spell failure even when casting in light armor or when using a shield. This replaces the normal bard armor and weapon proficiencies.

Tea Ceremony (Su): By spending 10 minutes preparing an elaborate tea ceremony, a geisha may affect her allies with inspire courage, inspire competence, inspire greatness, or inspire heroics. The ceremony's effects last 10 minutes. The geisha must spend 4 rounds of bardic performance for each creature to be affected.

Geisha Knowledge: A geisha adds half her class level (minimum 1) on Craft (calligraphy) checks, Diplomacy checks, Knowledge (nobility) checks, and one type of Perform check (act, dance, oratory, percussion, string instruments, or sing); she may make checks with these skills untrained. This replaces bardic knowledge.

Scribe Scroll: A geisha gains Scribe Scroll as a bonus feat.

SONGHEALER (ARCHETYPE)

Words can harm, but they also heal. The songhealer brings peace and surcease of pain, calming wild emotions and providing a balm for the wounded body.

Enhance Healing (Su): A number of times per day equal to his Charisma modifier, a songhealer can cause any healing effect from a spell completion or spell trigger item to function at a caster level equal to his class level. This ability replaces versatile performance.

Bardic Performance: A songhealer gains the following type of bardic performance.

Healing Performance (Su): A bard of 14th level or higher can use his performance to create an effect equivalent to *heal* on a living target (or *harm* on an undead target), using the bard's level as the caster level. Using this ability requires 5 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. The healing performance relies on audible and visual components. This ability replaces frightening tune.

Funereal Ballad (Su): A bard of 20th level or higher can use his performance to create an effect equivalent to *resurrection* on a dead creature, using the bard's level as the caster level. Using this ability requires 20 rounds of continuous performance, and the target must be within 10 feet of the bard for the entire performance. Funereal ballad relies on audible and visual components. This ability replaces deadly performance.

SOUND STRIKER (ARCHETYPE)

They say that words can cut deeper than any blade, and the sound striker proves this true. Using music and words as a weapon, he can focus his performances into a deadly delivery.

Bardic Performance: A sound striker gains the following type of bardic performance. Neither performance can be performed more quickly than a standard action.

Wordstrike (Su): At 3rd level, the sound striker bard can spend 1 round of bardic performance as a standard action to direct a burst of sonically charged words at a creature or object. This performance deals 1d4 points of damage plus the bard's level to an object, or half this damage to a living creature. This performance replaces inspire competence.

Weird Words (Su): At 6th level, a sound striker can start a performance as a standard action, lashing out with 1 potent sound per bard level (maximum 10), each sound affecting one target within 30 feet. These are ranged touch attacks. Each weird word deals 1d8 points of damage plus the bard's Charisma bonus (Fortitude half), and the bard chooses whether it deals bludgeoning, piercing, or slashing damage for each word. This performance replaces *suggestion*.

CLERIC

Clerics are messengers and servitors of the gods, channeling divine magic and pure positive or negative energy. Though the typical adventuring cleric stands ready to smite enemies of the faith with spell and weapon, many cloister themselves in remote libraries and honor the gods with scholarly works, while others espouse heretical beliefs that embarrass mainstream members of the clergy. They use their divine channeling to heal or harm, and some have developed new ways to blast their opponents or bolster allies.

This section introduces alternative effects for channeling positive and negative energy, and is followed by four new cleric archetypes.

VARIANT CHANNELING

An iconic ability of clerics is their power to channel positive or negative energy, whether for healing, for damage, or to turn or command the undead. However, given the great variety of deities and their divine portfolios, it naturally follows that some deities would endow their mortal servants with the power to channel energies in other ways that more closely mirror their particular focus. The following categories are examples of alternative channeling abilities based on the nature of a deity's power; for example, a fire deity's negative energy channeling may deal fire damage as part of or instead of the damage from channeling.

When you create a cleric character, decide whether she uses the standard form of channel energy or a variant presented here based on one aspect of her deity's portfolio. Once this choice is made, it cannot be altered. Variant channeling has the same area of effect, save DCs, uses per day, and other rules relating to channeling energy. Feats and abilities that modify or present alternative uses for channeled energy (such as *Command Undead* and *Turn Undead*) work normally with these variant channeling abilities.

A variant channeling either modifies positive channeled energy when used to heal or modifies negative energy when used to harm. When using positive energy to heal, affected creatures gain only half the normal amount of healing but also receive a specific beneficial effect. When channeling negative energy to harm, affected creatures take only half the normal damage but take an additional penalty or harmful effect; a successful saving throw negates the additional penalty or effect but does not reduce the damage any further. Creatures that would normally ignore the effect of a particular channel (such as undead with respect to a

positive energy channel used to heal) ignore the variant effect of that channel.

Some variant channeling abilities are enhanced when used on particular creature types. Such channeling increases the normal healing or damage from channeled energy by 50% for that creature type, rather than the default half healing or damage for the alternative channeling. For example, a 7th-level cleric normally heals 4d6 points of damage with channeled positive energy; with the *Nature* alternative channeling, that cleric instead heals only half that amount (2d6) when channeling, but heals animals and fey an additional +50% over the unhalved value (4d6 + 50%).

Unless otherwise stated, bonuses granted by a variant channeling are sacred bonuses if you channel positive energy or profane bonuses if you channel negative energy. If an alternative channeled energy provides a "channel bonus" on rolls or statistics, the bonus is +1, increasing to +2 at cleric level 5 and for every 5 cleric levels thereafter (to a maximum of +5). Likewise, a "channel penalty" is initially -1, increasing to -2 at cleric level 5 and every 5 cleric levels thereafter (to a maximum of -5).

A character who has the channel energy ability from a class other than cleric may use these variant channeling rules if the class's abilities are tied to serving a deity. For example, paladins can select alternative channeling abilities if they serve a deity, as can oracles with the *Life* mystery (as they serve many deities), but necromancer wizards cannot.

The following is a list of example portfolios and the variant channeling abilities available to each.

Air/Sky/Wind: *Heal*—Creatures gain a channel bonus on Acrobatics and Fly checks, saving throws against wind effects, and effects with the air descriptor until the end of your next turn. *Harm*—Creatures are buffeted with wind until the end of your next turn; this wind gives them a channel penalty on ranged attacks, and their movement is halved if they move toward you.

Ale/Wine: *Heal*—Creatures ignore the nauseated and sickened conditions, as well as ability damage and drain from poison, until the end of your next turn. This does not bring back to life creatures killed by Constitution damage. *Harm*—Creatures are nauseated for 1 round.

Art/Music: *Heal*—Creatures gain a channel bonus on Perform checks and on saving throws against illusions, sonic effects, and language-dependent effects for 1 minute. *Harm*—Creatures take a channel penalty on saving throws against illusions, sonic effects, and language-dependent effects for 1 minute.

Battle/Wrath: *Heal*—Creatures gain a channel bonus on weapon damage and critical hit confirmation rolls until the end of your next turn. *Harm*—Creatures take a channel penalty on weapon damage and critical hit confirmation rolls until the end of your next turn.

Beauty/Love/Lust: *Heal*—Creatures gain a channel bonus on saving throws against charm effects and abilities based on fascination or physical attractiveness (such as a nymph's blinding beauty and stunning glance abilities) for 1 minute. *Harm*—Creatures gain a channel penalty on saving throws against charm effects and effects that fascinate for 1 minute.

Bravery/Valor: *Heal*—Creatures affected by fear may attempt another saving throw and receive a channel bonus on the roll. A creature unaffected by fear gains a channel bonus to its Armor Class until the end of your next turn and on its attack roll if it makes a charge attack before your next turn. *Harm*—This works like a standard channel (not halved).

Cities: *Heal*—Creatures gain a channel bonus on attack rolls when flanking and to Armor Class when flanked until the end of your next turn. *Harm*—All creatures' squares and threatened areas are treated as difficult terrain until the start of your next turn (these areas move with the creatures rather than being fixed in place at the time of the channeling). Until the end of your next turn, creatures gain a channel penalty on Acrobatics checks and overrun attempts to move through these squares.

Contracts/Oaths: *Heal*—Creatures gain a channel bonus on saves against compulsion effects until the end of your next turn. *Harm*—Creatures gain a channel penalty on saving throws against compulsions until the end of your next turn.

Darkness: *Heal*—Creatures gain low-light vision until the end of your next turn. At cleric level 5, they gain darkvision 30 feet as well, increasing this range by 30 feet for every 5 cleric levels thereafter. *Harm*—The illumination level in the area drops by 1 step, as *darkness*, for 1 minute. At cleric level 10, the light level drops by 2 steps. At cleric level 15, it drops by 3 steps, and areas of dim light or darkness become supernaturally dark (even creatures with darkvision cannot see within it).

Death: *Heal*—Creatures gain a channel bonus on stabilization checks when dying and on saves against death effects for 1 minute. *Harm*—Creatures gain a channel penalty on stabilization checks when dying for 1 minute, and subtract the channel penalty from all healing magic, fast healing, and regeneration.

Destruction: *Heal*—Creatures gain a channel bonus on attack and damage rolls against objects, CMB for sunder attempts, and Strength checks to break objects until the end of your next turn. *Harm*—Unattended objects take full channel damage (not half).

Disease: *Heal*—Creatures heal a number of points of ability damage to one ability score (your choice) equal to your channel bonus. *Harm*—Creatures are sickened until the end of your next turn, plus a number of rounds equal to your channel penalty. At cleric level 10, you may select one

creature as the target of a *contagion* in addition to the effects of the channeled energy. At cleric level 20, all creatures in the area are subject to *contagion* in addition to the effects of the channeled energy.

Dreams: *Heal*—Creatures affected by sleep effects may attempt another saving throw and apply the channel bonus on the roll. Willingly sleeping creatures gain a channel bonus on saving throws and Perception checks for up to 8 hours (this bonus ends if the creature awakens). *Harm*—Creatures gain a channel penalty on Perception checks and saving throws against exhaustion, fatigue, and sleep effects for 1 minute.

Earth: *Heal*—Creatures gain a DR 1/adamantine until the end of your next turn. This DR improves by 1 at 5th level and every 5 levels thereafter. This does not allow recipients to overcome DR/adamantine with their own attacks. *Harm*—All squares in the area are treated as difficult terrain for 1 minute.

Envy: *Heal*—Creatures gain a channel bonus on disarm and steal combat maneuvers, Bluff checks, and Sleight of Hand checks for 1 minute. *Harm*—Creatures must attempt a steal combat maneuver on their next turn against an adjacent enemy. This is a compulsion effect.

Farming: *Heal*—Creatures ignore fatigue (but not exhaustion) for 1 minute. The healing effect is enhanced (see page 28) for plant creatures. *Harm*—The damage effect is enhanced for plant creatures. Creatures are fatigued, as if experiencing starvation (see page 444 of the *Core Rulebook*).

Fate: *Heal*—Creatures gain a channel bonus on one d20 roll made during their next readied action as long as it is taken before the end of your next turn. *Harm*—Creatures gain a channel penalty on ability checks and skill checks for 1 minute.

Fire: *Heal*—The healing effect is enhanced (see page 28) for creatures with the fire subtype. *Harm*—The damage effect is enhanced for creatures with the cold subtype. Affected creatures who fail their saves catch on fire (see page 444 of the *Core Rulebook*).

Forge: *Heal*—Creatures in metal armor gain a channel bonus to Armor Class until the end of your next turn. Alternatively, you may repair damage to metal objects and metal constructs as if they were creatures, and this healing is enhanced (see page 28). *Harm*—The damage effect is enhanced (see page 28) against metal constructs and unattended metal objects.

Freedom: *Heal*—Creatures gain a channel bonus on Escape Artist checks, CMB checks to escape a grapple, and saving throws against becoming entangled, paralyzed, or slowed. *Harm*—Creatures are slowed (as *slow*) until the end of your next turn.

Hunting: *Heal*—Creatures gain a channel bonus on Survival checks and ranged attack rolls until the end of your next turn. *Harm*—Creatures gain a -5 penalty on Stealth

checks for 1 minute and temporarily lose effects or special abilities that reduce or negate tracks for that duration.

Justice/Law: *Heal*—Lawful creatures gain a channel bonus on Perception and Sense Motive checks, attack rolls, and saving throws until the end of your next turn. *Harm*—Creatures are affected by *zone of truth* until the end of your next turn.

Knowledge: *Heal*—Creatures gain a channel bonus on Knowledge and Perception checks until the end of your next turn. *Harm*—Sentient creatures (Intelligence 3+) who fail their saves take 1d2 points of Intelligence damage. A successful save negates this Intelligence damage.

Luck: *Heal*—Creatures gain a channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your

next turn. *Harm*—Creatures take a channel penalty on all d20 rolls until the end of your next turn.

Madness: *Heal*—Creatures gain a channel bonus on saving throws against confusion, insanity, rage, and similar effects. *Harm*—Creatures are *confused* until the end of your next turn.

Magic: *Heal*—Creatures gain a channel bonus on caster level checks and concentration checks until the end of your next turn. *Harm*—All creatures must make concentration checks (DC = channel energy DC plus spell level) to use spells or spell-like abilities until the end of your next turn.

Monsters: *Heal*—The healing effect is enhanced (see page 28) for aberrations, dragons, magical beasts, and monstrous humanoids. *Harm*—Creatures gain a channel bonus to attack and damage against summoned and called creatures.

Murder: *Heal*—Creatures that critically hit before the end of your next turn add a bleed effect equal to your channel bonus. *Harm*—Creatures gain a bleed effect equal to your channel penalty.

Nature: *Heal*—The healing effect is enhanced (see page 28) for animals and fey. Creatures gain a channel bonus on Handle Animal and wild empathy checks for 1 minute. *Harm*—The harmful effect is enhanced for animals and fey.

Nightmares: *Heal*—Creatures gain a channel bonus on charm and compulsion saves for 1 minute. *Harm*—Creatures gain a channel penalty on concentration checks and saves against fear and phantasms.

Pain: *Heal*—Creatures gain a channel bonus on pain effect saves for 1 minute. *Harm*—Creatures are sickened until the end of your next turn, plus a number of rounds equal to your channel penalty. At cleric level 10, you may select one creature to be nauseated in addition to the effects of the channeled energy.

Poison: *Heal*—Creatures gain a channel bonus on poison saves for 1 minute. *Harm*—Creatures take 1 point of Strength, Dexterity, or Constitution damage (your choice) as a poison effect.

Protection: *Heal*—Creatures gain a channel bonus to Armor Class until the end of your next turn. *Harm*—Creatures gain a channel penalty to Armor Class until the end of your next turn.

Revenge/Vengeance: *Heal*—This works like a standard channel (not halved). *Harm*—Creatures gain a channel penalty on attack rolls until the end of your next turn.



Rulership: *Heal*—Creatures gain a channel bonus on Diplomacy checks and to the DC of their language-dependent and charm effects until the end of your next turn. *Harm*—Creatures are dazed for 1 round.

Ocean/Sea/Water: *Heal*—Creatures gain a channel bonus on Climb and Swim checks and Constitution checks to hold their breath; this bonus lasts for 1 minute. Creatures ignore fatigue from thirst and pressure damage from deep water for 1 minute. *Harm*—The harming effect is enhanced (see page 28) for creatures with the aquatic or water subtypes.

Secrets: *Heal*—Creatures gain a channel bonus on Sense Motive checks and caster level checks and to save DCs of their divination spells until the end of your next turn. *Harm*—Creatures gain a channel penalty on saving throws against divinations for 1 minute. Creatures using Sense Motive against affected creatures for the next minute gain a channel bonus on Sense Motive checks.

Self-Perfection: *Heal*—Creatures may ignore one temporary condition of their choice until the end of your next turn. *Harm*—Creatures gain a channel penalty on attempts to dispel, remove, or make additional saving throws against all ongoing conditions for 1 minute (this does not apply to any initial saving throw allowed against such an effect but does apply to effects that begin during this duration).

Slavery/Tyranny: *Heal*—Creatures ignore fatigue and exhaustion for 1 minute. *Harm*—Creatures gain a channel penalty on saves against compulsions, pain, and stun for 1 minute.

Strategy: *Heal*—Until your next turn, creatures using aid another add your channel bonus to the aided creature's roll in addition to the normal aid another bonus. *Harm*—Creatures may not take attacks of opportunity until the end of your next turn.

Strength: *Heal*—Creatures gain a channel bonus on all Strength-based attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks until the end of your next turn. *Harm*—Creatures gain a channel penalty on all Strength-based rolls and to Strength-based game statistics (such as CMD) until the end of your next turn.

Sun: *Heal*—The illumination level in the area increases by one step, and creatures gain a channel bonus on saves against blindness and light-based effects. *Harm*—Creatures are dazzled for 1 minute; creatures with light blindness or light sensitivity are blinded instead of dazzled.

Trickery: *Heal*—Creatures gain a channel bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks for 1 minute. *Harm*—Creatures gain a channel penalty on Perception and Sense Motive checks for 1 minute.

Undeath: *Heal*—The healing effect is enhanced (see page 28) for undead creatures and those with negative energy affinity. *Harm*—This works like a standard channel (not halved).

Weapons: *Heal*—Creatures gain a channel bonus on attack rolls until the end of your next turn when wielding your deity's favored weapon. *Harm*—Creatures gain a channel penalty on attack and damage rolls until the end of your next turn when wielding manufactured weapons.

Weather: *Heal*—Creatures gain a channel bonus on saving throws against electricity, sonic, and wind effects. *Harm*—Each time you channel energy, you may change half the channeled energy damage to electricity or sonic damage.

CLOISTERED CLERIC (ARCHETYPE)

Cloistered clerics typically live in a temple and rarely interact with the outside world. They are bookish and well learned in the lore of the faith, paying less attention to its magical and martial aspects. A cloistered cleric has the following class features.

Weapon and Armor Proficiency: Cloistered clerics are proficient with light armor and with the following weapons: club, heavy mace, light mace, quarterstaff, and sling. They are not proficient with shields.

Class Skills: The cloistered cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Diminished Spellcasting: A cloistered cleric chooses only one domain from her deity's list of domains, and her number of non-domain spells per day for each spell level is one less than normal (for example, a 4th-level cloistered cleric has three cantrips, two 1st-level spells, one 1st-level domain spell, one 2nd-level spell, and one 2nd-level domain spell). If this reduces the number of spells per day for that level to 0, she gains only the bonus spells she would be entitled to based on her Wisdom score for that level, plus her domain spell for that level.

Breadth of Knowledge: At 1st level, a cloistered cleric gains a bonus on Knowledge skill checks equal to half her class level (minimum +1) and can make Knowledge skill checks untrained.

Well-Read (Ex): At 2nd level, a cloistered cleric gains a +2 bonus on skill checks, caster level checks, and saving throws if such rolls pertain to mundane or magical glyphs, runes, scrolls, symbols, and other writings.

Verbal Instruction (Ex): At 3rd level, a cloistered cleric can use the aid another action to assist an ally within 30 feet on a skill or ability check. The ally must be able to hear and understand the cleric's instructions. For every three class levels beyond 3rd, the cloistered cleric can instruct one additional ally. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

Scribe Scroll (Su): At 4th level, a cloistered cleric gains Scribe Scroll as a bonus feat.

SEPARATIST (ARCHETYPE)

A radical cleric, unsatisfied with the orthodoxy of her deity's teachings, forges her own path of defiant divine expression. Though most members of her faith would call her a separatist or heretic, she continues to receive spells from her deity. Charismatic separatists may develop a large following of like-minded believers and eventually found a splinter church of their deity—and they are just as likely to be the cause of a holy civil war as the branches of the religion fight to determine which is the true faith.

A cleric who does not serve a deity cannot take the separatist archetype. A separatist has the following class features.

Weapon and Armor Proficiency: Separatists do not gain proficiency in their deity's favored weapon (though they are not prohibited from using it or learning its use).

Forbidden Rites: A separatist selects one domain from her deity's domain list, and a second domain that is not on her deity's domain list. This second domain cannot be an alignment domain that doesn't match the cleric's or her deity's alignment. For example, a lawful good separatist cleric of a neutral good deity cannot choose the Chaos or Evil domain with this ability, but can select the Lawful domain even though her deity isn't lawful.

Granted powers from the cleric's second domain function as if the cleric's level, Wisdom, and Charisma were 2 lower than normal (minimum level 1) in terms of effect, DC, and uses per day. This also means the separatist doesn't gain the domain's higher-level ability until 2 levels later than normal. If the second domain grants additional class skills, the separatist gains these as normal. In all other respects, this ability works like and replaces the standard cleric's domain ability.

THEOLOGIAN (ARCHETYPE)

A theologian is an expert on one particular area of her religion. She is so focused on that area that she eschews the broader sweep of her deity's dogma and focuses intensely upon that aspect of it, embodying its power in all she does. Theologians tend to be more zealous than other clerics, and many crusades are started by theologians. A theologian has the following class features.

Focused Domain: A theologian chooses only one domain from her deity's portfolio rather than the normal two domains. All level-dependent effects of the granted powers from the theologian's domain function as if she were two cleric levels higher than her actual cleric level. This does not allow her to gain domain-granted powers earlier than normal.

A theologian can prepare domain spells using her non-domain slots. She cannot use her spontaneous casting ability on domain spells, even if they are prepared in non-domain slots. In all other respects, this works like and replaces the standard cleric domain ability.

Domain Secret (Ex): At 5th level, the theologian chooses one domain spell. That spell becomes permanently modified with one of the following metamagic feats: Bouncing Spell*, Disruptive Spell*, Ectoplasmic Spell*, Enlarge Spell, Extend Spell, Focused Spell*, Intensified Spell*, Silent Spell, Still Spell. This metamagic feat does not increase the level of the spell. Once chosen, this modification cannot be changed. The domain specialist need not have the metamagic feat to apply it to a spell using this ability. At every 5 levels after 5th, the domain specialist may choose an additional domain spell to modify in this way. She cannot modify the same spell more than once.

An asterisk (*) indicates a metamagic feat from the *Advanced Player's Guide*.

UNDEAD LORD (ARCHETYPE)

An undead lord is a cleric focused on using necromancy to control undead. Her flock is the walking dead and her choir the keening spirits of the damned. This unliving congregation is the manifestation of her unceasing love affair with death.

A cleric cannot take the undead lord archetype unless her deity's portfolio includes the Death domain or a similar domain that promotes undeath. An undead lord has the following class features.

Death Magic: An undead lord must select the Death domain (and the Undead subdomain from the *Advanced Player's Guide*, if available in the campaign). She does not gain a second domain. In all other respects, this works like and replaces the standard cleric's domain ability.

Corpse Companion (Su): With a ritual requiring 8 hours, an undead lord can animate a single skeleton or zombie whose Hit Dice do not exceed her cleric level. This corpse companion automatically follows her commands and does not need to be controlled by her. She cannot have more than one corpse companion at a time. It does not count against the number of Hit Dice of undead controlled by other methods. She can use this ability to create a variant skeleton such as a bloody or burning skeleton, but its Hit Dice cannot exceed half her cleric level. She can dismiss her companion as a standard action, which destroys it.

Bonus Feats: All undead lords gain Command Undead as a bonus feat. In addition, at 10th level, she may select one of the following as a bonus feat: Channel Smite, Extra Channel, Improved Channel, Quick Channel, Skeleton Summoner*, Undead Master*.

Unlife Healer (Su): At 8th level, the undead lord's spells, spell-like abilities, and supernatural abilities used to heal undead heal an extra 50% damage. At 16th level, these effects automatically heal the maximum possible damage for the effect + the extra 50%. This does not stack with abilities or feats such as Empower Spell or Maximize Spell.

* Indicates a new feat in this book.

DRUID

Druids are devotees of nature, protecting the bleakest deserts and most verdant forests. Through their kinship with animals and the elements, they learn the most potent secrets the natural world has to offer, and can call upon great power in the form of both magical abilities like wild shape and a wide array of thematic spells. Whether tapping the fundamental magic of the elements or relying on the teeth and claws of wild creatures to accomplish their goals, druids are forces to be reckoned with, and those whose actions threaten the wild places these nature folk hold dear had best be prepared to suffer the consequences.

The following section details new animal and terrain domains for druids, vermin companions for druids who don't want a more traditional animal companion, and new druid archetypes.

ANIMAL AND TERRAIN DOMAINS

Presented in the section below are new rules for animal and terrain domains—domains for druids whose focus is more specific than the Animal, Plant, Weather, or elemental domains. A druid with the nature's bond ability can choose an animal domain or terrain domain instead of one of the domains listed in the *Pathfinder RPG Core Rulebook*. Just like cleric domains, animal and terrain domains have granted powers and domain spells, and a druid who selects an animal or terrain domain gains a domain spell slot at each level. A druid who worships a deity (as opposed to nature in general) cannot select an animal or terrain domain that contradicts or is outside of the portfolio of her deity. Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (**) are described in the *Advanced Player's Guide*.

If an animal or terrain domain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's druid level + her Wisdom modifier.

Other nature-themed classes with access to domains may select an animal or terrain domain in place of a regular domain.

Aquatic Domain

Granted Powers: You master the deeps of the sea, raging rivers, flowing falls, and relentless tides.

Sealord (Su): You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the aquatic or water subtype or to command them (similar to

using the Command Undead feat against undead). You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

Seastrike (Su): At 6th level, as a free action, you may use natural and manufactured weapons in water as if you had continuous *freedom of movement*. As a standard action, you can throw a weapon underwater without the normal penalties for throwing weapons; if your target is in or under the water, the weapon also acts as a *returning* weapon (see page 471 of the *Core Rulebook*) for that attack.

Domain Spells: 1st—*hydraulic push****, 2nd—*slipstream***, 3rd—*water breathing*, 4th—*freedom of movement*, 5th—*black tentacles*, 6th—*freezing sphere*, 7th—*animal shapes* (aquatic creatures only), 8th—*seamantle***, 9th—*tsunami***.

Arctic Domain

Granted Powers: You master the might of the endless, snow-covered wastes beneath the midnight sun, where icy polar winds blow.

Call Cold (Su): You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the cold subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats that add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

Banish Flame (Su): At 6th level, you may use your call cold ability to damage creatures with the fire subtype (as a cleric channeling negative energy) or to cause them to flee from you (as the Turn Undead feat). Alternatively, you may use this ability to negate magical fire effects as if using a targeted *dispel magic*; at 12th level, this functions as targeted or area *greater dispel magic* instead of *dispel magic*.

Domain Spells: 1st—*frostbite**, 2nd—*aspect of the bear***, 3rd—*sleet storm*, 4th—*wall of ice*, 5th—*aspect of the wolf***, 6th—*freezing sphere*, 7th—*wind walk*, 8th—*polar ray*, 9th—*polar midnight**.

Cave Domain

Granted Powers: The wonders and dark secrets of the deepest caves give you strength.

Cavesight (Sp): You can grant darkvision 60 feet to a willing creature you touch. This effect lasts 1 minute, or 1 hour if used on yourself. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Tremorsense (Ex): At 6th level, you gain tremorsense 30 feet. At 12th level, you gain tremorsense 60 feet.

Domain Spells: 1st—*detect aberration***², 2nd—*stone call***², 3rd—*deeper darkness*, 4th—*blackwing host**, 5th—*wall of stone*, 6th—*conjure black pudding**, 7th—*statue* (looking like a stalagmite or stalactite), 8th—*earthquake*, 9th—*imprisonment*.

Desert Domain

Granted Powers: The spirits and secrets of the endless wastes are yours to command.

Heat Shimmer (Su): As a free action, you can surround yourself with heat distortion that acts as the *blur* spell. Creatures that strike you in melee while you're using this ability are dazzled for 1 round (Fortitude negates). You may use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds need not be consecutive.

Servant of the Sands (Sp): At 8th level, once per day, you may call upon the aid of a janni as if using *lesser planar ally*. At 12th level, you may call upon the aid of any type of common (non-noble) genie as if using *planar ally*. At 16th level, you may call upon the aid of a noble genie as if using *greater planar ally*. If you use this power while in desert terrain, you need not make an offering to call the creature(s), and the cost of any service is halved.

Domain Spells: 1st—*cloak of shade***², 2nd—*shifting sand***², 3rd—*cup of dust***², 4th—*hallucinatory terrain*, 5th—*transmute rock to mud* (creates loose sand instead of mud), 6th—*sirocco***², 7th—*sunbeam*, 8th—*sunburst*, 9th—*horrid wilting*.

Eagle Domain

Granted Powers: Your spirit soars with the mightiest and noblest of all winged creatures.

Familiar: You gain a hawk familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Hawkeye (Su): As a swift action, you may add a bonus equal to half your druid level (minimum +1) on one ranged attack or on one Perception check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aerial evasion (Ex): At 6th level, you gain the evasion ability (as a rogue) when you are flying. At 12th level, you gain improved evasion while flying.

Domain Spells: 1st—*aspect of the falcon***², 2nd—*eagle's splendor*, 3rd—*fly*, 4th—*river of wind***², 5th—*overland flight*, 6th—*eagle aerie**, 7th—*animal shapes* (birds only), 8th—*sunburst*, 9th—*winds of vengeance***².

Frog Domain

Granted Powers: You venerate the elder amphibians that first brought life to land.

Familiar: You may gain a toad familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks

with levels from other classes that grant familiars when determining the powers of your familiar.

Sticky Strike (Su): As a standard action, you can attempt a ranged touch attack with a sticky tendril against a target up to 15 feet away, then use the pull universal monster ability (see page 303 of the *Pathfinder RPG Bestiary*) to pull the target 5 feet toward you. You gain a bonus on the pull's combat maneuver check equal to 1/2 your druid level. If the target is larger than you, you may pull yourself 5 feet toward the target without making a check. The target can remove the tendril by making an opposed Strength check as a standard action, or by dealing enough slashing damage to the tendril (hit points equal to your druid level, Armor Class equal to your touch Armor Class). You can dissolve the tendril as a free action. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Webfoot (Ex): At 6th level, you gain the amphibious special quality and a swim speed equal to your land speed. At 12th level, you gain a climb speed equal to your land speed.

Domain Spells: 1st—*jump*, 2nd—*delay poison*, 3rd—*lily pad stride***², 4th—*shout*, 5th—*blessing of the salamander**, 6th—*confusion*, 7th—*animal shapes* (amphibians only), 8th—*greater shout*, 9th—*summon frogheath**.

Jungle Domain

Granted Powers: The spirits of the jungle, both of natural guardians and lost civilizations, whisper in your heart.

Brachiation (Ex): As a free action for a number of rounds per day equal to your druid level, you may climb with a climb speed equal to your land speed, and gain a bonus on Acrobatics checks equal to your druid level. These rounds do not have to be consecutive.

Trap Sense (Ex): At 3rd level, you gain the trap sense ability. This is identical to the rogue class ability. Your effective rogue level is equal to your druid level for the purpose of determining your trap sense bonus. Trap sense bonuses gained from multiple classes stack.

Domain Spells: 1st—*glide***², 2nd—*tar ball**, 3rd—*venomous bolt***², 4th—*arboreal hammer**, 5th—*blessing of the salamander***², 6th—*swarm skin***², 7th—*creeping doom*, 8th—*wall of lava***², 9th—*shambler*.

Monkey Domain

Granted Powers: The balanced wisdom, skill, agility, and playfulness of the monkey are the model for your spiritual discipline.

Familiar: You gain a monkey familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Monkey Athletics (Su): As a free action, you may add a competence bonus equal to half your druid level (minimum

of +1) on one Acrobatics, Climb, Disable Device, or Sleight of Hand check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ranged Legerdemain (Su): At 6th level, you can use the Disable Device and Sleight of Hand skills at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. You can only use this ability if you have at least 1 rank in the skill being used.

Domain Spells: 1st—*beguiling gift****, 2nd—*spider climb*, 3rd—*cacophonous call***, 4th—*freedom of movement*, 5th—*summon nature's ally V* (dire ape or girallon only), 6th—*confusion*, 7th—*animal shapes* (apes and monkeys only), 8th—*clenched fist*, 9th—*foresight*.

Mountain Domain

Granted Powers: You have mastered the mighty powers of the great mountains that pierce the sky and stand aloof above the lowlands.

Foothold (Su): As a standard action, you can cause an adjacent stone surface up to 10 feet square to mold itself into ridges and creases. A foothold that is created on a horizontal surface is treated as difficult terrain, and a Medium or smaller creature standing in the area or moving through it takes a –2 penalty on Acrobatics checks and to CMD due to poor footing. A foothold that is created on a vertical surface grants a +10 bonus on Climb checks to climb it. The stone remains altered for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Thin Air (Su): At 8th level, as a free action, you can surround yourself with a 5-foot aura of supernaturally thin air that draws the breath from creatures adjacent to you. Creatures beginning their turn in the aura are fatigued (Fortitude negates). A fatigued creature that begins its turn in the aura must save or suffer from altitude sickness, taking 1 point of ability damage to all ability scores (see page 430 of the *Core Rulebook*). At 16th level, the aura increases to 10 feet. Creatures that do not breathe are immune to this aura. You can use this ability for a number of rounds per day equal to your druid level; the rounds need not be consecutive.

Domain Spells: 1st—*fist of stone***, 2nd—*stone call***, 3rd—*cloak of winds***, 4th—*stoneskin*, 5th—*geyser***, 6th—*suffocate***, 7th—*flesh to stone*, 8th—*reverse gravity*, 9th—*clashing rocks***.

Plains Domain

Granted Powers: The wide open spaces of the prairie, savanna, and steppe are yours to master.

Migrating Herd (Su): When you summon an aurochs, bison, elephant, horse, mastodon, pony, or similar quadruped herbivore with a summoning spell, the

duration of the spell is increased by 100% (this does not stack with Extend Spell). The creature's land speed is increased by 10 feet.

Pounce (Ex): At 6th level, you may use the pounce special attack (see page 302 of the *Bestiary*) once per day. You may pounce one additional time per day for every 3 levels after 6th.

Domain Spells: 1st—*mount*, 2nd—*chameleon stride****, 3rd—*haste*, 4th—*aspect of the stag***, 5th—*control winds*, 6th—*find the path*, 7th—*whirlwind*, 8th—*animal shapes*, 9th—*worldwave***.

Serpent Domain

Granted Powers: You serve ancient serpentine mysteries whose coils still encircle the world.

Familiar: You gain a viper familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Slither (Ex): As a free action, you can distend and stretch your body to fit easily through narrow spaces for 1 round. You can move freely through a tight space that would normally require a creature of your size to squeeze through. While slithering, you gain a +2 dodge bonus to Armor Class against attacks of opportunity provoked by your movement and a +2 bonus on CMB and on Escape Artist checks made to escape from a grapple. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Venom Immunity (Ex): At 6th level, you gain immunity to poisons from snakes, reptiles, and creatures with the reptilian subtype. At 12th level, you gain immunity to all poisons. This replaces venom immunity.

Domain Spells: 1st—*charm animal*, 2nd—*animal trance*, 3rd—*poison*, 4th—*strong jaw***, 5th—*snakestaff***, 6th—*charm monster*, 7th—*animal shapes* (reptiles and snakes only), 8th—*scintillating pattern*, 9th—*crushing hand*.

Swamp Domain

Granted Powers: The sour-sweet depths of bogs, marshes, and swamps are your places of power.

Natural Healing (Su): You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal animals, plants, and vermin. You may reduce the number of dice healed to cure ability damage (your choice) to all affected creatures, curing 1 point of ability damage for each d6 that the channel energy is reduced. You can take other feats to add to this ability, such as Extra Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel.

Reed Hunter (Ex): At 6th level, you gain blindsense 30 feet with respect to concealment and cover from fog, vegetation,

or water. At 12th level, this improves to blindsight 30 feet with respect to these conditions.

Domain Spells: 1st—*hydraulic push*** , 2nd—*burst of nettles** , 3rd—*lily pad stride*** , 4th—*cape of wasps** , 5th—*insect plague* , 6th—*mass fester*** , 7th—*animate plants* , 8th—*blood mist** , 9th—*shambler*.

Wolf Domain

Granted Powers: You run with the pack and are the master of the cold hunt of your spirit totem.

Improved Trip: You gain Improved Trip as a bonus feat.

Pack Tactics (Ex): At 8th level, as a free action on your turn, you can designate an adjacent square; your attacks are treated as coming from that square for the purposes of determining whether or not you are flanking (this applies even if that square is occupied by an object or creature). This ends at the start of your next turn or if you move. If you are flanking a creature without using this ability, you may add your Wisdom bonus to your attack roll rather than the normal +2 flanking bonus. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st—*hunter's howl*** , 2nd—*bloodhound*** , 3rd—*aspect of the wolf*** , 4th—*strong jaw*** , 5th—*tireless pursuers*** , 6th—*find the path* , 7th—*animal shapes* (canines only) , 8th—*phantasmal revenge*** , 9th—*freedom*.

VERMIN COMPANIONS

In addition to the normal choices of animal companions listed in the *Core Rulebook*, a druid who is so inclined may select a vermin as her companion. Vermin companions follow the same rules as animal companions, advancing their Hit Dice and other abilities per Table 3–8: Animal Companion Base Statistics on page 52 of the *Core Rulebook*. Vermin companions can be trained as if they were animals using the Handle Animal skill.

Mindless: Vermin companions have no Intelligence score and possess the mindless trait (see page 310 of the *Bestiary*). In spite of this, vermin companions may learn one trick, plus additional bonus tricks as noted on Table 3–8: Animal Companion Base Statistics. If a vermin animal companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the druid can apply this increase to the companion's Intelligence, changing it from — to 1, at which point the companion loses the mindless quality and is able to know up to 3 tricks per point of Intelligence, plus the additional bonus tricks, as noted on Table 3–8 in the *Core Rulebook*. Vermin companions have no skill points or feats as long as they have the mindless quality.

Trip: Because many vermin have multiple limbs, they are very difficult to trip. As a result, a CMD entry has been included for each, indicating the bonus to CMD such vermin receive against trip attacks.

Ant, Giant

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus grab); **Ability Scores** Str 10, Dex 12, Con 15, Int —, Wis 12, Cha 10; **Special Qualities** low-light vision, scent; **CMD** trip +8.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus grab), sting (1d4 plus poison); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC).

Beetle, Giant

Starting Statistics: **Size** Small; **Speed** 20 ft., fly 20 ft. (poor); **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 12, Con 13, Int —, Wis 11, Cha 4; **Special Qualities** darkvision; **CMD** trip +8.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** trample (1d4).

Centipede, Giant

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 ft.; **CMD** can't be tripped.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex –2, Con +2.

Crab, Giant

Starting Statistics: **Size** Small; **Speed** 30 ft., swim 20 ft.; **AC** +5 natural armor; **Attack** 2 claws (1d3 plus grab); **Ability Scores** Str 13, Dex 14, Con 13, Int —, Wis 11, Cha 4; **Special Attacks** constrict (1d3); **Special Qualities** aquatic, darkvision, water dependency (survive out of water for 1 hour per point of Con, after which it begins to suffocate as if it were drowning); **CMD** trip +12.

4th-Level Advancement: **Size** Medium; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str +2, Dex –2, Con +2; **Special Attacks** constrict (1d4).

Leech, Giant

Starting Statistics: **Size** Small; **Speed** 5 ft., swim 20 ft.; **AC** +0 natural armor; **Attack** bite (1d4 plus attach); **Ability Scores** Str 9, Dex 14, Con 12, Int —, Wis 10, Cha 1; **Special Attacks** attach (*Pathfinder RPG Bestiary* 187), blood drain (1 Str); **Special Qualities** amphibious, blindsense 30 ft., scent, susceptible to salt (*Bestiary* 187); **CMD** can't be tripped.

7th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus attach); **Ability Scores** Str +2, Dex –2, Con +2; **Special Attacks** blood drain (1 Str and 1 Con damage); **Special Qualities** blindsight 30 ft.

Mantis, Giant

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 30 ft., fly 40 ft. (average); **AC** +3 natural armor; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str 10, Dex 15, Con 10, Int —, Wis 12, Cha 7; **Special Attacks** lunge; **Special Qualities** darkvision; **CMD** trip +8.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** mandibles (1d6 secondary attack against a grabbed target), sudden strike (may take a full attack in the surprise round).

Scorpion, Giant

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** 2 claws (1d4 plus grab) and sting (1d4 plus poison); **Ability Scores** Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round (6), *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision, tremorsense 30 ft; **CMD** trip +12.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** 2 claws (1d6 plus grab) and sting (1d6 plus poison); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1d2 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** tremorsense 60 ft.

Slug, Giant

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Attack** tongue (1d4 plus 1 acid); **Ability Scores** Str 13, Dex 8, Con 13, Int —, Wis 10, Cha 1; **Special Attacks** spit acid (ranged touch attack, 30 foot range, 1d6 acid damage); **Special Qualities** blindsense 30 ft., DR 5/slashing or piercing, susceptible to salt (*Bestiary* 254); **CMD** can't be tripped.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** tongue (1d6 plus 1d2 acid); **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** spit acid (ranged touch attack, 30-foot range, 1d8 acid damage); **Special Qualities** blindsight 30 ft.

Spider, Giant

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 30 ft.; **AC** +0 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** Str 6, Dex 17, Con 10, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision, tremorsense 30 feet; **CMD** trip +12.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

Wasp, Giant

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 60 ft. (good); **AC** +2 natural armor; **Attack** sting (1d6 plus poison);

Ability Scores Str 10, Dex 14, Con 11, Int —, Wis 13, Cha 4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision; **CMD** trip +8.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** sting (1d8 plus poison); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** trample (1d4).

DRAGON SHAMAN (ARCHETYPE)

Your totem is the legendary dragon, fearsome and deadly yet cunning and wise, a creature born of pure magic and raw elemental fury, bound within a shell of fangs, claws, and scales that few dare to challenge. Though your initial focus is on dragons' mundane cousins, as your powers grow you become attuned to actual dragons.

Nature Bond: A dragon shaman who chooses an animal companion must select a crocodile (see page 54 of the *Core Rulebook*) or monitor lizard (see page 194 of the *Bestiary*). If choosing a domain, the dragon shaman must choose from the Air, Animal, Destruction, Earth, Fire, War, and Water domains.

Wild Empathy (Ex): A dragon shaman can use her wild empathy ability with lizards as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a dragon shaman may adopt an aspect of the dragon while retaining her normal form. She gains one of the following bonuses: movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus), senses (low-light vision, +4 racial bonus to Perception), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 bonus on CMB on grapple checks). While using totem transformation, the dragon shaman may speak normally and can cast *Speak with Animals* (lizards only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The dragon shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

Totemic Summons (Su): At 5th level, a dragon shaman may cast *Summon Nature's Ally* as a standard action when summoning lizards, and summoned lizards gain temporary hit points equal to her druid level. She can apply the young template to any lizard to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

Wild Shape (Su): At 6th level, a dragon shaman's wild shape ability functions at her druid level – 4. If she takes on the form of a lizard, she instead uses her unmodified druid level.

Dragon Bite (Su): At 8th level, a dragon shaman's bite attack (whether using totem transformation or wild shape to take the form of a lizard) deals +1d6 points of energy damage (acid, cold, electricity, or fire). She chooses what kind of energy damage that she deals each time she bites. This ability replaces the additional use of wild shape at 8th level.

Bonus Feat: At 9th level and every 4 levels thereafter, a dragon shaman gains one of the following bonus feats: Combat Casting, Dazzling Display, Magical Aptitude, Skill Focus (Knowledge [arcana]), and Spell Penetration. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

MENHIR SAVANT (ARCHETYPE)

Some druids study the paths of nature's power through the nodes and ley lines that connect standing stones and megalithic circles, learning to tap into their energies.

Spirit Sense (Sp): At 1st level, a menhir savant can detect the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures. This ability functions like *detect undead*, and the druid detects all of these creatures rather than trying to detect one kind. This ability replaces nature sense and wild empathy.

Place Magic (Su): At 2nd level, a menhir savant learns to identify and tap into ley lines in different types of terrain. As a free action, she can tap into the magic of a nearby ley line and increase her caster level by +1 for 1 round. She can use this ability a number of times per day equal to 3 + her Wisdom bonus. This ability replaces woodland stride and trackless step.

Walk the Lines (Su): At 9th level, a menhir savant can use her connection to ley lines to cast *transport via plants* a number of times per day equal to her Wisdom bonus.

Empty Body (Su): At 13th level, a menhir savant can become ethereal as a standard action, as if using *ethereal jaunt*. She can remain ethereal for a number of rounds per day equal to her druid level. These rounds do not need to be consecutive. This ability replaces a thousand faces.

MOONCALLER (ARCHETYPE)

A mooncaller is bound to the subtle influences of the ever-changing moon and its endless cycles from light to dark and back again.

Night Sight (Ex): At 2nd level, a mooncaller gains low-light vision. If she already has low-light vision, she gains darkvision with a range of 30 feet. If she already has darkvision, the range of her darkvision is increased by 30 feet. This ability replaces woodland stride.

Resist Call of the Wild (Ex): At 4th level, a mooncaller gains a +4 bonus on saving throws to avoid confusion, daze, feblemind, and insanity effects. She also gains a +4 bonus against the exceptional, spell-like, and supernatural abilities of creatures with the shapechanger subtype. This ability replaces resist nature's lure.

Purity of Body (Ex): At 9th level, a mooncaller gains immunity to all diseases, including supernatural and magical diseases. This ability replaces venom immunity.

Wolfsbane (Su): At 13th level, a mooncaller gains DR 3/silver, increasing to DR 4/silver at 16th level and DR 5/silver at 19th level. This ability replaces a thousand faces.

PACK LORD (ARCHETYPE)

Some druids bond with many animal companions rather than just one, achieving a level of communion rare even in druidic circles and leading their pack brothers and pack sisters with total authority.

Pack Bond (Ex): A pack lord druid may not select a domain and must choose an animal companion. The druid gains a +2 bonus on wild empathy and Handle Animal checks made regarding her animal companion. The pack lord may have more than one animal companion, but she must divide up her effective druid level between her companions to determine the abilities of each companion. For example, a 4th-level pack lord can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time a pack lord's druid level increases, she must decide how to allocate the increase among her animal companions (including the option of adding a new 1st-level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the pack lord's service (she must release the companion or wait until the companion dies to allocate its levels to another companion, which she can do the next time she prepares spells). The share spells animal companion ability only applies to one animal companion at a time—the pack lord cannot use it to cast a one-target spell and have it affect all of her animal companions. This ability replaces nature bond.

Improved Empathic Link (Su): The pack lord gains an empathic link with all of her animal companions. This functions like an empathic link with a familiar. In addition, as a swift action the pack lord can shift her perception to one of her companions, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the companion is within 1 mile) and end it as a free action. The druid can only use this ability on one companion at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This ability replaces the 6th-level additional use of wild shape.

REINCARNATED DRUID (ARCHETYPE)

Spun off into the endless circle of life, an incarnate druid is an embodiment of nature's eternal renewal. She lives many lives and wanders the world devoid of attachments, a stranger to all yet one with all life.

Mysterious Stranger (Ex): At 2nd level, a reincarnated druid adds 1/2 her druid level to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about her. This ability replaces woodland stride.

Resist Death's Touch (Ex): At 4th level, a reincarnated druid gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying. This ability replaces resist nature's lure.

Many Lives (Ex): At 5th level, if a reincarnated druid is killed, she may automatically *reincarnate* (as the spell) 1 day later. The reincarnated druid appears in a safe location within 1 mile of her previous body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not reincarnate. The many lives ability does not function if

the reincarnated druid is slain by a death effect. A reincarnated druid cannot be raised from the dead or resurrected, though she can be reincarnated.

Wild Shape (Su): A reincarnated druid gains this ability at 6th level, and it functions at her druid level - 2.

Cheat Death (Ex): At 9th level, once per day, a reincarnated druid may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll. This ability replaces venom immunity.

Tongue of the Sun and Moon (Ex): At 15th level, a reincarnated druid can speak with any living creature. This ability replaces timeless body.

SAURIAN SHAMAN

A shaman with this focus calls upon the primeval dinosaur, the archaic terror that lingers as a hungering, atavistic stranger at the fringes of the ecosystem, a destroyer and despoiler whose coming other animals dread.

Nature Bond: A saurian shaman who chooses an animal companion must select a dinosaur. If choosing a domain, a saurian shaman must choose from the Animal, Destruction, Fire, and War domains.



Wild Empathy (Ex): A saurian shaman can use wild empathy with dinosaurs and reptiles as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a saurian shaman may adopt an aspect of the saurian while retaining her normal form. This ability functions as the dragon shaman's totem transformation ability, but the druid may select from the following bonuses: movement (+10 enhancement bonus to land speed), scales (+2 natural armor bonus to AC), senses (low-light vision, scent), or natural weapons (bite [1d6], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple). While using totem transformation, a saurian shaman may speak normally and can cast *Speak with animals* (reptiles and dinosaurs only) at will.

Totemic Summons (Su): At 5th level, a saurian shaman may cast *Summon nature's ally* as a standard action when summoning reptiles and dinosaurs, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the dragon shaman's totemic summons ability.

Wild Shape (Su): At 6th level, a saurian shaman's wild shape ability functions at her druid level -2. If she takes on the form of a reptile or a dinosaur, she instead uses her druid level +2.

Bonus Feat: At 9th level and every 4 levels thereafter, a saurian shaman gains one of the following bonus feats: Improved Overrun, Nimble Moves, Power Attack, Skill Focus (Intimidate), or Vital Strike. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

SHARK SHAMAN (ARCHETYPE)

Some druids emulate the deadly shark, a remorseless hunter that marine dwellers dread. Like a true shark, a shark shaman leaves blood and fear in her wake.

Nature Bond: A shark shaman who chooses an animal companion must select a shark. If choosing a domain, a shark shaman may choose the Animal, Death, War, or Water domain.

Wild Empathy (Ex): A shark shaman can use wild empathy with fish as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a shark shaman may adopt an aspect of the shark while retaining her normal form. This ability functions as the dragon shaman's totem transformation ability, but the druid may select from the following bonuses: movement (can breathe water, swim speed 30 feet), senses (scent 30 feet, scent 90 feet in water), natural weapons (bite 1d6 for a Medium shaman), or shark skin (+2 natural armor, creatures grappling the shaman take 1 point of slashing damage per round of grapple). While using totem transformation, the shark shaman may speak normally and can cast *Speak with animals* (fish only) at will.

Totemic Summons (Su): At 5th level, a shark shaman may cast *Summon nature's ally* as a standard action when summoning rays and sharks, and summoned rays and sharks gain temporary hit points equal to her druid level. This ability otherwise functions as the dragon shaman's totemic summons ability.

Wild Shape (Su): At 6th level, a shark shaman's wild shape ability functions at her druid level -2. If she takes on the form of a shark, she instead uses her druid level +2.

Bonus Feat: At 9th level and every 4 levels thereafter, a shark shaman gains one of the following bonus feats: Bleeding Critical, Improved Initiative, Lightning Reflexes, Self-Sufficient, or Skill Focus (Swim). She must meet prerequisites for these bonus feats. This ability replaces venom immunity.

STORM DRUID (ARCHETYPE)

While most druids focus their attention upon the rich earth and the bounty of nature that springs forth from it, the storm druid's eyes have ever been cast to the skies and the endless expanse of blue, channeling the most raw and untamed aspects of nature.

Spontaneous Domain Casting: A storm druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. This replaces spontaneous casting.

Nature Bond (Ex): A storm druid may not choose an animal companion. A storm druid must choose the Air or Weather domain, or the Cloud, Storm, or Wind subdomain (see page 86 of the *Advanced Player's Guide* for subdomains).

Windwalker (Ex): At 2nd level, the penalties from natural or magical wind effects (see page 439 of the *Core Rulebook*) are treated as one step less severe for a storm druid. This ability replaces woodland stride.

Stormvoice (Ex): At 3rd level, a storm druid's voice can magically carry over howling winds and peals of thunder. Whenever a Perception check is needed to hear the druid's voice, the DC is reduced by an amount equal to the druid's level. This ability replaces trackless step.

Eyes of the Storm (Ex): At 4th level, a storm druid can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every 4 levels beyond 4th. This ability replaces resist nature's lure.

Windlord: At 9th level, a storm druid can select another domain or subdomain from those available to her through her nature bond. This ability replaces venom immunity.

Storm Lord (Ex): At 13th level, a storm druid is unaffected by natural and magical wind effects. She also becomes immune to deafness and gains +2 bonus on saving throws against sonic effects. This ability replaces a thousand faces.

INQUISITOR

Almost everyone has a vision of the inquisitor—garbed in a mix of regalia and the rough-and-tumble tools of the adventurer, her word is often treated as divine law. But this is merely the most dramatic aspect of the inquisitor. Her world is filled with secret knowledge, constant danger, and strange mortal and outsider politics. The inquisitor's path has many branches and specializations, each with its own methods for rooting out and vanquishing enemies of the faith.

An inquisitor has a class ability that gives her access to one of her deity's domains; this access is one way to tune an inquisitor's abilities to fit the deity's interests. However, because an inquisitor only gets the granted powers of a domain and not its spells, some domains are poor choices for an inquisitor because they rely on cleric class abilities that inquisitors don't get. For example, the Sun domain's 1st-level granted power augments the effects of channel energy, but inquisitors don't have the channel energy ability, so they gain no benefit from their domain selection until 8th level, when they get a second granted power.

To remedy that problem, this section introduces inquisitions—new, specialized domainlike class features for inquisitors that grant abilities appropriate to their deity's portfolio. Following the inquisitions are new inquisitor archetypes.

INQUISITIONS

While inquisitors often take on the domains permitted to the clerics of the faith, they are privy to special lore not open to priests and other agents of their religion. These divine pursuits, called inquisitions, grant inquisitors the tools necessary for the fight against enemies of the faith. An inquisitor may select an inquisition in place of a domain.

If an inquisition's granted power calls for a saving throw, the DC of the save is equal to $10 + 1/2$ the character's inquisitor level + her Wisdom modifier. Unless otherwise stated, the caster level for granted power spell-like abilities is equal to the inquisitor's class level.

Inquisitions are intended for inquisitors, not for other classes that give access to domains. While a cleric or other domain-using class can select an inquisition in place of a domain (if appropriate to the character's deity), inquisitions do not grant domain spell slots or domain spells, and therefore are much weaker choices for those classes. These other classes use the appropriate class level as their inquisitor level for the purpose of inquisition

granted powers (clerics use their cleric level as their inquisitor level, and so on).

Anger Inquisition

Deities: Gorum, Rovagug.

Granted Powers: Holy (or unholy) rage, granted by your patron deity, ensures that when you fight, the battle ends with a bloody victory.

Hateful Retort (Ex): Once per day, as an immediate action after you have been hit with a melee attack, you can make a melee attack against the creature that hit you. This melee attack is at your highest attack bonus, even if you've already attacked in the round.

Divine Anger (Ex): At 6th level, you gain the ability to rage like a barbarian. Your effective barbarian level for this ability is your inquisitor level – 3. If you have levels in barbarian, these levels stack when determining the effect of your rage. You do not gain any rage powers from this granted power, though if you have rage powers from another class, you may use them with these rages. You can rage a number of rounds per day equal to your Wisdom bonus, plus 1 round for every inquisitor level above 4th.

Conversion Inquisition

Deities: Any deity.

Granted Powers: You are a powerful persuader. A honeyed tongue empowered by divine argumentation sways the indifferent and adversarial to your side.

Charm of Wisdom (Ex): You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks.

Swaying Word (Sp): At 8th level, once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save, he is affected by *dominate person*, except the duration is only 1 minute.

Fate Inquisition

Deities: Nethys, Norgorber, Pharasma.

Granted Powers: Fate is a powerful tool for those who dole out justice for their deity. You can read the strands of fate, and those strands guide your endeavors.

Augury (Sp): Once per day, you can use *augury* as a spell-like ability.

Agent of Fate (Su): At 8th level, when you use your *augury* spell-like ability, you gain a benefit that lasts until the end of your next combat. If the result was "weal," all curing effects used on you cure an additional +1d10 hit points. If the result was "woe," your melee attacks deal an additional +1d6 points of damage. If the result is "weal and woe" or "nothing," you gain a +2 insight bonus to your Armor Class.

TABLE 1-2: INQUISITIONS FOR GOLARION DEITIES

Deity	AL	Portfolio	Inquisitions
Erastil	LG	Family, farming, hunting, trade	Conversion, Heresy, Illumination, Valor, Zeal
Iomedae	LG	Honor, justice, rulership, valor	Conversion, Heresy, Justice, Order, Persistence, Truth, Valor
Torag	LG	The forge, protection, strategy	Conversion, Heresy, Imprisonment, Tactics
Sarenrae	NG	Healing, honesty, redemption, the sun	Conversion, Heresy, Illumination, Order, Truth, Valor
Shelyn	NG	Art, beauty, love, music	Conversion, Fervor, Heresy
Cayden Cailean	CG	Ale, bravery, freedom, wine	Conversion, Fervor, Valor
Desna	CG	Dreams, luck, stars, travelers	Conversion, Heresy, Illumination, Oblivion
Abadar	LN	Cities, law, merchants, wealth	Conversion, Heresy, Imprisonment, Order
Irori	LN	History, knowledge, self-perfection	Conversion, Tactics
Gozreh	N	Nature, the sea, weather	Conversion, Fervor, Heresy
Nethys	N	Magic	Conversion, Fate, Heresy, Zeal
Pharasma	N	Birth, death, fate, prophecy	Conversion, Fate, Heresy, Justice, Oblivion, Truth
Calistria	CN	Lust, revenge, trickery	Conversion, Fervor, Heresy, Torture
Gorum	CN	Battle, strength, weapons	Anger, Conversion, Heresy, Tactics
Asmodeus	LE	Contracts, pride, slaves, tyranny	Conversion, Heresy, Imprisonment, Persistence, Torture
Zon-Kuthon	LE	Darkness, envy, loss, pain	Conversion, Heresy, Oblivion
Norgorber	NE	Greed, murder, poison, secrets	Conversion, Fate, Heresy, Torture, Vengeance
Urgathoa	NE	Disease, gluttony, undeath	Conversion, Heresy, Persistence, Vengeance
Lamashtu	CE	Madness, monsters, nightmares	Conversion, Heresy, Oblivion, Vengeance
Rovagug	CE	Destruction, disaster, wrath	Anger, Conversion, Heresy, Vengeance

Fervor Inquisition

Deities: Calistria, Cayden Cailean, Gozreh, Shelyn.

Granted Powers: Only a passionate and righteous will such as yours can ensure that justice will be properly done.

Fire of Belief (Sp): You can unleash a gout of holy or unholy flame that sears one target within 30 feet as a ranged touch attack. The target takes 1d6 points of fire damage plus half your inquisitor level (minimum +1). If you are good, the flames only harm nongood targets. If you are evil, the flames only harm nonevil targets. If you are neither good nor evil, when you gain this ability you must decide whether the flames harm only nongood or nonevil targets; once you make this decision, it cannot be changed (though if your alignment changes, the effect of the flames changes appropriately). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fervent Action (Ex): At 8th level, once per day as a swift action, you can make a single melee attack at your highest attack bonus, move up to your speed, or cast a prepared inquisitor spell (of a spell level up to one lower than the highest level spell you can cast) as per Quickened Spell.

Heresy Inquisition

Deities: Abadar, Asmodeus, Calistria, Desna, Erastil, Gorum, Gozreh, Iomedae, Lamashtu, Nethys, Norgorber, Pharasma, Rovagug, Sarenrae, Shelyn, Torag, Urgathoa, Zon-Kuthon.

Granted Powers: Often it is hard to tell heretics from the faithful. You use duplicity, stealth, and the heretics' own arguments to root them out and bring them to justice.

Righteous Infiltration (Ex): You use your Wisdom modifier instead of your Charisma modifier when making Bluff and Intimidate checks.

Blessed Infiltration (Ex): At 4th level, when you make a Bluff, Diplomacy, or Stealth check, you may roll twice and take the more favorable result. You can use this ability a number of times per day equal to your Wisdom bonus.

Word of Anathema (Sp): At 8th level, once per day, you can speak a word of anathema against a single creature within 60 feet (Will negates). This acts as *bestow curse* and lasts for 1 minute, giving the target a –4 penalty on attack rolls, saves, ability checks, and skill checks.

Imprisonment Inquisition

Deities: Abadar, Asmodeus, Torag.

Granted Powers: Sometimes it is better to capture foes than to kill them—whether your intention is to punish them for their crimes or to torture them for information.

Caging Strike (Su): With a devastating weapon strike, spectral chains wrap around your target for a short period of time. Whenever you confirm a critical hit with a melee or ranged weapon attack (including spells that require attack rolls), you can choose to also entangle that target for 1d4 rounds (Fortitude negates). You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Divine Prison: At 8th level, once per day upon making a successful melee attack, you can affect your target with *hold monster* (Will negates).

Illumination Inquisition

Deities: Desna, Erastil, Sarenrae.

Granted Powers: Many times an inquisitor's greatest weapon is pure and unflinching illumination; errors are often illuminated by light and wisdom.

Illuminating Touch (Sp): You cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to 1/2 your inquisitor level on a single Will saving throw, Knowledge check, Perception check, or Sense Motive check. This ability lasts for 1 hour or until the creature chooses to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

Aura of Enlightenment (Su): At 4th level, you can create a 30-foot-radius aura of normal light. Allies in this aura gain a +2 insight bonus on skill checks. This counts as a 2nd-level light effect for the purpose of countering or dispelling darkness effects. You can use this aura for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive.

Justice Inquisition

Deities: Iomedae, Pharasma.

Granted Powers: Some must learn that to submit to one's fate often means submitting to your form of justice.

Judicious Force (Su): If you or an ally within 10 feet makes a critical threat with a melee or ranged attack, as an immediate action you may add +4 to the confirmation roll. This does not stack with the Critical Focus feat. You may use this ability a number of times per day equal to your Wisdom bonus.

Chains of Justice (Su): At 6th level, once per day, you can bind an opponent within 60 feet to you with spectral chains (Will negates). When you take damage from an enemy, the bound target takes this damage as well. Whenever the bound target takes damage from you or one of your allies, you take this damage as well. You and the target are not physically bound to each other, and either can end the connection by breaking the line of effect or exceeding the ability's range. You may dismiss the chains as a standard action.

Oblivion Inquisition

Deities: Desna, Lamashtu, Pharasma, Zon-Kuthon.

Granted Powers: Some inquisitors believe that without faith there is only oblivion. But there are some divine servants who know enough about the darkness that lies beyond faith to use it as a tool... and a weapon.

Life Anchor (Su): You gain a 10-foot-radius aura that helps dying creatures cling to life. Within this aura, a dying creature (including yourself) adds your Wisdom bonus to its stabilization checks (in addition to any other modifiers to stabilization checks).

Stare of Oblivion (Sp): At 8th level, you can use *feeblemind* as a gaze attack against one creature (Will negates). This effect lasts 1d4 rounds. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

Order Inquisition

Deities: Abadar, Iomedae, Sarenrae.

Granted Powers: Most inquisitors fight insane aberrations and demonic creatures as well as the chaos of heresy. They use the dictum and the mantles of law in order to aid their struggle.

Mantle against Chaos (Sp): You can use *protection from chaos* on yourself or another creature as a spell-like ability. You can use this ability for a number of minutes per day equal to your inquisitor level (minimum 1). This duration does not need to be consecutive, but it must be used in 1 minute increments.

Commanding Order (Sp): At 8th level, you can use *greater command*, except it only affects a single target. You can use this ability a number of times per day equal to 3 + your Wisdom bonus.

Persistence Inquisition

Deities: Asmodeus, Iomedae, Urgathoa.

Granted Powers: Your deity chose you for your persistence. You have vowed to pursue the enemies of the faith to the world's end if necessary. You receive Step Up as a bonus feat.

Relentless Footing (Ex): As a swift action, you can add 10 feet to your land speed. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. You can use this ability a number of times per day equal to 3 + your Wisdom bonus (minimum 1).

Inner Strength (Su): At 6th level, once per day, you may heal yourself as a swift action, healing 1d6 hit points for every two inquisitor levels you possess. When you use this ability, you can also remove one of the following conditions from yourself: blinded, confused, dazzled, deafened, frightened, nauseated, shaken, sickened, or staggered.

Tactics Inquisition

Deities: Gorum, Irori, Torag.

Granted Powers: It is the cold and tactical mind that often wins the day. A proper, carefully considered sacrifice can inspire one's allies to serve your cause.

Inquisitor's Direction (Su): At the start of your turn, you can choose to enter a tranquil, reflective state and forgo all actions (standard, move, swift, immediate, and free actions, including attacks of opportunity) for that round; one ally of your choice within 30 feet gains the benefit of *haste* for 1 round. You can use this ability a number of times per day equal to your 3 + Wisdom bonus (minimum 1).

Grant the Initiative (Ex): At 8th level, you and all allies within 30 feet may add your Wisdom bonus to your initiative checks.

Torture Inquisition

Deities: Asmodeus, Calistria, Norgorber.

Granted Powers: Only through pain can truth and justice come to the surface. And if that doesn't work, at least you've enacted divine vengeance.

Torturer's Presence (Ex): You gain a +2 bonus when using the Intimidate skill. This is in addition to your bonus for Stern Gaze.

Torturer's Touch (Sp): You may use *touch of fatigue* as a spell-like ability. Creatures that are immune to pain effects are immune to this touch. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Critical Precision (Ex): At 8th level, when you roll a critical threat, you may expend one use of your torturer's touch ability to add +4 on your critical confirmation roll. This does not stack with Critical Focus.

Truth Inquisition

Deities: Iomedae, Pharasma, Sarenrae.

Granted Powers: To find truth, one has to wring honesty from others—whether in a friendly or hostile manner.

Justice's True Path (Sp): As a standard action, you can touch a creature, granting an insight bonus on one attack roll, skill check, ability check, or saving throw before your next turn; this bonus is equal to half your inquisitor level (minimum 1) and lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Grasp of Honesty (Su): At 8th level, any creature you are grappling or pinning is affected by *zone of truth* (Will negates). Outside of combat, you may use this ability by touching a target with both hands. You can use this ability a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive. The effect ends if you stop grappling, pinning, or touching the target.

Valor Inquisition

Deities: Cayden Cailean, Erastil, Iomedae, Sarenrae.

Granted Powers: It takes courage to confront the enemies of your faith.

Touch of Resolve (Sp): You may use *remove fear* on a single creature a number of times per day equal to your 3 + your Wisdom bonus.

Fearless (Su): At 8th level, you become immune to fear.

Vengeance Inquisition

Deities: Lamashtu, Norgorber, Rovagug, Urgathoa.

Granted Powers: Vengeance is justice naked of pretense. On your oath, you will deliver justice so unbounded.

Divine Retribution (Sp): As a standard action, you can point at one creature within 30 feet to indicate that it is the target of divine wrath. A mishap or an accident appropriate to the environment occurs, such as a branch falling on the creature, rocks falling from the ceiling, or some other nonmagical misfortune; regardless of the cause, the mishap deals 1d6 points of damage + 1 point for every two inquisitor levels you possess (Reflex half). The GM decides whether this damage is bludgeoning, piercing, or slashing damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Final Vengeance (Su): At 8th level, once per day, you can make one melee attack against an opponent within reach in response to an attack that would reduce you to negative hit points. Once your attack is resolved, you suffer the normal effect of the attack that provoked this ability. Effects that kill you or do not reduce you to negative hit points (such as ability damage or drain, negative levels, and *disintegrate*) do not trigger this ability.

Zeal Inquisition

Deities: Erastil, Nethys.

Granted Powers: An inquisitor needs unyielding zeal in order to make sure her deity's work is done.

Zealous Surge (Sp): Once per day, when you are reduced to 0 or fewer hit points, you heal a number of hit points equal to your inquisitor level + your Wisdom modifier.

Scourge of the Enemy (Ex): At 8th level, select one religion that is a rival or opponent of your religion. You treat members of this religion as if they were your favored enemy (as the ranger class ability), gaining a +2 bonus on the appropriate rolls. At 13th level, these bonuses increase to +4, and at 18th level, the bonuses increase to +6. These bonuses do not stack with other favored enemy bonuses (use the highest bonus that applies).

EXORCIST (ARCHETYPE)

Some inquisitors, as they learn more about the threat of possession and the machinations of the planes, task themselves to expel possessing spirits and conniving outsiders from the world whenever possible. Eventually they learn the secret of the verdicts of exorcism, exile, and anathema.

Verdict of Exorcism (Su): At 8th level, an inquisitor using judgment can unleash the verdict of exorcism on a creature. When she does, her judgment ends, but the creature is dazed for 1 round (Will negates); if the creature is possessed, the possessing entity must succeed at a Will saving throw (DC 10 + 1/2 inquisitor level + inquisitor's Wisdom bonus), or be exorcised and never again allowed in that same body. This ability replaces second judgment.

Verdict of Exile (Su): At 16th level, an inquisitor using judgment can unleash the verdict of exile on a creature.

When she does, her judgment ends, but the creature subject to that judgment is dazed for 1 round (Will negates, DC of $10 + 1/2$ inquisitor level + Wisdom bonus). If the creature is possessed or an outsider, the possessing entity or the outsider is affected by *dismissal* (Will negates). This ability replaces third judgment.

Closed Mind (Su): An exorcist inquisitor must close off her mind to deny her enemies even a foothold. At 17th level, the inquisitor becomes immune to compulsion effects and possession attempts (including *magic jar*). This ability replaces slayer.

Verdict of Anathema (Su): At 20th level, an inquisitor using judgment can unleash the verdict of anathema on her enemies. When she does, her judgment ends, and all enemy creatures within 10 feet are affected by her verdict of exorcism. This power replaces final judgment.

HERETIC (ARCHETYPE)

While all inquisitors hunt the enemies of the faith, sometimes, either through political maneuvering by her enemies or an unyielding tenacity that breaks her faith's basic tenets, an inquisitor can find herself a heretic. Still unyielding in her cause, these heretics are accustomed to using guile and deception to hide themselves and their activities while they continue to hunt their enemies.

Judgment (Su): A heretic gains the following judgment in addition to the normal list of inquisitor judgments.

Escape (Su): Each time the inquisitor using this judgment hits an opponent with a melee or ranged attack, she can use a move action attempt to create a diversion to hide (see the Stealth skill).

Lore of Escape (Ex): At 1st level, the heretic uses every trick she knows to escape those now pursuing her. She adds her Wisdom modifier on Bluff and Stealth skill checks in addition to the normal ability score modifiers. This ability replaces monster lore.

Hide Tracks (Ex): At 1st level, a heretical inquisitor is adept at hiding her tracks. Creatures attempting to track her take a -5 penalty on rolls to find or follow her tracks.

Ex-Inquisitors

An inquisitor who becomes an ex-inquisitor can, with the GM's permission, take the heretic archetype, replacing her class abilities with the appropriate archetype abilities. If the character atones or joins a different faith, she loses her heretic abilities and regains her previous inquisitor class abilities.

INFILTRATOR (ARCHETYPE)

This inquisitor uses guile and deception to blend in among the enemies of the faith rather than confronting them head-on.

Misdirection (Sp): At 1st level, each day when the infiltrator prepares spells, she may choose an alignment. She detects as that alignment as if she had used *misdirection* on a creature with that alignment (this does not change any divination results about her other than her alignment). This power replaces stern gaze.

Guileful Lore (Ex): At 1st level, the infiltrator's will is bent toward subterfuge and deception. She adds her Wisdom modifier on Bluff and Diplomacy skill checks in addition to the normal ability score modifiers. This ability replaces monster lore.

Forbidden Lore (Ex): While other inquisitors learned to track unbelievers, an infiltrator learns how to cast their spells. An infiltrator can cast spells of an alignment opposed to her or her deity (ignoring the restriction in the Chaotic, Evil, Good, and Lawful Spells class ability). This ability replaces track.

Necessary Lies (Su): An infiltrator adds her class level on saving throws against abilities that detect lies or reveal or force the truth, such as *detect lies* and *zone of truth*. This power replaces discern lies.



PREACHER (ARCHETYPE)

Some inquisitors wander the land to spread the true word of their faith. Often they come into conflict with those hostile to their teachings or to the preacher's need to help those who cannot help themselves. The leaders of evil or aggressive religions send these preachers into new territories to win converts and hopefully allies. Often, they start uprisings against powers hostile to their religion, or defend a group of honest believers from the depredations of the unfaithful.

Determination (Ex): At 3rd level, the preacher is a person of few words on the battlefield, but those words hold great power and authority. Once per day, the inquisitor can use this ability to create one of the following effects. Each is a free action to use.

Aggression: The preacher may reroll an attack roll that she just made before the results of the roll are revealed. She must take the result of the reroll, even if it's worse than the original roll.

Defense: When the inquisitor would be hit by a melee or ranged attack, as an immediate action she may add a +4 insight bonus to her Armor Class against that attack, and if this makes the inquisitor's AC higher than the opponent's attack roll, the attack misses.

Warning: When a preacher's ally within line of sight would be hit by a melee or ranged attack, she may call out a warning to that ally, and the attacker must reroll the attack and use the results of the second roll. The ally must be able to hear the preacher and must not be helpless for this ability to have any effect.

Whenever the preacher could select a bonus teamwork feat (at 3rd, 6th, 9th, 12th, 15th, and 18th level), she can instead choose to increase her number of uses per day of this ability by one. This ability replaces solo tactics.

SIN EATER (ARCHETYPE)

There is a sect of inquisitors in some religions that believes it is not enough to hunt the enemies of the church—one must also devour those enemies' sins. More benign versions of the practice believe that sin, or evil, is taken out of the world when a sin is devoured, denying the enemy's soul to the enemy's god and purifying the world of its taint. Followers of malevolent churches believe that consuming the sins of good folk not only corrupts the enemy soul to keep it from the celestial planes, but also taints the souls of those who witness the sin-eating or the corpse of its victim. Consuming sins empowers the sin eater, at least for a time.

Eat Sin (Sp): At 1st level, as a free action, when the sin eater inquisitor kills an enemy, she may eat the sins of that enemy by spending 1 minute adjacent to its corpse. This provokes attacks of opportunity. The inquisitor can rush this ritual, performing it as a full-round action that

provokes attacks of opportunity, but she only gains half the normal benefit (see below).

Eating the enemy's sins heals the inquisitor of a number of hit points of damage equal to 1d8 + her inquisitor level (maximum +5). The enemy must have been killed by the sin eater within the last hour, and it must have had at least as many Hit Dice as half the inquisitor's level. The inquisitor can use this ability once for each enemy she kills. This ability has no effect on mindless creatures or those with Intelligence 2 or less.

At 5th level, the healing increases to 2d8 plus her inquisitor level (maximum +10); it increases to 3d8 + her inquisitor level (maximum +15) at 9th level and to 4d8 + her inquisitor level (maximum +20) at 13th level.

In some faiths, this "eating" is a purely symbolic act, while in others, the inquisitor must eat a small amount of food and water as part of the ritual. A few extreme faiths actually require the inquisitor to eat some of the body of the slain enemy.

At 8th level, when a sin eater eats the sins of a creature that would rise as an undead (such as someone slain by a shadow, spectre, or vampire), the sin eater may choose to accept 1 temporary negative level to absorb the taint in the corpse, preventing it from rising as an undead. This negative level can be removed with the appropriate magic, though it automatically expires after 24 hours, and never becomes a permanent negative level. At the GM's discretion, this ability may prevent a ghost from using its rejuvenation ability.

This ability replaces an inquisitor's domain.

Speak with Dead (Sp): At 6th level, when the inquisitor eats an enemy's sins, within 10 minutes of doing so, she can ask the remnants of the enemy's soul questions as if using *Speak with Dead*, with a caster level equal to her inquisitor level. She does not need the enemy's corpse to use this ability (she can eat sin, move away from the corpse, then use *Speak with Dead*), though the soul gets a saving throw just as a corpse would. This ability replaces the bonus teamwork feat gained at 6th level.

Burden of Sin (Sp): At 14th level, a sin eater may spend a full-round action to transfer one harmful affliction, condition, or spell effect from another creature to herself (this includes curses, possessions, and permanent effects such as petrification, or any condition that *break enchantment* can end or reverse). The effect to be transferred is chosen by the sin eater and affects her as if she were the original target, continuing its duration (if any) and preventing any further effect on the original bearer. For example, the inquisitor could transfer a lethal disease to herself, or petrify herself to restore a petrified comrade. The sin eater can use this ability as often as desired, even using it multiple times on the same creature. This ability replaces exploit weakness.

MAGUS

Magi often defy expectations. Many are mistaken for rogues and swashbucklers dabbling in minor magic, often to their opponents' detriment. Clerics, oracles and wizards often view these spellcasters with a degree of mistrust, as they seldom understand the nature or—more importantly—the source of magi's arcane power. This is especially true of the rare magi who dabble in hexcraft or carry strange sentient blades with alien goals and an ever-increasing lust for power. To more formulaic or hierarchal spellcasting traditions, such powers can only mean meddling from beings beyond mortal understanding.

Monks and sorcerers are often more accepting of magi, as they know that life energy and magic are more powerful than formulae and devotion would dictate, and see magi as fellow travelers on the road toward power, if not wisdom.

Because of the magi's flexibility, it is rare to find two who practice their arcane arts in exactly the same way, giving rise to many different organizations, disciplines, and tactics.

BLADEBOUND (ARCHETYPE)

A select group of magi are called to carry a *black blade*—a sentient weapon of often unknown and possibly unknowable purpose. These weapons become valuable tools and allies, as both the magus and weapon typically crave arcane power, but as a *black blade* becomes more aware, its true motivations manifest, and as does its ability to influence its wielder with its ever-increasing ego.

Black Blade (Ex): At 3rd level, the bladebound magus' gains a powerful sentient weapon called a *black blade*, whose weapon type is chosen by the magus (see sidebar). A magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

The bladebound magus's arcane pool has a number of points equal to 1/3 his level (minimum 1) plus his Intelligence bonus. This ability replaces the magus arcana gained at 3rd level.

Magus Arcana: The following magus arcana complement the bladebound magus archetype: arcane accuracy, broad study, dispelling strike, and reflection.

Black Blade Basics: A black blade is bonded to a particular magus, much like a familiar, but in more of a partnership than a master-servant relationship.

Intelligence: This is the intelligence score of the *black blade*. It starts at 10 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on).

Wisdom and Charisma: As the bladebound magus increases in level, so do the Wisdom and Charisma of the *black blade*. These abilities start at 6 and increase by 1 for every two levels of magus.

Ego: A *black blade* starts with an ego of 5, and that ego increases as the blade becomes more powerful, as per Table 1–3 below. In cases where a wielder and the *black blade* come into conflict, like any intelligent item, a *black blade* can attempt to exert its dominance using the rules on page 535 of the *Core Rulebook*. Due to its flexible and powerful nature, a *black blade* has a nonstandard ego progression.

Languages and Skills: A *black blade* starts with Common as a language. As the *black blade* increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM's choice, and gains 1 rank in Knowledge (arcana). Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Knowledge (arcana).

Senses: A *black blade* is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its magus, even if the magus is not currently wielding the *black blade*.

Black Blade Arcane Pool: A *black blade* has an arcane pool with a number of points equal to 1 + its Intelligence bonus.

Black Blade Ability Descriptions: A *black blade* has special abilities (or imparts abilities to its wielder) depending on

TABLE 1–3: BLACK BLADE PROGRESSION

Magus Class Level	Enhancement			Ego	Special
	Bonus	Int	Wis/Cha		
3rd–4th	+1	11	7	5	Alertness, <i>black blade</i> strike, telepathy, unbreakable
5th–6th	+2	12	8	8	Energy attunement
7th–8th	+2	13	9	10	—
9th–10th	+3	14	10	12	Teleport blade
11th–12th	+3	15	11	14	—
13th–14th	+4	16	12	16	Transfer arcana
15th–16th	+4	17	13	18	—
17th–18th	+5	18	14	22	Spell defense
19th–20th	+5	19	15	24	Life drinker

BLACK BLADES

A *black blade* is a particular form of intelligent weapon gained by a magus with the bladebound archetype. There are several ways a magus might gain this weapon. Sometimes it just appears among the magus's possessions, and its origin is a mystery. Other times the magus finds a *black blade* during an adventure or event of some kind. Sometimes a *black blade* is passed down generation to generation in an ongoing search for a magus who can unlock its true potential.

A *black blade* is always a one-handed slashing weapon, a rapier, or a sword cane (see the *Advanced Player's Guide*). The magus chooses the blade's type upon gaining the blade, and once chosen, it can't be changed. As a bladebound magus increases in level, his *black blade* gains power.

A *black blade* is independently conscious but features some personality traits reflecting its wielder. A *black blade* always has the same alignment as its wielder and even changes its alignment if its wielder does. The blade typically works toward its wielder's goals, but not always without argument or backlash. Each *black blade* has a mission, and while sometimes two or more *black blades* will work in concert, each mission is singular in purpose (the *black blade*'s mission is usually up to the GM and the needs of the campaign or the adventure, or a GM can roll randomly for the weapon's purpose using Table 15–25 on page 534 of the *Core Rulebook*). Some *black blades* are very open about their missions, but most are secretive. Certain sages have speculated that an invisible hand or arcane purpose moves these weapons.

the wielder's magus level. The abilities are cumulative. A *black blade* normally refuses to use any of its abilities when wielded by anyone other than its magus, and acts as a masterwork weapon of its type.

Alertness (Ex): While a magus is wielding his *black blade*, he gains the Alertness feat.

Black Blade Strike (Sp): As a free action, the magus can spend a point from the *black blade*'s arcane pool to grant the *black blade* a +1 bonus on damage rolls for 1 minute. For every four levels beyond 1st, this ability gives the *black blade* another +1 on damage rolls.

Telepathy (Su): While a magus is wielding or carrying his *black blade*, he can communicate telepathically with the blade in a language that the magus and the *black blade* share.

Unbreakable (Ex): As long as it has at least 1 point in its arcane pool, a *black blade* is immune to the broken condition. If broken, the *black blade* is unconscious and powerless until repaired. If destroyed, the *black blade* can be

reforged 1 week later through a special ritual that costs 200 gp per magus level. The ritual takes 24 hours to complete.

Energy Attunement (Su): At 5th level, as a free action, a magus can spend a point of his *black blade*'s arcane pool to have it deal one of the following types of damage instead of weapon damage: cold, electricity, or fire. He can spend 2 points from the *black blade*'s arcane pool to deal sonic or force damage instead of weapon damage. This effect lasts until the start of the magus's next turn.

Teleport Blade (Sp): As a standard action, a magus of 9th level or higher can expend an arcane point from his or his *black blade*'s arcane pool, and can call his *black blade* from as far as 1 mile away, causing it to instantaneously teleport to his hand.

Transfer Arcana (Su): At 13th level, once per day, a magus can attempt to siphon points from his *black blade*'s arcane pool into his own arcane pool. Doing so takes a full-round action and the magus must succeed at a Will saving throw with a DC equal to the *black blade*'s ego. If the magus succeeds, he regains 1 point to his arcane pool for every 2 points he saps from his *black blade*. If he fails the saving throw, the magus becomes fatigued (but can try again). If he is fatigued, he becomes exhausted instead. He cannot use this ability if he is exhausted.

Spell Defense (Sp): A magus of 17th level or higher can expend an arcane point from his weapon's arcane pool as a free action; he then gains SR equal to his *black blade*'s ego until the start of his next turn.

Life Drinker (Su): At 19th level, each time the magus kills a living creature with the *black blade*, he can pick one of the following effects: the *black blade* restores 2 points to its arcane pool; the *black blade* restores 1 point to its arcane pool and the magus restores 1 point to his arcane pool; the magus gains a number of temporary hit points equal to the *black blade*'s ego (these temporary hit points last until spent or 1 minute, whichever is shorter). The creature killed must have a number of Hit Dice equal to half the magus's character level for this to occur.

HEXCRAFTER (ARCHETYPE)

A hexcrafter magus has uncovered the secret of using his arcane pool to recreate witch hexes. These magi can hex friend and foe, curse those they strike, and expand their spell selection to include many curses and harmful spells.

Hex Magus (Su): At 4th level, the hexcrafter magus gains access to a small number of witch's hexes (see the *Advanced Player's Guide*). The hexcrafter magus picks one hex from the witch's hex class feature. He gains the benefit of or uses that hex as if he were a witch of a level equal to his magus level. This feature replaces spell recall.

Hex Arcana: A hexcrafter gains access to the following magus arcana, or may select any witch hex in place of a magus arcana. At 12th level, the hexcrafter may select

a hex or major hex in place of a magus arcana. At 20th level, a hexcrafter can select a hex, major hex, or grand hex in place of a magus arcana. He cannot select any hex or arcana more than once.

Accursed Strike (Sp): A hexcrafter magus who can cast *bestow curse*, *greater curse*, or any spell with the curse descriptor can deliver these prepared spells using the spellstrike ability, even if the spells are not touch attack spells.

Spells: A hexcrafter magus adds the following spells to his magus spell list: *bestow curse*, *major curse*, and all other spells of 6th level or lower that have the curse descriptor.

Magus Arcana: The following magus arcana complement the hexcrafter archetype: arcane accuracy, broad study, familiar, and quicken magic.

SPELLBLADE (ARCHETYPE)

A spellblade magus can manifest a ghostly blade of force that can be used as an off-hand weapon.

Force Athame (Sp): At 2nd level, a spellblade magus can sacrifice a prepared magus spell of 1st level or higher as a swift action to create a dagger of force in his off hand. The athame lasts for 1 minute or until dismissed, has an enhancement bonus on attack and damage rolls equal to the level of the spell sacrificed (maximum +5), and is considered a weapon the spellblade is holding for purposes of his arcane pool feature (using the pool to add abilities to a held weapon applies to the magus's physical weapon and to the athame for no additional cost). The athame acts as a dagger, but the hand holding it is still considered free for the purpose of casting spells and delivering touch attacks. The magus can use the athame as if he were fighting with two weapons, or can use that hand to cast spells as part of the spell combat class ability (but not both in the same round). Attacks with the athame are force attacks and deal force damage. This ability replaces the spellstrike class feature.

Spellblade Arcana: A spellblade gains access to the following magus arcana. He cannot select any arcana more than once.

Pool-Sourced Athame (Su): Instead of sacrificing a prepared spell to create the force athame, the magus can spend points from his arcane pool to do so. An athame created this way has an enhancement bonus equal to the number of arcane pool points spent.

Spellblade Parry (Su): When an enemy makes a melee attack roll against the magus, as an immediate action the magus can end the athame's duration to gain a deflection bonus to his Armor Class until the end of his next turn. This bonus is equal to the level of the spell sacrificed to create the athame (maximum +5).

Throw Athame (Su): As a standard action, a spellblade magus can throw his athame up to 60 feet as a ranged attack (no range penalty). If the athame misses, it returns automatically to the magus' hand just before his next

turn. If the athame hits, it deals damage and its duration ends; the magus can choose to spend up to 2 points from his arcane pool to increase the thrown athame's damage by +1d6 for each point spent.

Magus Arcana: The following magus arcana complement the spellblade archetype: critical strike, hasted assault, pool strike, and spell shield.

STAFF MAGUS (ARCHETYPE)

While most magi use a one-handed weapon as their melee implement of choice, one group of magi uses the quarterstaff instead. These lightly armored magi use staves for both defense and inflicting their spells upon enemies. Skilled in manipulating these weapons with one hand or two, they eventually learn how to use arcane staves as well, and are just as formidable in combat as their sword-swinging brethren.

Weapon and Armor Proficiency: A staff magus is proficient with simple weapons only. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes. This replaces the normal magus weapon and armor proficiency feature.

Quarterstaff Master (Ex): At 1st level, the staff magus gains the Quarterstaff Master feat (see Chapter 3) as a bonus feat, even if he does not meet the normal prerequisites. He only gains the benefit of this feat when wearing no armor or light armor.

Quarterstaff Defense (Ex): At 7th level, while wielding a quarterstaff, the staff magus gains a shield bonus to his Armor Class equal to the enhancement bonus of the quarterstaff, including any enhancement bonus on that staff from his arcane pool class feature. At 13th level, this bonus increases by +3. This ability replaces the medium armor and heavy armor class abilities.

Staff Weapon (Su): At 10th level, a staff magus treats any magical staff he is wielding as a magical quarterstaff with an enhancement bonus to attack and damage equal to the staff's caster level divided by 4 (minimum +1). The staff must have at least 1 charge for the magus to use this ability. A staff magus can restore 1 charge to a staff by expending a number of points from his arcane pool equal to the level of the highest-level spell cast in the staff, as long as at least one spell in the staff is on the magus spell list. The magus cannot restore charges to more than one staff per day. This ability replaces fighter training.

Magus Arcana: The following magus arcana complement the staff magus archetype: critical strike, dispelling strike, maneuver master, and spell shield.

MONK

Monks are seekers after knowledge, idealists who find unity and enlightenment in the training and perfection of both the physical body and the conscious mind. Many of a monk's powers derive from or rely on *ki*, a form of supernatural energy inherent in one's spirit.

This section introduces monk vows, which any user of *ki* can take to increase his *ki* pool. Following the vows is a new archetype, the qinggong monk, who can learn unusual uses of *ki*.

MONK VOWS

A monk can discipline his body to hold more *ki* by upholding the strict tenets of a vow. By adhering to his vow's tenets, the monk's *ki* pool increases by the amount listed in the vow's description. Every vow comes with a penalty or limitation to offset this increase in *ki*. A monk can take a vow at any level, but it does not add to his *ki* pool until he gains a *ki* pool as a class feature. A monk who takes a vow never gains the still mind class feature, even if he abandons all his vows.

If a monk knowingly and willingly breaks his vow, his *ki* pool is reduced to 0 (as if he had spent all of his *ki* points) and he cannot replenish his pool or use abilities that require *ki* or a *ki* pool until he has redeemed himself. Redemption requires a recommitment to his vow accompanied by an *atonement* spell. After the redemption, the monk's normal *ki* pool (without the bonus from the vow) returns. If he upholds the previously broken vow for a full month, his *ki* pool regains the additional points from taking the vow, and he can decide whether to continue with his vow or forgo his vow without penalty. Once a monk forgoes a vow in this fashion, she can never gain a *ki* point bonus from that vow.

A monk may have multiple vows. Their effects and increase to his *ki* pool stack. If a monk violates a vow, he suffers the loss of *ki* described above; redemption means the monk regains the extra *ki* from his unbroken vows, but the extra *ki* from the broken vow does not return until he finishes the month-long commitment (in effect, violating one vow does not have an effect on the other vows once the monk redeems himself).

Vow of Celibacy: The monk must abstain from all sexual and intimate physical activity. A monk with this vow takes it to an extreme, refusing to even share a room with another person, or sleeping on the opposite side of a camp from other people in a group. A celibate monk is not allowed to touch others or have others touch him (including touch spells from allies). Striking enemies in battle or being struck by enemies is not prohibited, but the monk shuns all peaceful or pleasurable contact. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Chains: Either out of penitence or to bring attention to the suffering of the enslaved, the monk wears shackles on his wrists and legs. This gives the monk a -1 penalty on attack rolls and to AC, and reduces his movement by 10 feet. If temporarily unable to wear his chains, he may carry rocks or some other heavy burden (including medium or heavy armor) to simulate this suffering. A monk with this vow increases his *ki* pool by 1 *ki* point for every 3 monk levels (minimum +1).

Vow of Cleanliness: A monk undertaking this vow must wash daily. He must change into fresh clothes daily or shortly after his robes become dirty. His appearance must be kept immaculate, including either neatly braiding or shaving off his hair (and, for male monks, maintaining a clean-shaven face). His vow forbids him from willingly touching the filthy, diseased, dead, or undead (though he may attempt to cleanse or heal those suffering from disease), though using manufactured weapons to attack these creatures is allowed. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Fasting: The monk eats nothing but rice (or a similar bland, staple food) and drinks nothing but water. On certain days (usually once per month or on a religious holiday), he may eat a small portion of other simple, bland food to maintain proper nutrition. The monk cannot use tobacco, drugs, potions, alchemical items requiring eating or drinking, or any other thing that could be considered a food or beverage. A monk with this vow increases his *ki* pool by 1 *ki* point for every 6 monk levels (minimum +1).

Vow of Peace: The monk must strive to attain peace and may only use violence as a last resort. He can never strike the first blow in combat. If attacked, he must use the fight defensively action or the total defense action for the first 2 rounds. He must always give his opponent the option to surrender, and cannot purposely slay another creature that could reasonably be influenced to flee or join a civilized society as a productive member (obviously this excludes many monsters). Many monks who have taken this vow learn how to grapple and pin opponents, tying them with specialized knots that allow them to work themselves free after sufficient effort. Many monks of peace are vegetarians. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Poverty: The monk taking a vow of poverty must never own more than six possessions—a simple set of clothing, a pair of sandals or shoes, a bowl, a sack, a blanket, and any one other item. Five of these items must be of plain and simple make, though one can be of some value (often an heirloom of great personal significance to the monk). The monk can never keep more money or wealth on his person than he needs to feed, bathe, and shelter himself for 1 week in modest accommodations. He cannot borrow or carry wealth or items worth more than 50 gp that belong

to others. He is allowed to accept and use curative potions (or similar magical items where the item is consumed and is valueless thereafter) from other creatures. A monk with this vow increases his *ki* pool by 1 *ki* point for every 2 monk levels (minimum +1).

Vow of Silence: The monk must speak no words and attempt to be quiet in his actions. Accidental noises and the sounds of battle (such as the sound of a fist or weapon striking an opponent) do not affect his vow, though most monks with this vow choose their weapons and opponents so as to minimize even these sounds. The monk is allowed to make a nonvocal noise to warn another of danger (such as by stomping or clapping). The monk is allowed to use gestures and motions to communicate with others (including sign language) and is allowed to write. A monk with this vow increases his *ki* pool by 1 *ki* point for every 6 monk levels (minimum +1).

Vow of Truth: The monk is not allowed to deliberately speak any lies, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication. If presented with circumstances where telling the truth would bring harm to another, the monk remains silent. Many monks of this vow also take a vow of silence to show their commitment. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

QINGGONG MONK (ARCHETYPE)

The qinggong monk is a master of her *ki*, using it to perform superhuman stunts or even blast opponents with supernatural energy. Some achieve their power over *ki* through extreme discipline, while others attain this power by intentionally or accidentally ingesting rare herbs or strange mystical fruits, and a few are gifted these abilities by a dying qinggong master.

Ki Power: A qinggong monk can select a *ki* power (see below) for which she qualifies in place of the following monk class abilities: slow fall (4th), high jump (5th), wholeness of body (7th),

diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), timeless body (17th), tongue of the sun and moon (17th), empty body (19th), and perfect self (20th). This replaces the monk class ability the qinggong monk gives up for this *ki* power.

Ki Powers

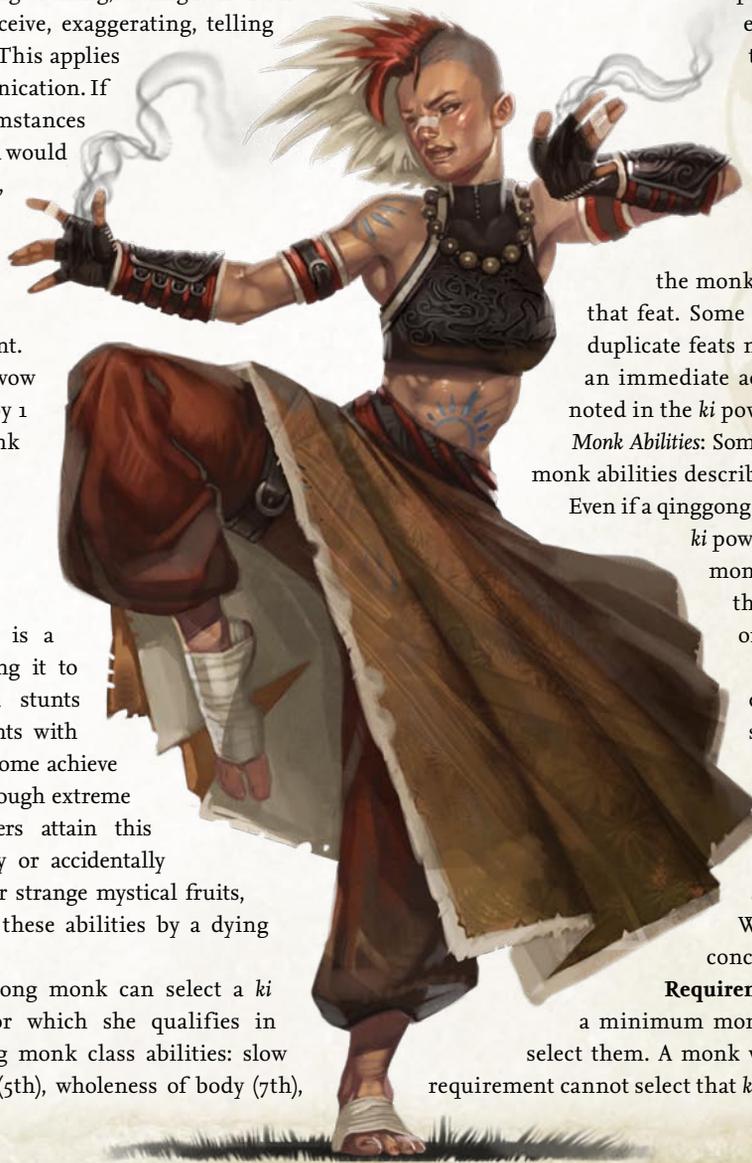
Ki powers are abilities that draw on the power of a monk's *ki*. The standard monk presented in the *Core Rulebook* has several abilities that count as *ki* powers, such as wholeness of body, abundant step, and empty body. A qinggong monk can learn additional *ki* powers, which often replaces a non-*ki* monk ability such as purity of body. *Ki* powers are divided into three categories: feats, monk abilities, and spells.

Feats: These *ki* powers duplicate the effects of specific feats. A monk does not need to qualify for a feat to select it as a *ki* power. For example, a qinggong monk can select Spring Attack as a *ki* power even if she doesn't meet the prerequisites for selecting Spring Attack as a feat. Activating one of these *ki* powers is a free action on the monk's turn; until the start of her next turn, the monk is treated as if she had that feat. Some of these *ki* powers that duplicate feats may also be activated as an immediate action; these powers are noted in the *ki* powers list.

Monk Abilities: Some *ki* powers are standard monk abilities described in the *Core Rulebook*. Even if a qinggong monk selects a different *ki* power in place of a standard monk ability, she can select that monk ability later as one of her *ki* powers.

Spells: These *ki* powers duplicate the effects of a spell, and are spell-like abilities. A qinggong monk's class level is the caster level for these spell-like abilities, and she uses Wisdom to determine her concentration check bonus.

Requirements: All *ki* powers have a minimum monk level requirement to select them. A monk who does not meet this requirement cannot select that *ki* power.



Activation: Most *ki* powers require the monk to spend *ki* points; the exact amount is listed after the *ki* power. *Ki* powers that cost 0 *ki* do not require the monk to have any *ki* points in her *ki* pool to use the ability.

The saving throw against a monk's *ki* power, if any, is equal to 10 + 1/2 the monk's level + the monk's Wisdom bonus.

Feats or spells marked with a single asterisk (*) are described in this book. Feats or spells marked with two asterisks (**) are in the *Advanced Player's Guide*. Feats marked with a dagger (†) are *ki* powers that can be activated as an immediate action.

4th-Level Ki Powers

Acrobatic Steps (1 *ki* point)
augury (1 *ki* point)
barkskin (self only, 1 *ki* point)
 Deny Death* † (0 *ki* points)
*feather step*** (self only, 1 *ki* point)
*hydraulic push*** (1 *ki* point)
*ki arrow** (1 *ki* point)
 Ki Stand* † (0 *ki* points)
message (1 *ki* point)
 Power Attack (1 *ki* point)
 Quick Draw (1 *ki* point)
scorching ray (2 *ki* points)
 Throw Anything (1 *ki* point)
true strike (self only, 1 *ki* point)

6th-Level Ki Powers

*cloak of winds*** (self only, 2 *ki* points)
gaseous form (self only, 1 *ki* point)
 Heroic Recovery** † (1 *ki* point)
 high jump (monk ability, 1 *ki* point)
hydraulic torrent ** (2 *ki* points)
remove disease (2 *ki* points)
 Sidestep ** † (1 *ki* point)
 Snatch Arrows † (1 *ki* point)
 Spring Attack (1 *ki* point)

8th-Level Ki Powers

*dragon's breath*** (2 *ki* points)
 Gliding Steps* † (1 *ki* point)
neutralize poison (3 *ki* points)
poison (2 *ki* points)
restoration (self only, 2 *ki* points)
*share memory** (0 *ki* points)
*silk to steel** (1 *ki* point)
 Spider Step** (1 *ki* point)
 Whirlwind Attack (2 *ki* points)
 wholeness of body (monk ability, level 7, 2 *ki* points)

10th-Level Ki Powers

*discordant blast*** (2 *ki* points)

Greater Bull Rush (2 *ki* points)
 Greater Disarm (2 *ki* points)
 Greater Feint (2 *ki* points)
 Greater Sunder (2 *ki* points)
 Improved Blind-Fight** † (1 *ki* point)
*ki leech** (0 *ki* points)
 Lunge (1 *ki* point)
*shadow step** (1 *ki* point)
*spit venom** (2 *ki* points)
 Step Up and Strike** † (2 *ki* points)
 Wind Stance (2 *ki* points)

12th-Level Ki Powers

abundant step (monk ability, 2 *ki* points)
*battlemind link** (4 *ki* points)
 diamond body (monk ability)
 Elemental Fists** (2 *ki* points)
 Improvised Weapon Mastery (2 *ki* points)
 Ki Throw** (2 *ki* points)
 Punishing Kick** (2 *ki* points)
shadow walk (3 *ki* points)

14th-Level Ki Powers

*blood crow strike** (2 *ki* points)
 Cloud Step** (3 *ki* points)
*cold ice strike** (3 *ki* points)
 diamond soul (monk ability)
 Disarming Strike** (2 *ki* points)
 Improved Ki Throw** (2 *ki* points)
*ki shout** (3 *ki* points)
*sonic thrust** (2 *ki* points)

16th-Level Ki Powers

Bleeding Critical (3 *ki* points)
 Greater Blind-Fight** † (2 *ki* points)
 Improved Vital Strike (2 *ki* points)
 Lightning Stance (3 *ki* points)
 Penetrating Strike (2 *ki* points)
 quivering palm (monk ability, 2 *ki* points)
*strangling hair** (3 *ki* points)

18th-Level Ki Powers

timeless body (monk ability, 1 *ki* point)
 tongue of the sun and moon (monk ability, 1 *ki* point)

20th-Level Ki Powers

Blinding Critical (3 *ki* points)
 Crippling Critical** (3 *ki* points)
 Deafening Critical (3 *ki* points)
 empty body (monk ability, 3 *ki* points)
 Greater Penetrating Strike (3 *ki* points)
 perfect self (monk ability, level 20)
 Tiring Critical (3 *ki* points)

ORACLE

Not all vessels of the divine choose their path. Rather, some find themselves chosen, raised to a life of power and responsibility by forces they themselves may not understand. These are the oracles, agents gifted by providence and serving not a single deity, but rather many sources, venerating and drawing magic from all those patron deities who support their ideals. Whether a curse or a gift, the strange powers and unsettling mysteries of the oracles make them forces to be reckoned with, both in the halls of power and on the fields of battle.

Oracles are a base class presented in the *Advanced Player's Guide*. This section introduces new oracle mysteries. Following these mysteries are six new oracle archetypes. Each archetype includes a list of recommended mysteries that are particularly suitable for that archetype, though the archetypes are not limited only to oracles of those mysteries. An archetype's bonus spells replace the normal bonus spells for the oracle's chosen mystery.

MYSTERIES

The following are new mysteries for oracles. An oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle's class level + the oracle's Charisma modifier. Effects that duplicate spells use the oracle's class level as her caster level. Spells marked with an asterisk (*) are in Chapter 5 of this book. Spells marked with two asterisks (**) are in the *Advanced Player's Guide*.

Ancestor

Deities: Erastil, Irori, Pharasma.

Class Skills: An oracle with the ancestor mystery adds Linguistics, and all Knowledge skills to her list of class skills.

Bonus Spells: *unseen servant* (2nd), *spiritual weapon* (4th), *heroism* (6th), *spiritual ally*** (8th), *telekinesis* (10th), *greater heroism* (12th), *ethereal jaunt* (14th), *vision* (16th), *astral projection* (18th).

Revelations: An oracle with the ancestor mystery can choose from any of the following revelations.

Ancestral Weapon (Su): You can summon a simple or martial weapon from your family's history that is appropriate for your current size. You are considered proficient with this weapon. At 3rd level, the weapon is considered masterwork. At 7th level, 15th level, and 19th level, the weapon gains a cumulative +1 enhancement bonus. At 11th level, the weapon gains the *ghost touch* weapon property. You can use

this ability for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments. The weapon disappears after 1 round if it leaves your grasp.

Blood of Heroes (Su): As a move action, you can call upon your ancestors to grant you extra bravery in battle. You gain a +1 morale bonus on attack rolls, damage rolls, and Will saves against fear for a number of rounds equal to your Charisma bonus. At 7th level, this bonus increases to +2, and at 14th level this bonus increases to +3. You can use this ability once per day, plus one additional time per day at 5th level, and every five levels thereafter.

Phantom Touch (Su): As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for a number of rounds equal to 1/2 your oracle level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sacred Council (Su): As a move action, you can call upon your ancestors to provide council. This advice grants you a +2 bonus on any one d20 roll. This effect lasts for 1 round. You can use this ability a number of times per day equal to your Charisma bonus.

Spirit of the Warrior (Su): You can summon the spirit of a great warrior ancestor and allow it to possess you, becoming a mighty warrior yourself. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, and a +4 natural armor bonus to AC. Your base attack bonus while possessed equals your oracle level (which may give you additional attacks), and you gain the Improved Critical feat with a weapon of your choice. You can use this ability for 1 round for every 2 oracle levels you possess. This duration does not need to be consecutive, but it must be spent in 1-round increments. You must be at least 11th level to select this revelation.

Spirit Shield (Su): You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this shield causes arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this shield for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Spirit Walk (Su): You can become incorporeal and invisible. While in this form, you can move in any direction and pass through solid objects (see page 301 of the *Pathfinder RPG Bestiary*). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely as a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level to select this revelation.

Storm of Souls (Su): You can summon the spirits of your ancestors to attack in a ghostly barrage—their fury creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 1d8 hit points of damage for every two oracle levels you possess. Undead creatures in the area take 1d8 points of damage for every oracle level you possess. A successful Fortitude save reduces the damage to half. You must be at least 7th level to select this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Voice of the Grave (Su): You can speak with the dead, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature you question takes a cumulative –2 penalty on its Will save to resist this effect.

Wisdom of the Ancestors (Su): Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

Final Revelation: Upon reaching 20th level, you become one with the spirits of your ancestors. You gain a bonus on Will saving throws equal to your Charisma modifier, blindsense out to a range of 60 feet, and a +4 bonus on your caster level for all divination spells. You can cast *astral projection* as a spell-like ability once per day without requiring material components.

Dark Tapestry

Deities: Lamashtu, Norgorber, Zon-Kuthon.

Class Skills: An oracle with the dark tapestry mystery adds Disguise, Intimidate, Knowledge (arcana), and Stealth to her list of class skills.

Bonus Spells: *entropic shield* (2nd), *dust of twilight*** (4th), *tongues* (6th), *black tentacles* (8th), *feeblemind* (10th), *planar binding*

(12th), *insanity* (14th), *reverse gravity* (16th), *interplanetary teleport** (18th).

Revelations: An oracle with the dark tapestry mystery can choose from any of the following revelations.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage for every oracle level you possess. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you had used *detect thoughts*. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five levels beyond 5th.

Cloak of Darkness (Su): You conjure a cloak of shadowy darkness that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Gift of Madness (Su): You tap into the unthinkable void between the stars and cause a single living creature within 30 feet to become confused for 1 round. A successful Fortitude save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the confusion lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.



Interstellar Void (Su): You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage for every oracle level you possess. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that a creature that fails its save is fatigued. At 15th level, a creature that fails its save is exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

Many Forms (Su): As a standard action, you can assume the form of a Small or Medium humanoid, as the *alter self* spell. At 7th level, you can assume the form of a Small or Medium animal, as *beast shape I*. At 11th level, you can assume the form of a Small or Medium magical beast, as *beast shape III*. At 15th level, you can assume a variety of forms, as *greater polymorph*. You can use this ability for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 3rd level to select this revelation.

Pierce the Veil (Su): Your bond with the alien denizens of the Dark Tapestry allows you to see in even the deepest darkness. You gain darkvision 60 feet. At 11th level, you can see perfectly in darkness of any kind, even in absolute darkness or the darkness created by a *deeper darkness* spell.

Read the Tapestry (Sp): Once per day, you can spend 10 minutes meditating on the mysteries of the Dark Tapestry to send your mind to another plane and communicate with the strange or alien beings there. This functions as the *contact other plane* spell. You must be at least 7th level to select this revelation.

Touch of the Void (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two oracle levels you possess. At 7th level, the touched creature must also make a Fortitude saving throw or be fatigued for a number of rounds equal to 1/2 your oracle level. This has no effect on a creature that is already fatigued. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Wings of Darkness (Su): As a swift action, you can manifest a set of translucent, inky wings that grant you a fly speed of 60 feet with good maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 11th level, you can use these wings to fly as if with *overland flight* once per day. Used in this way, the ability lasts for up to 1 hour per level, and counts as your total use of this ability for the day. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a truly alien and unnatural creature. You gain damage reduction 5/— and immunity to acid, critical

hits, and sneak attacks. Once per day, you can cast *shapechange* as a spell-like ability without requiring a material component.

Metal

Deities: Abadar, Gorum, Torag.

Class Skills: An oracle with the metal mystery adds Appraise, Bluff, Disable Device, and Intimidate to her list of class skills.

Bonus Spells: *lead blades*** (2nd), *heat metal* (4th), *keen edge* (6th), *versatile weapon*** (8th), *major creation* (metal items only) (10th), *wall of iron* (12th), *statue* (metal statue instead of iron) (14th), *repel metal or stone* (16th), *iron body* (18th).

Revelations: An oracle with the Metal mystery can choose from any of the following revelations.

Armor Mastery (Ex): You become more maneuverable while wearing armor. You can move at your normal speed in medium armor that is made of metal. This does not grant proficiency in armor. At 5th level, whenever you are wearing metal armor, you reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 1. At 10th level, and again at 15th level, these bonuses increase by 1.

Dance of the Blades (Ex): Your base speed increases by 10 feet. At 7th level, you gain a +1 bonus on attack rolls with a metal weapon in any round in which you move at least 10 feet. This bonus increases by +1 at 11th level, and every four levels thereafter. At 11th level, as a move action, you can maneuver your weapon to create a shield of whirling steel around yourself until the start of your next turn; non-incorporeal melee and ranged attacks against you have a 20% miss chance while the shield is active. You must be wielding a metal weapon to use this ability.

Iron Constitution (Su): You gain a +1 bonus on Fortitude saves. At 7th level, and again at 14th level, this bonus increases by +1.

Iron Skin (Sp): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/adamantine. This ability functions as *stoneskin*, using your oracle level as the caster level, except it only affects you. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

Iron Weapon (Su): You can create a melee simple or martial weapon that lasts for 1 minute for every oracle level you possess. This weapon is appropriate for your size and entirely made of metal (even if it would normally include non-metal parts, such as a spear's shaft) but functions as if it were a normal weapon of its type. You are considered proficient with this weapon. The weapon disappears after 1 round if it leaves your grasp. At 3rd level, the blade is made of cold iron. At 7th level, 15th level, and 19th level, the blade gains a +1 enhancement bonus. At 11th level, the blade is made of adamantine. You can use this ability a number of

times per day equal to 3 + your Charisma modifier. This duration does not need to be consecutive, but it must be used in 1-minute increments.

Riddle of Steel (Su): Your sacred bond with metal gives you insight into its form and function. Once per day, you may spend 10 minutes meditating on the structure of a piece of unworked metal or ore to gain a +5 insight bonus on your next Craft check to make something using that metal.

Rusting Grasp (Sp): Once per day as a standard action, you can perform a melee touch attack that rusts iron, as the *rusting grasp* spell. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to select this revelation.

Skill at Arms (Ex): You gain proficiency in all martial weapons and heavy armor.

Steel Scarf (Su): As a swift action, you can harden a scarf, sleeve, cloak, or other piece of your clothing into something as hard as steel that stretches out to be up to 30 feet long. You can then strike outward with it as if it were a weapon making a melee attack. For the purpose of this ability, you are proficient with this weapon. You can use the weapon to perform combat maneuvers. Make a melee attack roll against a creature within 30 feet; you may use Weapon Finesse with this attack. If you hit, the weapon deals 1d8 points of slashing damage + 1 point for every two oracle levels you possess. After this attack, the clothing returns to its normal length and hardness. You do not threaten an area with this weapon and cannot use it to make attacks of opportunity. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Vision in Iron (Sp): You can use any piece of polished metal at least the size of a dagger as a scrying device, as if using the spell *scrying*. At 15th level, this functions like *greater scrying*. You can scry for a number of rounds per day equal to your oracle level; these rounds do not need to be consecutive. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a master of iron and steel. You gain the benefits of Weapon Focus, Greater Weapon Focus, and Improved Critical with any one metal weapon that you are proficient with. Your armor is like a second skin to you—while wearing metal armor you are proficient with, the armor's maximum Dexterity bonus increases by +5 and you take no armor check penalty. In addition, any metal you create with your magic (such as *wall of iron*) has its hardness increased by +10.

Time

Deities: Gozreh, Nethys, Pharasma.

Class Skills: An oracle with the time mystery adds Fly, Knowledge (arcana), Perception, and Use Magic Device to her list of class skills.

Bonus Spells: *memory lapse*** (2nd), *gentle repose* (4th), *sands of time** (6th), *threefold aspect*** (8th), *permanency* (10th),

contingency (12th), *disintegrate* (14th), *temporal stasis* (16th), *time stop* (18th).

Revelations: An oracle with the time mystery can choose from any of the following revelations.

Aging Touch (Su): Your touch ages living creatures and objects. As a melee touch attack, you can deal 1 point of Strength damage for every two oracle levels you possess to living creatures. Against objects or constructs, you can deal 1d6 points of damage per oracle level. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one additional time per day for every five oracle levels you possess.

Erase from Time (Su): As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to 1/2 your oracle level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day, plus one additional time per day at 11th level.

Knowledge of the Ages (Su): You can search through time to recall some bit of forgotten lore or information. You can retry any Knowledge skill check you have made within the past minute, gaining an insight bonus on the check equal to your Charisma modifier. You can use this ability a number of times per day equal to your Charisma modifier.

Momentary Glimpse (Su): Once per day, you can gain a glimpse into your immediate future. On the round after you use this ability, you gain a +2 insight bonus on a single attack roll, saving throw, or skill check or to your Armor Class until the start of your next turn. At 5th level, and every four levels thereafter, you can use this ability one additional time per day.

Rewind Time (Su): Once per day as an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to select this revelation.

Speed or Slow Time (Sp): As a standard action, you can speed up or slow down time, as either the *haste* or *slow* spell. You can use this ability once per day, plus one additional time per day at 12th level and 17th level. You must be at least 7th level before selecting this revelation.

Temporal Celerity (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice

the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Time Flicker (Su): As a standard action, you can flicker in and out of time, gaining concealment (as the *blur* spell). You can use this ability for 1 minute per oracle level that you possess per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 7th level, each time you activate this ability, you can treat it as the *blink* spell, though each round spent this way counts as 1 minute of your normal time flicker duration. You must be at least 3rd level to select this revelation.

Time Hop (Su): As a move action, you can teleport up to 10 feet per oracle level that you possess per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought. You must be at least 7th level to select this revelation.

Time Sight (Su): You can peer through the mists of time to see things as they truly are, as if using the *true seeing* spell. At 15th level, this functions like *moment of prescience*. At 18th level, this functions like *foresight*. You can use this ability for a number of minutes per day equal to your oracle level, but these minutes do not need to be consecutive. You must be at least 11th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a true master of time and stop aging. You cannot be magically aged and no longer take penalties to your ability scores for aging. Age bonuses still accrue, and any aging penalties that you have already accrued remain in place. You cannot die of old age, but you can be killed or die through accident, disease, poison, or other external effects. In addition, you can cast *time stop* once per day as a spell-like ability.

Wood

Deities: Erastil, Gozreh.

Class Skills: An oracle with the wood mystery adds Climb, Knowledge (nature), Stealth, and Survival to her list of class skills.

Bonus Spells: *shillelagh* (2nd), *barkskin* (4th), *minor creation* (wood items only) (6th), *thorn body*** (8th), *tree stride* (10th), *ironwood* (12th), *transmute metal to wood* (14th), *changestaff* (16th), *wooden phalanx** (18th).

Revelations: An oracle with the wood mystery can choose from any of the following revelations.

Bend the Grain (Sp): Once per day as a standard action, you can shape or warp wooden objects. This functions as either *wood shape* or *warp wood*. At 11th level, you can use this ability to push wood away from you, as *repel wood*. At

7th level, and again at 14th level, you can use this ability an additional time per day.

Lignification (Su): Once per day, you can turn a creature into wood. As a standard action, you may direct your gaze against a single creature within 30 feet. The targeted creature (along with all its carried gear) must make a Fortitude save or turn into a mindless, inert statue made out of wood for a number of rounds equal to 1/2 your oracle level. This ability otherwise functions as a *flesh to stone* spell, except the target turns to wood instead of stone. This can be reverse by any effect that can reverse *flesh to stone*. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

Speak with Wood (Sp): You can talk to wood and learn what it knows. You must spend 1 minute meditating on and communing with the wood. At the end of this time, you can speak with the wood. This functions as the *stone tell* spell, except with wood instead of stones. You can use this ability for 1 minute per oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments. You can speak with natural or worked wood. You must be at least 11th level to select this revelation.

Thorn Burst (Su): As a swift action, you can cause sharp splinters of wood to explode outward from your body. These splinters deal 1d6 points of piercing damage per two oracle levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the sharp splinters count as caltrops (see page 155 of the *Core Rulebook*) in the area until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Tree Form (Sp): As a standard action, you can assume the form of a Large living or dead tree or shrub, as *tree shape*. At 9th level, you can assume the form of a Small or Medium plant creature, as *plant shape I*. At 11th level, you can assume the form of a Large plant creature, as *plant shape II*. At 13th level, you can assume the form of a Huge plant creature, as *plant shape III*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 3rd level to select this revelation.

Wood Armor (Su): You can conjure wooden armor around yourself, which grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. The armor vanishes if you remove it.

Wood Bond (Ex): Your mystical bond with wood is such that your weapons become an extension of your body. You gain a +1 competence bonus on attack rolls when wielding a weapon made of or mostly consisting of wood (such as a bow, club, quarterstaff, or spear). This bonus increases by +1 at 5th level and every five levels thereafter.

Wood Sight (Su): As a move action, you can alter your vision to see through underbrush and plant growth that would normally grant concealment, up to a range of 60 feet (though darkness and other obstacles still may block your sight). At 7th level, you can use this ability to see through wood or other plant material as easily as if it were transparent glass, penetrating a number of feet of wood equal to your oracle level. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wooden Weapon (Su): You can create a wooden club, quarterstaff, long spear, shortspear, or spear that lasts for 1 minute for every oracle level you possess. This weapon is appropriate for your size. You are considered proficient with the weapon. The weapon disappears after 1 round if it leaves your grasp. At 3rd level, the weapon is considered masterwork. At 7th level, 15th level, and 19th level, the weapon gains a +1 enhancement bonus. At 11th level, the weapon gains the *keen* weapon property (or the equivalent increase to its critical threat range, if it is a bludgeoning weapon). You can use this ability a number of times per day equal to 3 + your Charisma modifier. This duration does not need to be consecutive, but it must be used in 1-minute increments.

Woodland Stride (Ex): You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Final Revelation: Upon reaching 20th level, you become a living creature of wood. You are forevermore treated as the plant type rather than your original type for the purpose of spells and magical effects. Your skin takes on the appearance of polished wood grain, and you gain a +4 natural armor bonus to your Armor Class and damage reduction 10/— against wooden weapons or any natural attacks made by a wooden or woodlike creature. You gain immunity to paralysis, poison, polymorph, sleep, and stunning. At will, you can meld with any tree or single block of wood (as *meld into stone*, except wood only, and with no limit to how long you can remain in the wood).

DUAL-CURSED ORACLE (ARCHETYPE)

All oracles are cursed to some degree, but some oracles bear an even heavier burden. Though doubly afflicted with supernatural or physical hindrances, a dual-cursed oracle can manipulate fortune and gains greater insights into her mystery.

Recommended Mysteries: Any.

Oracle's Curse: A dual-cursed oracle must choose two curses at 1st level. One of these curses (oracle's choice) never

changes its abilities as the oracle gains levels; for example, an oracle with clouded vision never gains darkvision 60 feet, blindsense, or blindsight. The other curse comes with its normal benefits.

Class Skills: A dual-cursed oracle gains no additional class skills from her mystery.

Bonus Spells: *ill omen*** (2nd), *oracle's burden*** (4th), *bestow curse* (6th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A dual-cursed oracle gains a new revelation at 5th level and 13th level. These are in addition to the normal revelations she receives at 3rd level, 7th level, and so on. In addition, the cursed oracle may select the following revelations in place of a mystery revelation.

Misfortune (Ex): At 1st level, as an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this revelation again for 1 day.

Fortune (Ex): At 5th level, as an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day at 5th level, and one additional time per day for every six oracle levels beyond 5th.

ENLIGHTENED PHILOSOPHER (ARCHETYPE)

The enlightened philosopher seeks enlightenment through compassion, moderation, and humility. By following her philosophy's teachings, the enlightened philosopher seeks to reach enlightenment and become one with the universe.

Alignment: Any lawful.

Recommended Mysteries: ancestor, fire, heavens, lore, metal, nature, stone, time, waves, wood.

Class Skills: An enlightened philosopher adds Linguistics and all Knowledge skills to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: *owl's wisdom* (4th), *water walk* (6th), *discern lies* (8th), *true seeing* (10th), *wind walk* (12th), *ethereal jaunt* (14th), *moment of prescience* (16th), *astral projection* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: An enlightened philosopher must take the following revelation at 7th level.

Mental Acuity (Ex): As the lore mystery revelation (see page 50 of the *Advanced Player's Guide*).

Final Revelation: Upon achieving 20th level, you achieve true enlightenment and become one with the universe. You receive a bonus on all saving throws equal to your Charisma

modifier. You become immune to confusion, exhaustion, fatigue, nausea, and sickened effects. You can take 20 on all Knowledge skill checks. Should you die, you are reborn 3 days later as a living example of the summoning of your chosen philosophy (treat as the *reincarnate* spell). This replaces the final revelation of the oracle's mystery.

PLANAR ORACLE (ARCHETYPE)

A planar oracle has an affinity with one of the Outer Planes. She is at home on the multiple planes of the Great Beyond, and can eventually become an outsider herself.

Recommended Mysteries: dark tapestry, flame, heavens, stone, waves, wind.

Bonus Spells: *endure elements* (2nd), *elemental speech*** (4th), *tongues* (6th), *planar adaptation*** (8th), *plane shift* (10th), *mass planar adaptation*** (12th), *shadow walk* (14th), *etherealness* (16th), *gate* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: At 1st level, you must choose one Outer Plane with which you have an affinity. This choice cannot be changed. A planar oracle must take the following revelation at 3rd level.

Planar Resistance (Su): At 3rd level, you gain energy resistance 10 against one energy type associated with your chosen plane. At 11th level, your energy resistance increases to 20.

Final Revelation: At 20th level, you become an extraplanar creature. Choose one outer plane, such as Heaven or the Abyss. You gain superficial physical characteristics as appropriate to natives of your chosen outer plane (see the *Pathfinder RPG Bestiary*). For example, if your chosen plane is Heaven, you gain angelic features such as a halo and metallic skin. This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Your type changes to "outsider (extraplanar)," except on your associated plane, where your type is "outsider (native)." In addition, you gain immunity to your associated energy type and gain damage reduction 10/magic. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. This replaces the final revelation of the oracle's mystery.

POSSESSED ORACLE (ARCHETYPE)

Some oracles are possessed by spirits, demons, or similar beings. Instead of the possessed oracle drawing her powers from deities, these otherworldly forces work their magic through her.

Recommended Mysteries: Any.

Oracle's Curse: A possessed oracle must choose the haunted or tongues curse at 1st level.

Bonus Spells: *ventriloquism* (1st), *spider climb* (4th), *screech*** (6th), *sleepwalk*** (8th), *telekinesis* (10th), *animate objects* (12th), *divine vessel*** (16th). These bonus spells replace the oracle's normal mystery bonus spells at these levels.

Revelations: A possessed oracle must take the following revelation at 1st level.

Two Minds (Su): You gain a +2 bonus on Will saves against enchantment spells or effects. At 7th level, you may reroll a failed Will save once per day as an immediate action. You must take the second result, even if it is worse.

SEER (ARCHETYPE)

While all oracles possess some ability at divination, the seer is a true prophet, able to see things as they really are, or will be.

Recommended Mysteries: lore, nature, time.

Bonus Spells: *detect thoughts* (4th), *clairaudience/clairvoyance* (6th), *scrying* (8th), *true seeing* (10th), *legend lore* (12th), *greater scrying* (14th), *vision* (16th), *foresight* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A seer must take the following revelations at the listed levels.

Natural Divination (Ex): As the nature mystery revelation (see page 51 of the *Advanced Player's Guide*). You must take this revelation at 1st level.

Gift of Prophecy (Su): Once per day, you can enter a trance to gain a glimpse of the future. This trance lasts for 1 minute, which must be uninterrupted and during which you can take no other actions. At 3rd level, you gain the benefits of an *augury* spell with 90% effectiveness. At 5th level, you gain the benefits of a *divination* spell with 90% effectiveness. At 9th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components. You must take this revelation at 3rd level.

STARGAZER (ARCHETYPE)

Some oracles seek meaning in the pattern of the stars across the night sky, the trails of comets, and the eternal orbits of the planets.

Recommended Mysteries: dark tapestry, heavens, lore, nature, time.

Class Skills: A stargazer adds Knowledge (nature), Perception, and Survival to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: *faerie fire* (2nd), *glitterdust* (4th), *guiding star*** (6th), *wandering star motes*** (8th), *meteor swarm* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A stargazer must take the following revelations at the listed levels.

Guiding Star (Su): As the heavens mystery revelation (see page 48 of the *Advanced Player's Guide*). You must take this revelation at 1st level.

Star Chart (Ex): As the heavens mystery revelation (see page 48 of the *Advanced Player's Guide*). You must take this revelation at 7th level.

PALADIN

All paladins are holy champions of law and good, yet some devote themselves to specific causes with exceptional zeal, swearing great oaths to solve specific problems or give their lives trying. This section introduces a new paladin archetype, the oathbound paladin, and several sample oaths for paladins with that archetype.

OATHBOUND PALADIN (ARCHETYPE)

While all paladins have their own codes of conduct, either taught by an order, handed down from the gods, or inspired by personal conviction, an oathbound paladin devotes herself to a singular cause, which grants her additional powers but also gives further edicts she must follow. An oathbound paladin swears an oath to eradicate a certain kind of evil. This powerful oath gives her access to new spells and adds to or alters typical paladin abilities.

An oathbound paladin can take multiple oaths, but none of the other oaths can replace or alter the same class feature from the paladin class as another alternate class feature. For example, a paladin cannot take the Oath against Corruption and the Oath against the Wyrms because they both replace the aura of courage class feature.

Paladins who take up an oath may make a sacred promise to their god or temple to perform some specific and grand action associated with the oath. For example, an oathbound paladin who takes the Oath of Vengeance may be tasked with killing the orc warlord who razed her home city, while a paladin with the Oath against the Wyrms may be asked to secure a nonaggression pact with a family of dragons. When a paladin completes the sacred promise, the oath is fulfilled, and she may abandon the oath if she so chooses; she may then select another oath or become a standard paladin or a different paladin archetype.

If a paladin violates the code of her oath, she loses the class abilities associated with that oath until she atones. If she violates her paladin's code, she loses her oath abilities as well as her other paladin abilities.

An oathbound paladin has the following class features.

Deity: Some oaths are especially compatible with the faiths of certain deities; these deities are listed here. Other deities may allow these oaths as well, though only rarely do deities allow oaths conflicting with their teachings.

Code of Conduct: The oathbound paladin must abide by the listed tenets of her oath in addition to the specifics of her god's code of conduct. In some cases, a deity's or paladin order's code may conflict with the oath's tenets; in most cases, these conflicts mean the

oath is unsuitable for a paladin of that deity or order (such as the Oath against the Wyrms with respect to a good dragon deity or a dragon-riding order of paladins) and cannot be selected by the paladin.

Oath Spells: A paladin's oath influences what magic she can perform. An oathbound paladin adds one spell to the paladin spell list at each paladin spell level she can cast (including spell levels for which she would only gain spells per day if her Charisma were high enough to grant bonus spells of that level). Her oath determines what spell is added to the spell list. If the paladin has multiple oaths, the spells from each oath are added to her spell list.

If an oathbound paladin has more than one oath, she may prepare any one of her oath's spells in that slot (similar to a cleric choosing one of her two domain spells to prepare in a domain spell slot). Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (**) are described in the *Advanced Player's Guide*.

OATHS

The following are a selection of oaths for the oathbound paladin archetype. Other oaths may exist, particularly in regard to specific campaign enemies or events (such as elimination of an assassin's guild or the destruction of an evil temple).

Oath against Corruption

More insidious than meddling devils and more destructive than rampaging hordes are the strange alien entities that bubble up from the deep earth and the strange places beyond the sky. When a paladin takes this oath, she becomes a hunter of aberrations, protecting the common people from these bizarre threats. Often the paladin works in secret, not wanting to spread panic about her mission. Within cities they sometimes have underground bases that give access through the sewers and passages to strange vaults where the aberrant creatures live.

Deities: Abadar, Sarenrae, Shelyn, Torag.

Aura of Purity (Su): At 3rd level, you gain a +4 sacred bonus on saves against spells and effects from creatures of the aberration type. Allies within 10 feet gain a +1 sacred bonus on these saves. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of courage.

Cleansing Flame (Sp): At 11th level, you may expend two uses of your smite evil ability to ignite your weapon with a cleansing blue flame for 1 minute. This flame sheds light as a torch. Aberrations within 20 feet of the flame take a -4 penalty on attack rolls against you and your allies, and your allies within 20 feet of the flame gain a +2 sacred bonus on saving throws against spells and effects from aberrations. This ability replaces aura of justice.

Cast into the Void (Su): At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an aberration, the creature must make a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier) or be banished to oblivion. This ability does not kill the creature, but it is sent to a remote place, such as deep underground or far into space (if it is a creature native to space), and cannot return under its own power for at least 100 years.

Whenever the paladin channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces holy champion.

Code of Conduct: Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can, or banish them if you cannot.

Oath Spells: 1st—*true strike*; 2nd—*acute senses**; 3rd—*touch of idiocy*; 4th—*spell immunity*.

Oath against Fiends

A paladin who takes an oath against demons, devils, daemons, and other evil outsiders is constantly on the lookout for malicious fiendish insurgence into the world, and faces it with swift and unwavering defiance. Often she works closely with inquisitors, searching for signs of outsider manipulation and possession.

Deities: Iomedae, Sarenrae, Torag.

Anchoring Aura (Su): At 8th level, a paladin's aura hampers extradimensional travel by evil outsiders. The aura extends 20 feet from the paladin. Evil outsiders attempting to use abilities such as *dimension door*, *plane shift*, or *teleport* to leave or enter the aura must succeed at a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier); failure means the ability does not function, as if the outsider were affected by *dimensional anchor*. The aura functions only while the paladin is conscious, not if she is unconscious or dead.

Alternatively, as an immediate action, the paladin can expend one use of her smite evil ability to target an evil outsider within 30 feet with *dimensional anchor*. A targeted *dimensional anchor* persists even if the paladin is unconscious or dead.

This ability replaces aura of resolve.

Holy Vessel (Su): At 9th level, a paladin whose divine bond is with a weapon can also use her divine bond to augment her armor or shield with enhancement bonuses, or add any of the following armor or shield properties: *bashing*, *fortification*, and *spell resistance*. Adding these properties consumes an amount of bonus equal to the property's cost (see Tables 15-4 and 15-5 in the *Core Rulebook*). She can divide her bonuses from the divine bond ability among her weapon, armor, and shield as she sees fit. This ability has no effect for a paladin whose divine bond is with a mount. This ability replaces the mercy gained at 9th level.

Code of Conduct: Never suffer an evil outsider to live if it is in your power to destroy it. Banish fiends you cannot kill. Purge the evil from those possessed by fiends

Oath Spells: 1st—*resist energy*; 2nd—*detect thoughts*; 3rd—*invisibility purge*; 4th—*plane shift*.

Oath against Savagery

Some paladins are champions of order, pledging to battle the hordes of goblinoids, orcs, hostile barbarians, and similar savages that nip at the heels of civilization, as well as those who gnaw on society from within, such as thieves' and assassins' guilds. More so than other paladins, those who take this oath expect to fight many creatures at once, and develop special abilities to deal with these numbers.

Deities: Abadar, Erastil, Iomedae, Torag.

Holy Reach (Su): At 2nd level, an oathbound paladin can expend one use of her smite evil ability to extend her natural reach by 5 feet for 1 minute. This does not stack with the Lunge feat. This ability replaces divine grace.

Hordebreaker (Su): At 11th level, when the paladin hits an evil humanoid with an attack of opportunity, she deals an additional 1d6 points of damage. When using holy reach, the paladin may make a number of additional attacks of opportunity per round equal to her Charisma bonus. This increase stacks with similar increases from other sources such as Combat Reflexes. This ability replaces aura of justice.

Code of Conduct: Always heed the call of a community in danger from savages. Be the first in line to defend a settlement and the last to retreat.

Oath Spells: 1st—*deathwatch*; 2nd—*protection from arrows*; 3rd—*haste*; 4th—*divine power*.

Oath against Undeath

A paladin with this oath vows to restore the natural state of death to any animate corpse she encounters, and destroy the undead energy in the process. While a few paladins who take this oath recognize that not all undead are evil, others are quite willing to purge neutral and good undead along with all the evil ones.

Deities: Iomedae, Sarenrae, Torag.

Detect Undead (Su): This ability works like the standard paladin ability to detect evil, except as *detect undead* instead of *detect evil*. This ability replaces *detect evil*.

Ghost Touch Aura (Su): At 3rd level, the paladin's armor is treated as if it had the *ghost touch* armor property. This does not affect the cost or effect of any other abilities of the armor. At 9th level, this ability also applies to the paladin's shield. This ability replaces the paladin's 3rd-level and 9th-level mercies.

Aura of Life (Su): At 8th level, the paladin gains a +4 morale bonus on saves against attacks that grant

negative levels and saves to overcome negative levels. Each ally within 10 feet of her gains a +2 morale bonus on these saves.

This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

Superior Channeler (Su): At 11th level, a paladin can channel positive energy to harm undead by expending a single usage of her lay on hands ability instead of two. This ability replaces aura of justice.

Code of Conduct: Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

Oath Spells: 1st—*sanctify corpse**; 2nd—*darkvision*; 3rd—*searing light*; 4th—*halt undead*.

Oath against the Wyrn

Few dragons see the smaller races of the world as their equals—to most, humanoids are either food or an annoyance. Some paladins swear to protect others against the predation of dragonkind. Some include dragon-blooded creatures (such as half-dragons or even sorcerers with the draconic bloodline) in their oath and team up with inquisitors to root out those whose ancestry carries the taint of dragon magic. Many paladins with this oath are thrill-seekers for the cause of good, channeling their divine power in ways that allow them to take on their powerful foes head on.

Deities: Abadar, Iomedae, Torag.

Breath Evasion (Su): At 4th level, a paladin with this oath gains evasion, but only against the breath weapons of creatures with the dragon type. This ability replaces channel positive energy.

Divine Bond (Sp): This works like the paladin's normal divine bond ability, except as follows. If the paladin's bond is with a weapon, she cannot use that ability to add the *brilliant energy*, *disruption*, or *merciful weapon* properties, but she can add the *bane* weapon property (but only against dragons). If the paladin's bond is with her steed, the steed gains the paladin's aura-based immunities and her aura does not affect allies. This replaces the standard divine bond ability.

Dragon-Slaying Strike (Su): At 20th level, an oathbound paladin becomes a conduit of holy power. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes a dragon, the dragon is also subject to a single-target *holy word*, using her paladin level as the caster level. After the banishment effect and the damage from the attack are resolved, the smite immediately ends. In addition, whenever she channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces holy champion.

Code of Conduct: Slay evil dragons, as well as other dangerous dragons whether or not they are evil. Prevent the bloodlines of other creatures from being corrupted with draconic power. Protect the innocent against the predation of dragons.

Oath Spells: 1st—*enlarge person*; 2nd—*bear's endurance*; 3rd—*fly*; 4th—*stoneskin*.

Oath of Charity

Charity is more than just giving money to a temple or a cause—it is about the necessity of sacrifice to help others. Those who take this oath dedicate their lives to protecting those who can't protect themselves and giving to those who are in need. They are generous to a fault, the most steadfast of friends, and give without anyone needing to ask. Paladins who take the oath of charity often turn over a fifth or more of their acquired wealth gained through adventuring to their temples or community.

Deities: Erastil, Iomedae, Sarenrae, Torag.

Charitable Hands (Su): At 2nd level, a paladin with this oath heals 50% less when she uses lay on hands on herself, but 50% more than the normal amount when she uses it to heal others. Using lay on hands to harm undead deals the normal amount of damage. This ability otherwise works like and replaces lay on hands.

Charitable Mercy (Su): At 5th level, a paladin with this oath is more flexible with her mercies than other paladins. At the start of each day, a paladin with this oath can select her mercies anew from the list of available mercies. This ability replaces divine bond.

Code of Conduct: Always offer help to good creatures who need it. Always offer help to the poor and destitute. (In settlements, this help is often handled by donating to charitable religious organizations, rather than the paladin being required to dole out coppers to every beggar in the street.)

Oath Spells: 1st—*magic stone*; 2nd—*make whole*; 3rd—*magic vestment*; 4th—*imbue with spell ability*.

Oath of Chastity

A chaste paladin proves her purity by way of her action and her abstinence from romantic activities. Many believe that this oath is only about sex, but it is really an oath about the romantic notion that a single person could be more important than all the evils facing the world—it is this perceived selfishness that the bearer of the Oath of Chastity strives to reject. In doing so, she gains purifying power.

Deities: Iomedae, Sarenrae, Torag.

Pure of Mind (Su): At 2nd level, the paladin gains a +4 sacred bonus on saves against charm effects and figments, and gains a bonus equal to her Charisma modifier on Will saving throws. This ability replaces divine grace.

Pure of Body (Su): Upon reaching 8th level, the paladin has a 50% chance to turn any critical hit or sneak attack against her into a normal hit, as if she were wearing *fortification* armor. This ability replaces aura of resolve.

Code of Conduct: Never engage in a romantic relationship or a sexual act.

Oath Spells: 1st—*remove fear*; 2nd—*confess***; 3rd—*heroism*; 4th—*freedom of movement*.

Oath of Loyalty

To most paladins, their word is everything. When they say something, it will be done. Those who take this oath put that ideal to the test every day. The oathbound paladin's word is a promise, a sacred bond, and also greater power in the cause of law and good. She is careful with her words, lest she agree to something she cannot fully support.

Deities: Abadar, Iomedae, Sarenrae, Shelyn, Torag.

Loyal Oath (Su): Once per day, an oathbound paladin can choose a willing creature within line of sight as the target of her loyal oath. When the paladin is adjacent to the target of her loyal oath, she grants the target a sacred bonus on saving throws and to Armor Class equal to the paladin's Charisma bonus. The loyal oath lasts 1 minute, or until the paladin dismisses it (a free action) or discharges it (see below), whichever comes first.

If the target is struck by an enemy and the paladin is adjacent to that enemy, as an immediate action she may make a single melee attack against that enemy; making this attack ends the loyal oath. At 4th level and every three levels thereafter, the paladin may use her loyal oath one additional time per day. This ability replaces smite evil.

Loyal Guardian (Su): At 8th level, whenever the target of the paladin's loyal oath is hit with a melee or ranged attack, if the paladin is adjacent to the target, she can spend an immediate action to have the attack automatically hit her instead of the intended target. This ends the loyal oath.

Code of Conduct: Keep all promises. Never make an oath or promise lightly. Never go back on an oath.

Oath Spells: 1st—*wrath***; 2nd—*aid*; 3rd—*helping hand*; 4th—*sending*.

Oath of Vengeance

While all paladins uphold the principals of law and good, sometimes these ideas must have a ruthless and dangerous side. It often falls upon a paladin to bring justice in the form of vengeance upon heinous transgressors against law and good. These oathbound paladins are always on the hunt for those who have perpetrated evil, and are the instrument of Heaven's most definitive and implacable judgment.

Deities: Iomedae, Torag.

Channel Wrath (Su): When an oathbound paladin reach 4th level, she can spend two uses of her lay on hands ability to gain an extra use of smite evil that day. This ability has no effect for a paladin who does not have the smite evil ability. This ability replaces channel positive energy.

Powerful Justice (Su): At 11th level, an oathbound paladin may spends one use of her smite evil ability to grant her allies within 10 feet the ability to smite evil, except they only gain the paladin's bonus to damage, not her smite's attack bonus or ability to bypass DR. This ability replaces aura of justice.

Oath Spells: 1st—*wrath***; 2nd—*confess***; 3rd—*blessing of fervor***; 4th—*order's wrath*.



RANGER

Rangers are the masters of the borderlands, staunch and adaptable keepers of their chosen domains. Where druids seek solace in nature, rangers occupy the blurred lines between society and the wild, learning from their favored environments and hardening themselves into apex predators within their domains, whether they be scouts, trackers, bounty hunters, or other fringe-dwellers. Though most people think of rangers as physical warriors, in fact they possess many important spellcasting abilities as well.

The following section introduces ranger traps (simple improvised traps that sometimes incorporate the ranger's magical abilities) and a new ranger archetype—the trapper, who is an expert with all kinds of traps.

RANGER TRAPS

Rangers are legendary for their ability to hunt down and capture their prey. Some rangers can create elaborate traps out of scraps, vines, and perhaps a little bit of specialized magic. Characters can learn how to set these traps by taking the Learn Ranger Trap feat or by having the trapper ranger archetype.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another ranger trap or a magical trap such as a glyph of warding. The ranger only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to $10 + 1/2$ the character's level + the character's Wisdom bonus. All ranger traps are **Trigger**: location, and **Reset**: none.

Ranger traps are either extraordinary or supernatural; extraordinary traps are **Type**: mechanical, and supernatural traps are **Type**: magic. Some of the traps listed below may be set as extraordinary traps or as magical (supernatural) traps; learning such a trap lets a ranger set it either way. An extraordinary trap has a -2 penalty to its DC. An extraordinary trap lasts 1 day per ranger level or until it is triggered, whichever comes first. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day (or hour, for a magical trap) that passes after it is set. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

ALARM TRAP* (EX OR SU)

EFFECTS

Effect When the trap is triggered, it also creates a momentary loud noise equivalent to the audible alarm version of *alarm*.

BURNING TRAP* (EX OR SU)

EFFECTS

Effect A ranger can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking $1d6$ points of fire damage at the start of its turn for $1d4$ rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a $+4$ bonus on this save.

EXPLODING TRAP* (EX OR SU)

EFFECTS

Effect A ranger can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to $1d6 + 1/2$ the ranger's level (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FIRE TRAP (EX OR SU)

EFFECTS

Effect The trap explodes in flames, dealing a number of points of fire damage equal to $1d6 + 1/2$ the ranger's level to the triggering creature (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FREEZING TRAP (SU)

EFFECTS

Effect The trap creates a burst of ice that damages and encases the triggering creature. The creature takes $1d3$ points of cold damage + $1/4$ the ranger's level and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful Reflex save halves the damage and means the creature is not stuck to the floor by the ice. The ice is 1 inch thick per 2 Hit Dice of the ranger (minimum 1), has hardness 0 and 3 hit points per inch of thickness, and melts in $2d4$ rounds.

MARKING TRAP* (EX OR SU)

EFFECTS

Effect If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the ranger's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

POISON TRAP (EX OR SU)

EFFECTS

Effect The trap poisons the creature that triggers it. If it is a

supernatural trap, the poison deals 1d2 Con damage per round for 6 rounds. If it is an extraordinary trap, the ranger must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC.

SLEET TRAP (SU)

EFFECTS

Effect The detonating trap creates a 20-foot-radius burst of sleet with the effects of a *sleet storm*. The driving sleet lasts for 1 round, but the icy ground persists for 1 round per ranger level.

SNARE TRAP (EX OR SU)

EFFECTS

Effect The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the ranger's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the ranger's option, if there is a tall object or structure nearby, she can have the trap lift the creature.

SWARM TRAP (EX OR SU)

EFFECTS

Effect The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses. If the trap is an extraordinary trap, the ranger must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (an extraordinary trap lasts 1 day per level).

TRAPPER (ARCHETYPE)

A trapper is a ranger who focuses exclusively on traps, rather than learning conventional magic. A trapper has the following class features.

Class Skills: A trapper adds Disable Device to her list of class skills in addition to the normal ranger class skills.

Trapfinding: A trapper adds 1/2 her ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). A trapper can use Disable Device to disarm magic traps.

Trap: At 5th level, a trapper learns how to create a snare trap and one other ranger trap of her choice. At 7th

level and every two levels thereafter, she learns another trap. The trapper can use these traps a total number of times per day equal to 1/2 her ranger level + her Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The trapper cannot select an individual trap more than once. This ability replaces the ranger's spells class feature. Trappers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Launch Trap: At 10th level, a trapper can affix a magical ranger trap to an arrow, crossbow bolt, or thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the ranger had set the trap in that square, except the DC is 5 lower than normal. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used.



SORCERER

Sorcerous power is, by its very nature, a strange and unpredictable thing, the result of mysterious magical heritages and the intermingling of creatures both legendary and mundane. With the magical legacies flowing through their veins, sorcerers can undertake great works capable of placing them forever in the halls of heroes—or laying waste to all around them.

The following section introduces new sorcerer bloodlines, as well as two new sorcerer archetypes—crossblooded and wildblooded—the latter of which comes with its own unique selection of modified bloodlines to reflect its bizarre and mutated origins.

BLOODLINES

Presented in this section are a number of new bloodlines representing origins of sorcerer abilities.

New feats or spells presented in this book are marked with an asterisk (*). Two asterisks (**) indicate a feat, spell, or bloodline from the *Advanced Player's Guide*.

Accursed

Misfortune, pestilence, and nightmares follow your family like vermin drawn to carrion. Somewhere in your family history, a hag's foul influence entered your bloodline. You may actually be related to the hag, or you may still be suffering the effects of a curse that a hag laid upon your kin in generations past. Now the hag's powers are part of your heritage.

Class Skill: Perception.

Bonus Spells: *ray of enfeeblement* (3rd), *touch of idiocy* (5th), *ray of exhaustion* (7th), *bestow curse* (9th), *feeblemind* (11th), *eyebite* (13th), *insanity* (15th), *dimensional lock* (17th), *energy drain* (19th).

Bonus Feats: Alertness, Blind-Fight, Combat Casting, Deceitful, Defensive Combat Training, Endurance, Great Fortitude, Mounted Combat.

Bloodline Arcana: You count as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever you are within 30 feet of another sorcerer with this bloodline or a witch with the coven hex, you can use the aid another action to grant a +1 bonus to the other spellcaster's caster level for 1 round.

Bloodline Powers: The source of your power isn't pretty, but it does allow you to emulate the preternatural ugliness and toughness of a hag—though doing so won't help you make friends.

Horrific Visage (Su): At 1st level, you can draw upon your hag ancestor to cause one target to perceive you as having

a horrifying appearance. As a standard action, you can force one target within 30 feet to make a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be shaken for 1 round for every 2 sorcerer levels you possess (minimum 1 round). This is a mind-affecting, fear-based ability. This fear does not stack with other fear effects. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Wretched Endurance (Ex): At 3rd level, you gain a +2 bonus on all saving throws against charm, cold, fear, fire, and sleep effects. And 9th level, these bonuses increase to +4.

Dread Gaze (Su): At 9th level, you gain a form of the green hag's evil eye power. As a standard action, you may fix your gaze on any one creature within 60 feet. The target must make a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be staggered for 1 round for every 2 sorcerer levels you possess. You may use this ability once per day at 9th level. At 17th level, you can use this ability twice per day. At 20th level, you may use this ability three times per day.

Dream Walking (Sp): At 15th level, you can enter the ethereal plane. This functions like *ethereal jaunt*, but with a duration of 1 minute for every 2 sorcerer levels you possess. Once during this trip, you may cast *nightmare* as a spell-like ability on a creature you see on the Material Plane. (This is an exception to the normal rule that ethereal creatures cannot affect targets on the Material Plane).

Fearsome Survival (Su): At 20th level, your hag-blood gives you considerable resilience. You gain DR 10/cold iron, and gain SR equal to 6 + your sorcerer level.

Djinni

You were born with the power of air genies, and the magic of the djinni is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *shocking grasp* (3rd), *invisibility* (5th), *fly* (7th), *minor creation* (9th), *overland flight* (11th), *chain lightning* (13th), *plane shift* (15th), *greater planar binding* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to electricity. This also changes the spell's descriptors to match this energy type.

Bloodline Powers: Like a djinni, you have both natural power over air and several other genie-based abilities.

Electricity Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of electricity damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain electricity resistance 10. Your electricity resistance increases to 20 at 9th level.

Whirlwind (Su): At 9th level, you gain the ability to turn into a 10-foot-high whirlwind once per day for 1 round per sorcerer level (see page 306 of the *Pathfinder RPG Bestiary*).

Elemental Movement (Su): At 15th level, you gain a fly speed of 60 feet with average maneuverability.

Power of the Djinn (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited wish* as a spell-like ability. Such wishes must begin with the words “I wish,” and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability to duplicate a spell with a costly material component, you must provide that component.

You also become immune to electricity damage, and can use *plane shift* once per day to travel to or from the Plane of Air.

Efreeti

You were born with the power of fire genies, and the magic of the efreeti is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *enlarge person* (3rd), *scorching ray* (5th), *fireball* (7th), *wall of fire* (9th), *persistent image* (11th), *planar binding* (13th), *plane shift* (15th), *giant form II* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to fire. This also changes the spell’s descriptors to match this energy type.

Bloodline Powers: Like an efreeti, you have both natural power over air and several other genie-based abilities.

Fire Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of fire damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain fire resistance 10. At 9th level, your fire resistance increases to 20.

Efreeti Form (Su): At 9th level, you gain the ability to assume the form of an efreeti once per day. This acts like the spell *giant form I*, except you only use it to become an efreeti and its duration is 1 round per level. While in this form, you also gain an efreeti’s heat ability.

Elemental Movement (Su): At 15th level, your base speed increases by +30 feet.

Power of the Efreet (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited*

wish as a spell-like ability. Such wishes must begin with the words “I wish,” and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability to duplicate a spell with a costly material component, you must provide that component.

You also become immune to fire damage, and can use *plane shift* once per day to travel to or from the Plane of Fire.

Maestro

The spiritual power of art and song runs strongly through your family line. This may be the result of ancient pacts made with azata patrons, or even an inheritance from a lillend or trumpet archon ancestor. It could also be the lingering taint of a less savory heritage, such as from a harpy or a forefather driven to madness by the disquieting gibbering of a shoggoth. However it came to be, your family’s artistic bent shows itself strongly in your magic.

Class Skill: Perform.

Bonus Spells: *ventriloquism* (3rd), *hideous laughter* (5th), *suggestion* (7th), *shout* (9th), *dominate person* (11th), *mass suggestion* (13th), *power word blind* (15th), *greater shout* (17th), *wail of the banshee* (19th).

Bonus Feats: Deceitful, Greater Spell Focus (enchantment), Mystic Motif*, Persuasive, Skill Focus (Perform), Spell Focus (enchantment), Spellsong*, Still Spell.

Bloodline Arcana: Whenever you cast a spell with a verbal component and no somatic or material component, you treat your caster level as if it were one higher.

Bloodline Powers: You hear music whenever you cast spells, and can use the songs in your head to create magic effects.

Beguiling Voice (Ex): At 1st level, you can use the sound of your voice to lull a target creature into taking no action. This ability acts as the *daze* spell, except it is language-dependent, has a duration of 1 round, and affects a living creature whose Hit Dice do not exceed your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fascinate (Ex): At 3rd level, you gain the ability to use a Perform skill to cause one or more creatures to become fascinated with you. This acts as the fascinate bardic perform ability, except the save DC is 10 + 1/2 your sorcerer level + your Charisma bonus, and it lasts 1 round/level. You may use this ability once per day at 3rd level, twice per day at 8th level, three times per day at 13th level, and four times per day at 18th level.

Perfect Voice (Su): At 9th level, you understand all efforts to communicate through sound, and can make yourself understood to any creature able to understand language. You can speak to, and understand the speech of, any creature that understands at least one spoken language. The save DCs of language-dependent spells you cast increase by +1.



Inspire (Sp): At 15th level, your artistic magic can inspire your allies to great accomplishments. You can use *greater heroism* as a spell-like ability. You can use this ability once per day at 15th level, twice per day at 17th level, and three times per day at 19th level.

Grand Maestro (Su): At 20th level, the power of pure magic music flows through you. You cast any spell with a verbal component as if it had the Still Spell metamagic feat applied to it, with no increase to the casting time or spell slot required to cast it. You gain immunity to sonic damage and language-dependent spells.

Marid

You were born with the power of water genies, and the magic of the marids is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *obscuring mist* (3rd), *see invisibility* (5th), *gaseous form* (7th), *wall of ice* (9th), *persistent image* (11th), *elemental body III* (13th), *plane shift* (15th), *polar ray* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to cold. This also changes the spell's descriptors to match this energy type.

Bloodline Powers: Like a marid, you have both natural power over water and several other genie-based abilities.

Frost Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of cold damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain cold resistance 10. At 9th level, your cold resistance increases to 20.

Water's Fury (Su): At 9th level, you gain the ability to summon a rushing jet of water from the elemental plane of water and direct it against your foes. As a standard action, you can create a jet of water in a 60-foot line that deals 1d6 points of damage per two sorcerer levels you possess, and blinds the target that was struck for 1d6 rounds. A Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma bonus) reduces the damage by half and negates the blinding effect.

Elemental Movement (Su): At 15th level, you gain a swim speed of 60 feet.

Power of the Marid (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited wish* as a spell-like ability. Such wishes must begin with the words "I wish," and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability

to duplicate a spell with a costly material component, you must provide that component.

You become immune to cold damage, and can use *plane shift* once per day to travel to or from the Plane of Water.

Rakshasa

At some point in your family's history, one of your ancestors was tainted by the influence of a rakshasa. Though most of your family seem entirely normal, you have always felt your own skin is a prison from which magic allows you to escape. Your birthright is a secret you may be forced to keep from societies that would never deal with you if your heritage were known.

Class Skill: Disguise.

Bonus Spells: *charm person* (3rd), *invisibility* (5th), *suggestion* (7th), *detect scrying* (9th), *prying eyes* (11th), *mass suggestion* (13th), *greater polymorph* (15th), *mind blank* (17th), *dominate monster* (19th).

Bonus Feats: Arcane Armor Mastery, Arcane Armor Training, Deceptive, Detect Expertise*, Light Armor Proficiency, Martial Weapon Proficiency, Mystic Motif*, Stealthy.

Bloodline Arcana: Add half your sorcerer level to the Spellcraft DC for others to identify spells you cast. If their checks fail by 5 or more, they mistakenly believe you are casting an entirely different spell (selected by you when you begin casting).

Bloodline Powers: You can call upon the nearly divine power of your rakshasa ancestors, giving you the power to convincingly deceive your enemies.

Silver Tongue (Su): At 1st level, you can draw upon your outsider heritage to spin amazingly convincing lies. Activating this ability is a swift action. You gain a +5 bonus on one Bluff check made to convince another of the truth of your words (similar to using *glibness*). If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (DC 10 + your sorcerer level) to succeed. Failure means the effect does not detect your lies or force you to speak only the truth. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Mind Reader (Sp): At 3rd level, you can read minds as a spell-like ability. This ability acts like *detect thoughts*, except it lasts only 1 round, you use it on a single target as a standard action, and if the target fails its Will save, you gain information as if you had concentrated on it for 3 rounds. You may use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 20th level.

Hide Aura (Sp): At 9th level, you can conceal yourself from prying magic. This ability acts like a constant *nondetection* spell cast upon yourself. You can end or restore this protection as a move action.

Alter Self (Sp): At 15th level, you can change your shape into that of any humanoid at will. This ability acts like *alter self*, except you may remain in a chosen form as long as you want.

Outsider (Su): At 20th level, your natural form becomes an animal-headed humanoid, like a true rakshasa. This does not affect your ability to speak or cast spells. You can use your *alter self* or other disguise and polymorph abilities to assume your original form or other forms when it suits you. You are forevermore treated as a native outsider rather than as a humanoid (or whatever your original type was) for the purpose of spells and other magical effects. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. You gain DR 10/piercing.

Shaitan

You were born with the power of earth genies, and the magic of the shaitans is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *true strike* (3rd), *glitterdust* (5th), *greater magic weapon* (7th), *stoneskin* (9th), *wall of stone* (11th), *wall of iron* (13th), *plane shift* (15th), *iron body* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to acid. This effect also changes the spell's descriptors to match this energy type.

Bloodline Powers: Like a shaitan, you have both natural power over earth, and several other genie-based abilities.

Acid Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of acid damage +1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain acid resistance 10. At 9th level, your acid resistance increases to 20.

Avalanche (Su): At 9th level, whenever you hit a single target with a spell that deals damage, you may make a bull rush check as a swift action. Your CMB for this maneuver is equal to your sorcerer caster level + your Charisma bonus. You can make this maneuver even if the target is not in melee range, and you do not provoke an attack of opportunity for making this maneuver. If the target is in contact with earth, stone, or rock, you gain a +4 bonus on your CMB check.

Elemental Movement (Su): At 15th level, you gain a burrow speed of 30 feet.

Power of the Shaitan (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited*

wish as a spell-like ability. Such wishes must begin with the words "I wish," and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability to duplicate a spell with a costly material component, you must provide that component.

You become immune to electricity damage, and can use *plane shift* once per day to travel to or from the Plane of Water.

CROSSBLOODED (ARCHETYPE)

A crossblooded bloodline combines the powers of two distinct heritages. In most cases, sorcerers with this bloodline are the offspring of two sorcerers from different ancestries, but occasionally a crossblooded sorcerer arises from the conjunction of other powers. A draconic sorcerer who is also the culmination of a great destiny, an abyssal sorcerer from a family that dealt with devils, and an arcane sorcerer raised from birth by fey are all possible sources for crossblooded bloodlines.

A crossblooded sorcerer selects two different bloodlines. The sorcerer may gain access to the skills, feats, and some of the powers of both bloodlines she is descended from, but at the cost of reduced mental clarity and choice (see Drawbacks).

Class Skill: A crossblooded sorcerer receives the bonus class skill from both of her bloodlines. If these are the same skill, this does not grant any additional benefit.

Bonus Spells: A crossblooded sorcerer may select her bonus spells from either of her bloodlines. The sorcerer also has the choice to learn a lower-level bonus spell she did not choose in place of the higher-level bonus spell she would normally gain. Lower-level bonus spells learned this way always use the spell level that they would be if the sorcerer had learned them with the appropriate bonus spell.

Example: A 3rd-level aberrant/abyssal crossblooded sorcerer has the choice of learning *cause fear* or *enlarge person* as her bloodline bonus spell. If she selected *cause fear* as her 3rd-level bonus spell, at 5th level she could use her new bonus spell to learn *enlarge person* instead of *bull's strength* or *see invisibility*, and she would add it to her list of 1st-level spells known (just as if she had learned it as her 3rd-level bonus spell).

Bonus Feat: A crossblooded sorcerer combines the bonus feat lists from both of her bloodlines and may select her bloodline bonus feats from this combined list.

Bloodline Arcana: A crossblooded sorcerer gains the bloodline arcana of both her bloodlines.

Bloodline Powers: At 1st, 3rd, 9th, 15th, and 20th levels, a crossblooded sorcerer gains one of the two new bloodline powers available to her at that level. She may instead select a lower-level bloodline power she did not choose in place of one of these higher-level powers.

Drawbacks: A crossblooded sorcerer has one fewer spell known at each level (including cantrips) than is presented on Table 3-15: Sorcerer Spells Known on page 73 of the *Core Rulebook*. Furthermore, the conflicting urges created by the divergent nature of the crossblooded sorcerer's dual heritage forces her to constantly take some mental effort just to remain focused on her current situation and needs. This leaves her with less mental resolve to deal with external threats. A crossblooded sorcerer always takes a –2 penalty on Will saves.

WILDBLOODED (ARCHETYPE)

A wildblooded sorcerer has a mutated version of a more common bloodline, with one arcana and at least one bloodline power that are different from those of an unmutated bloodline. When creating a wildblooded sorcerer, select an existing bloodline (such as one from the *Core Rulebook*, the *Advanced Player's Guide*, or this book), then select one of the following mutated bloodlines associated with that bloodline. Use the normal bloodline's class skill, bonus spells, and bonus feats, and the mutated bloodline's bloodline arcana. Use the normal bloodline's bloodline powers, except when the mutated bloodline replaces one of those powers.

Anarchic

Your magical power taps into pure anarchy.

Associated Bloodline: Protean**.

Bloodline Arcana: Whenever you fail a concentration check to cast a spell, a cantrip effect is created. Randomly determine one of your cantrips known (for example, if you know 6 cantrips, roll 1d6). There is a 50% chance this cantrip affects a target of your choice within 60 feet; otherwise it affects you.

Bloodline Powers: Raw magical energy lashes out when you destroy or negate hostile spells.

Wild Feedback (Su): At 3rd level, when you successfully dispel or counterspell an opponent's spell, the caster (if it is within 100 feet) takes 1d6 points of damage +1 per level of the spell affected. This bloodline power replaces protean resistances.

Arial

Your magic is more focused on the power of air and rain than on lightning and thunder.

Associated Bloodline: Stormborn**.

Bloodline Arcana: Whenever outdoors during any form of precipitation, your effective caster level is increased by 2.

Bloodline Powers: The greatest storms bring ruin through wind, not electricity.

Windcaller (Sp): At 9th level, you can call the winds to obey your commands for 1 minute per level. This functions like *control winds*, except that you may choose to be immune to any increased wind effects you create. The ability's duration does not need to be consecutive, but it must be used in 1-minute increments. This bloodline power replaces thunderbolt.

Bedrock

Your earth magic is more defensive than offensive.

Associated Bloodline: Deep Earth**.

Bloodline Arcana: Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/adamantine equal to 1/2 your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

Bloodline Powers: Rock is timeless; it endures.

Iron Hide (Sp): At 9th level, as a swift action, you can grant yourself DR 10/adamantine for a number of rounds per day equal to your sorcerer level. The rounds do not need to be used consecutively. This bloodline power replaces crystal shard.

Brutal

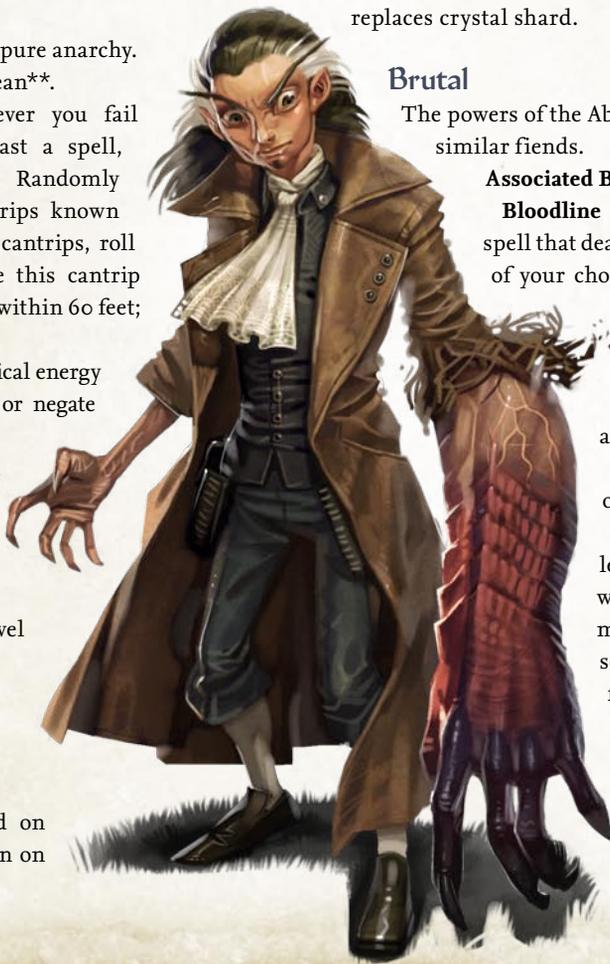
The powers of the Abyss can vary radically, even for similar fiends.

Associated Bloodline: Abyssal.

Bloodline Arcana: Whenever you cast a spell that deals hit point damage, one target of your choice affected by the spell takes 2 additional hit points of damage. This ability has no effect on spells that do not deal hit point damage (such as ability score damage).

Bloodline Powers: Flight is often the key to survival.

Wings of the Abyss (Su): At 9th level, you can sprout leathery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1-minute increments. This bloodline power replaces strength of the abyss.



Empyrean

Your heavenly power derives from insight rather than force of personality.

Associated Bloodline: Celestial.

Bloodline Arcana: Unlike most sorcerers whose innate magic is powered by force of personality, you use pure willpower to master and fuel your magic. You use your Wisdom, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells. You gain a +2 bonus on all Heal and Knowledge (religion) checks.

Bloodline Powers: Your quasi-divine nature gives you strange powers.

Sacred Cistern (Su): At 9th level, your bloodline makes you a natural receptacle of divine energy. You can channel energy once per day as a cleric of your sorcerer level – 4. This bloodline power replaces wings of heaven.

Envenomed

The ophidian source of your bloodline has more to do with stealth and assassination than it does with leadership and alliances.

Associated Bloodline: Serpentine**.

Bloodline Arcana: You gain a +2 bonus on Acrobatics, Climb, and Stealth checks.

Bloodline Powers: The stink of poison taints your magic.

Envenom (Su): At 3rd level, as a swift action, you can lick or bite a melee weapon to imbue it with 1 dose of black adder venom (see page 558 of the *Core Rulebook*). The poison's DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability once per day at 3rd level, and one additional time per day for every three additional levels. The poison cannot be removed or stored, and the weapon loses the benefit of the poison after the first successful attack or 1 hour has passed. The bloodline power replaces serpentfriend.

Groveborn

Some plant magic is more green, while some is more brown, like hardwood.

Associated Bloodline: Verdant**.

Bloodline Arcana: Your powers of compulsion can affect even plant creatures. Whenever you cast a mind-affecting or language-dependent spell, it affects creatures of the plant type as if they were humanoids that understood your language.

Bloodline Powers: Your nature powers create tough, resilient minions.

Lush Summoning (Su): At 3rd level, whenever you summon creatures with a conjuration (summoning) spell, you can decide that they appear green and leafy. The natural armor bonus of such creatures is increased by +2, and

they gain a +4 bonus on saves against paralysis, poison, polymorph, sleep, and stunning. This bloodline power replaces photosynthesis.

Karmic

The universe punishes those who interfere with destiny.

Associated Bloodline: Destined.

Bloodline Arcana: If you are casting defensively because a creature is threatening you and you fail your concentration check, one of the creatures that is threatening you provokes an attack of opportunity from you or from one ally who is adjacent to the enemy. You decide which creature provokes this attack and which of its adjacent opponents may make the attack.

Bloodline Powers: Your blood responds angrily when you are attacked.

Fate's Retribution (Su): Starting at 1st level, when you are hit by a melee attack, as an immediate action, you can curse the creature that struck you. The target takes a –2 penalty on all attack and damage rolls for 1d4 rounds. A Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) negates this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces touch of destiny.

Linnorm

Your draconic heritage stems from a mighty, primordial linnorm rather than from the more common, somewhat civilized dragons.

Associated Bloodline: Draconic.

Bloodline Arcana: Whenever you cast a spell with an energy descriptor that matches your linnorm bloodline's energy type, you gain a natural armor bonus equal to the spell's level for 1d4 rounds.

Bloodline Powers: True dragons blast their foes with rays of energy.

Elemental Spit (Su): Starting at 1st level, you can fire an elemental ray that matches your linnorm bloodline's energy type as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces claws.

Pit-Touched

Your diabolic corruption is from a source in the deepest parts of Hell.

Associated Bloodline: Infernal.

Bloodline Arcana: Whenever you cast a spell, you gain a bonus on Intimidate checks equal to the spell's level for 1 round.

Bloodline Powers: The crushing weight of evil has given you the strength to endure.

Tough as Hell (Ex): At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and to +6 at 17th level. This bloodline power replaces hellfire.

Primal

Your powers are attuned to the concentrated core of the elemental plane.

Associated Bloodline: Elemental.

Bloodline Arcana: Whenever you cast a spell with an energy descriptor that matches your elemental bloodline's energy type, that spell deals +1 point of damage per die rolled.

Bloodline Powers: You can infuse raw energy into your summoned minions.

Elementalist Summoning (Su): At 9th level, whenever you summon a creature, it gains energy resistance 10 against the energy type that matches your elemental bloodline (if it already has such resistance, its resistance increases by +5), and its natural attacks deal an additional 1d6 points of damage of the same energy type. This bloodline power replaces elemental blast.

Rime-Blooded

The wintry origin of your magic flows like ice water in your veins.

Associated Bloodline: Boreal**.

Bloodline Arcana: Whenever you cast a spell with the cold descriptor, you may select one target of the spell to be slowed (as the spell) for 1 round. A Fortitude save (DC 10 + the level of cold spell + your Charisma modifier) negates the effect.

Bloodline Powers: Sometimes you must bring the cold to your enemies.

Freezing Bolt (Sp): At 9th level, you can cause the air to erupt in freezing sleet. This 10-foot-radius burst does 1d6 points of cold damage per sorcerer level (Reflex half). The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet. This bloodline power replaces snow shroud.

Sage

Scholars of the arcane are always creating new means to use magic.

Associated Bloodline: Arcane.

Bloodline Arcana: Unlike most sorcerers, whose innate magic is powered by force of personality, you use your intellect to understand and master your mystic powers. You use your Intelligence, rather than your Charisma, to determine all class features and effects relating to

your sorcerer class, such as bonus spells per day, the maximum spell level you can cast, the save DCs of your spells, and the number of daily uses of your bloodline powers. You gain a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

Bloodline Powers: Your preferred focus is a bolt of mind-spun magic.

Arcane Bolt (Sp): Starting at 1st level, you can unleash a ray of magic force as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is treated as a spell of a level equal to half your sorcerer level, and is a force effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces arcane bond.

Sanguine

The power of undeath can derive from cold blood as well as hard bone.

Associated Bloodline: Undead.

Bloodline Arcana: Whenever you cast a spell of the necromancy school, your effective caster level is increased by 1.

Bloodline Powers: Your magic emulates that of the hungry dead.

The Blood Is the Life (Su): At 1st level, you can gain sustenance from the blood of the recently dead. As a standard action, you can drink the blood of a creature that died within the past minute. The creature must be corporeal, must be at least the same size as you, and must have blood. This ability heals you 1d6 hit points and nourishes you as if you'd had a full meal. You may use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces grave touch.

Seaborn

Your powers rise like the tides.

Associated Bloodline: Aquatic**.

Bloodline Arcana: When you are in a body of water large enough to float in, your effective caster level is increased by 1.

Bloodline Powers: You prefer to attack with water rather than to leech it away.

Water Blast (Sp): As a standard action, you can fire a bolt of water at a foe within 30 feet as a ranged touch attack. The foe is knocked prone, and at your option may be pushed 5 feet directly away from you. A reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) negates this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces dehydrating touch.

Sylvan

Your ties to nature have more to do with creatures than with capriciousness.

Associated Bloodline: Fey.

Bloodline Arcana: See bloodline powers.

Bloodline Powers: Your magic shows a kinship to that of the beast-talkers and shapechanger fey.

Animal Companion (Ex): You gain an animal companion. Your effective druid level for this ability is equal to your sorcerer level – 3 (minimum 1st). This bloodline power counts as your bloodline arcana and also replaces laughing touch.

Fey Wings (Su): At 15th level, you can grow insectlike wings from your back and become one size category smaller (as if you had used *reduce person*), gaining a fly speed of 60 feet with average maneuverability. You can maintain this form for 1 minute per level. This duration does not need to be consecutive, but it must be used in 1-minute increments. This bloodline power replaces fey magic.

Umbral

Your nature is to gather the darkness into yourself.

Associated Bloodline: Shadow**.

Bloodline Arcana: Whenever you cast a spell in an area of dim light or darkness, your effective caster level is increased by 1.

Bloodline Powers: Your shadow magic is more defensive than offensive.

Cloak of Shadows (Sp): At 1st level, as a standard action, you can grant one target a cloak of shadows. This cloak gives the target a bonus on Stealth checks made in areas of dim or no light equal to 1/2 your sorcerer level for 1 round per 2 sorcerer levels you possess (minimum +1 bonus for 1 round). You may use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces shadowstrike.

Visionary

Your dream-magic strongly influences the waking world.

Associated Bloodline: Dreamspun**.

Bloodline Arcana: Though you can still only regain spells once per day, you need only a single hour of sleep prior to doing so. (You still risk fatigue as normal if you don't receive enough rest.)

Bloodline Powers: Your dreams hint at the future.

Visions (Sp): At 9th level, when you sleep, you can gain information through prophetic visions. Once per day when sleeping, you may gain information about actions taken in the next week as if you had cast a *divination* spell. You can gain information about a single question at 9th level. At 17th level, you can have two questions answered while you sleep, and at 20th level, three questions. This bloodline power replaces dreamshaper.

Void-Touched

The darkness between the stars calls to you.

Associated Bloodline: Starsoul**.

Bloodline Arcana: Whenever you cast an evocation spell, you may select one affected target that fails its save to suffer the choking airlessness of the void, silencing it (as *silence*, but affecting only the target) for 1 round. This is a supernatural ability.

Bloodline Powers: Your magic is blacker than any night.

Black Motes (Sp): This ability works exactly like (and replaces) minute meteors, except it deals cold damage.

Voidfield (Sp): At 9th level, you can create an area influenced by the black void. This ability acts as an *ice storm*, except the area is also subject to *deeper darkness* for 1 round per four sorcerer levels. You may use this ability once per day at 3rd level, and one additional time per day for every three additional levels. The bloodline power replaces aurora borealis.

Warped

The alien taint in your blood causes malformations and mutations in others.

Associated Bloodline: Aberrant.

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, one target of your choice may receive one random effect from the Warped Polymorph Benefits table (see below). This bonus lasts as long as the polymorph effect on the target.

Bloodline Powers: Your strange blood brings out the worst in people.

Warp Touch (Sp): Starting at 1st level, you create brief, disorienting changes in a creature's physical form. This ability affects one creature within 30 feet, which is dazed for 1 round (Fortitude negates; DC 10 + 1/2 your sorcerer level + your Charisma modifier). You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces acidic ray.

TABLE 1-4: WARPED POLYMORPH BENEFITS

d12	Effect
1	Double-Jointed: +2 on Escape Artist checks.
2	Webbed Digits: +2 on Swim checks.
3	Iron Grip: +2 on Climb checks and to CMD against disarm maneuvers.
4	Bug Eyes: +2 on Perception checks.
5	Camouflage: +2 on Stealth checks.
6	Tough Hide: +1 natural armor bonus.
7	Hardy: +1 on Fortitude saving throws.
8	Lively: +1 on Reflex saving throws.
9	Astute: +1 on Will saves.
10	Quick: +5 ft. movement rate.
11	Vicious: +1 on melee attack rolls.
12	Eagle Eyes: +1 on ranged attack rolls.

SUMMONER

The summoner is a complex and unusual class. Its most prominent class feature is the eidolon, a customizable monster that “always appears as some sort of fantastical creature.” What kind of fantastical creature this is remains up to the player. Fortunately, mythology and the Pathfinder Roleplaying Game have many examples of fantastical creatures that an eidolon might resemble, from fish-people to angels, and from spider-centaurs to undead monsters.

This section features a new aquatic eidolon base form, allowing players to more quickly design water-themed eidolons. To make building eidolons easier, this section also presents eidolon “models”—a pre-set base form and list of evolutions to make an eidolon resemble a specific kind of creature. Finally, this section describes four new summoner archetypes

AQUATIC BASE FORM

A fourth base form, aquatic, is available to eidolons in addition to the biped, quadruped, and serpentine base forms. The aquatic base form follows all of the normal rules for base forms.

Aquatic

Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 40 ft.; **AC** +4 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, improved natural armor, gills, swim (2).

EIDOLON MODELS

An eidolon can look like almost anything its summoner desires. Eidolon models are pre-built examples of base forms and evolutions that provide an easy guide to building an eidolon with a specific appearance or theme.

Using a model does not change the eidolon’s type or give it special abilities unavailable to other eidolons—it is basically a shortcut to allow a player or GM to quickly create an eidolon with a specific look in mind. Each model states the total number of evolution points required to build a complete eidolon with that model; in many cases this build requires most of the summoner’s evolution points, so only a more powerful summoner’s eidolon is a close approximation of the intended creature. For a low-level summoner, some of the eidolon’s features (such as extra hydra heads) may be cosmetic until he gains evolution points to spend.

The **Base Form** lists the eidolon’s recommended base form for that model. **Primary Evolutions** are a list of

recommended evolutions to choose when you start building an eidolon with that model. **Additional Evolutions** are a list of other evolutions to complete the modeled eidolon’s form and abilities. Evolutions marked with an asterisk (*) are new evolutions from later in this section.

Aboleth

The eidolon looks like an aberrant aquatic creature such as an aboleth.

25 points: **Base Form** aquatic; **Primary Evolutions** reach (tentacles), tentacles (2); **Secondary Evolutions** basic magic* (*ghost sound*), huge, large, major magic* (*minor image*), minor magic* (*silent image*), tentacles (2), ultimate magic* (*major image*).

Angel

The eidolon looks like a celestial being such as an angel, archon, or azata. Angel eidolons usually appear as beautiful humanoids with large, feathered wings.

24 points: **Base Form** biped; **Primary Evolutions** resistance (fire or electricity), weapon training; **Secondary Evolutions** basic magic* (*stabilize*), damage reduction (*evil*), flight, immunity (acid or cold), major magic* (*cure moderate wounds* or *invisibility*), minor magic* (*cure light wounds* or *detect evil*), spell resistance, ultimate magic* (*cure serious wounds*, *daylight*, or *tongues*) or *dimension door**.

Behir

This model creates a multi-legged, reptilian eidolon that looks like a behir.

24 points: **Base Form** quadruped; **Primary Evolutions** climb, limbs (legs); **Secondary Evolutions** breath weapon (electricity), grab (bite), immunity (electricity), large, limbs (legs, 3), swallow whole.

Bodyguard

The eidolon looks like a humanoid warrior. The natural armor of a bodyguard eidolon appears to be a suit of metal plate, though this armor is actually part of the eidolon’s body. Bodyguard eidolons are normally trained in a variety of dangerous weapons.

11 points: **Base Form** biped; **Primary Evolutions** improved natural armor, weapon training; **Secondary Evolutions** ability increase (Strength), fast healing, weapon training (martial).

Centaur

The eidolon has the upper torso of a humanoid and the lower body of a quadruped (such as a horse). A centaur eidolon’s upper humanoid torso is smaller than its quadrupedal body. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most centaur eidolons). The centaur model can also be used to create a

lamia (a centaur eidolon with the upper body of a woman and the lower body of a lion) by replacing the hooves evolution with claws and taking basic magic* (*touch of fatigue*), minor magic* (*ventriloquism*), major magic* (*daze monster*), and ultimate magic* (*major image*), resulting in a 23-point model.

13 points: **Base Form** quadruped; **Primary Evolutions** limbs (arms), hooves*; **Secondary Evolutions** large, trample, weapon training, weapon training (martial).

Chimera

The eidolon looks like chimera—a lion with wings and two additional heads, those of a dragon and a goat. The color of the dragon's head determines the chimera eidolon's breath weapon type.

19 points: **Base Form** quadruped; **Primary Evolutions** claws, head*; **Secondary Evolutions** bite, breath weapon, flight, gore, head*, large, scent.

Demon

The eidolon has a demonic appearance. Demon eidolons have no recommended base form, as demons can have almost any form. A marilith demon eidolon might have the serpentine base form, while a vroock demon eidolon would have the biped base form.

26 points: **Base Form** any; **Primary Evolutions** resistance (acid, cold, fire); **Secondary Evolutions** basic magic* (*acid splash*); bite, claws, slam, or tentacle; damage reduction (good); flight; immunity (electricity); magic attacks; major magic* (*darkness* or *see invisibility*); minor magic* (*detect good* or *vanish*); spell resistance; ultimate magic* (*gaseous form* or *stinking cloud*) or *dimension door**.

Devil

The eidolon has an infernal appearance. Devil eidolons might have large bat wings or could fly magically.

26 points: **Base Form** biped; **Primary Evolutions** basic magic* (*daze* or *ray of frost*), magic attacks, resistance (acid or cold); **Secondary Evolutions** damage reduction (good), flight, immunity (fire), major magic* (*invisibility*, *minor image*, or *scorching ray*), minor magic* (*burning hands* or *detect good*), see in darkness*, spell resistance, ultimate magic* (*fireball*, *lightning bolt*, or *major image*) or *dimension door**.

Dragon

The eidolon appears to be a Medium dragon. Making a Small dragon eidolon creates a fairy dragon or pseudodragon. Large or Huge dragons can be created by exchanging one or more of the evolutions below for the large evolution.

26 points: **Base Form** quadruped; **Primary Evolutions** claws, tail, tail slap; **Secondary Evolutions** basic magic* (any), blindsense, breath weapon, flight, frightful presence, immunity, magic attacks, minor magic* (any), spell resistance, wing buffet.

Drider

This centaurlike eidolon has the upper torso of a humanoid and the lower body of a giant spider. A drider eidolon's upper humanoid torso is smaller than its spider body. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most drider eidolons).

25 points: **Base Form** quadruped; **Primary Evolutions** climb, limbs (arms); **Secondary Evolutions** basic magic* (*dancing lights* or *detect magic*), large, limbs (legs, 2), minor magic* (*detect good* or *detect law*), poison, spell resistance, weapon training, web.

Fey

The eidolon looks like a fey creature such as a dryad, nymph, pixie, or satyr. Fey eidolons usually appear as attractive humanoids and may have insect or butterfly wings. An aquatic fey such as a nixie can be created by adding the gills and swim evolutions, resulting in a 24-point model.

22 points: **Base Form** biped; **Primary Evolutions** basic magic* (*daze*, *dancing lights*, *detect magic*, or *ghost sound*), weapon training; **Secondary Evolutions** damage reduction (lawful), *dimension door**, flight, low-light vision*, major magic* (*cure moderate wounds* or *invisibility*), minor magic* (*obscuring mist* or *vanish*), spell resistance.

Genie

The eidolon looks like a genie such as a djinni, efreeti, janni, marid, or shaitan. The eidolon's movement, energy attacks, and immunity depend on what type of genie is created—a djinni has flight, electricity attacks, and immunity to acid; an efreeti has flight, fire attacks, and immunity to fire; a marid has swim, cold attacks, and immunity to cold; and a shaitan has burrow, acid attacks, and immunity to electricity.

21–23 points: **Base Form** biped; **Primary Evolutions** basic magic* (*detect magic*), weapon training; **Secondary Evolutions** burrow, flight, or swim; energy attacks; immunity; large; major magic* (*acid arrow*, *invisibility*, or *scorching ray*); minor magic* (*burning hands* or *obscuring mist*); ultimate magic* (*create food and water*, *gaseous form*, or *water breathing*).

Hydra

The eidolon looks like a multi-headed hydra. This model creates a five-headed hydra. A cryohydra or pyrohydra can be created by adding the breath weapon and immunity evolutions, resulting in a 26-point model.

20 points: **Base Form** serpentine; **Primary Evolutions** bite, head*; **Secondary Evolutions** bite (3), fast healing, head* (3), large.

Linnorm

The eidolon appears to be a Medium-sized linnorm. Large or Huge linnorms can be created by exchanging one or more of the evolutions below for the large evolution. This

model can also be used to create a wingless dragon such as a Chinese dragon.

23 points: **Base Form** serpentine; **Primary Evolutions** claws, limbs (legs); **Secondary Evolutions** breath weapon, fast healing, flight, flight (magic), immunity, poison, spell resistance.

Mammoth

The eidolon is a large, powerful creature with tusks and a prehensile trunk (using the tentacle evolution), such as an elephant or mastodon.

14 points (20 points for Huge): **Base Form** quadruped; **Primary Evolutions** gore, tentacle; **Secondary Evolutions** grab (tentacle), huge, large, mount, scent, slam, trample.

Merfolk

The eidolon has the upper body of a humanoid and the lower body of a fish. This model can be used to create an aquatic humanoid such as a merfolk or sahuagin.

18 points: **Base Form** aquatic; **Primary Evolutions** limbs (arms), tail; **Secondary Evolutions** blindsense, claws or pincers, immunity (cold), no breath*, tail slap, weapon training, weapon training (martial).

Nightmare

The eidolon is a fiery equine similar to a nightmare, possibly suitable for use as a mount.

17 points: **Base Form** quadruped; **Primary Evolutions** energy attacks (fire), hooves*; **Secondary Evolutions** flight (magic), large, minor magic* (*obscuring mist*), mount, resistance (fire), trample.

Sea Serpent

This serpentine, aquatic eidolon looks like a sea serpent or aquatic worm.

18 points, 24 points (Huge): **Base Form** serpentine; **Primary Evolutions** gills, resist (fire), swim; **Secondary Evolutions** constrict, grab (bite and tail slap), immunity (cold), large, swallow whole.

Shark

The eidolon looks like a sleek aquatic predator such as a shark or orca.

16 points: **Base Form** aquatic; **Primary Evolutions** grab (bite), scent; **Secondary Evolutions** blindsense, improved damage (bite), keen scent*, large, swallow whole.

Thing from Beyond

The eidolon has a form that was not meant to be seen by mortal eyes, such as that of a shoggoth, mi-go, star-spawn, or something even worse. The Thing from Beyond can have any base form, with multiple mouths, eyes, claws, and tentacles.

25 points: **Base Form** any; **Primary Evolutions** tentacles (3); **Secondary Evolutions** blindsense, bite, grab (bite or tentacle) immunity (cold, sonic), large, resist (acid, electricity, fire), swallow whole, tremorsense.

Undead

The eidolon appears to be an undead creature, whether a skeleton, zombie, mummy, or even an incorporeal ghost or shadow. A summoner with an undead eidolon must select the undead appearance evolution at 1st level.

19 points: **Base Form** any; **Primary Evolutions** undead appearance*, unnatural aura*; **Secondary Evolutions** channel resistance*, immunity (cold), incorporeal form*, lifestense*, no breath*.

Vermin

The eidolon looks like a large insect or other vermin. Taking the limbs (legs) evolution an additional time creates a giant spider.

16 points, 18 points (spider), 22 or 24 points (Huge): **Base Form** quadruped; **Primary Evolutions** climb, limbs (legs); **Secondary Evolutions** flight, poison, sting, tail, trample, tremorsense, web.

Winged Snake

The eidolon looks like a serpent with wings, such as a couatl or lillend.

23 points (couatl), 26 points (lillend): **Base Form** serpentine; **Primary Evolutions** basic magic* (any), grab; **Secondary Evolutions** couatl (constrict, flight, large, magic attacks, major magic* [*invisibility*], minor magic* [*detect chaos/evil/good/law*], poison, ultimate magic* [*gaseous form*]); lillend (constrict, flight, immunity [electricity], large, limbs [arms], magic attacks, major magic* [*darkness* or *invisibility*], minor magic* [*cure light wounds*], resistance [cold, fire], skilled [Perform], weapon training [martial]).

EVOLUTIONS

The following new evolutions can be taken by any eidolon that meets the prerequisites. Spells marked with a double asterisk (**) are detailed in the *Advanced Player's Guide*.

1-Point Evolutions

The following evolutions cost 1 point from the eidolon's evolution pool.

Basic Magic (Sp): An eidolon learns to cast a basic spell as a spell-like ability. Select one spell from the following list: *acid splash*, *dancing lights*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *ray offrost*, *stabilize*, or *touch offatigue*. This spell can be cast once per day as a spell-like ability. At 4th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the eidolon's Hit Dice. The save

DC for this spell is 10 + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 10 to take this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell.

Hooves (Ex): An eidolon has a pair of sharp hooves at the end of its limbs, giving it two hoof attacks. These attacks are secondary attacks. The hooves deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must have the limbs evolution to take this evolution. This evolution can only be applied to the limbs (legs) evolution once. Alternatively, the eidolon can replace the claws evolution from its base form with these hoof attacks (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of limbs evolutions.

Low-Light Vision (Ex): An eidolon gains low-light vision, enabling it to see twice as far as a human in conditions of dim light.

Unnatural Aura (Su): An eidolon is obviously of unnatural origin. Normal animals do not willingly approach the eidolon unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

2-Point Evolutions

The following evolutions each cost 2 points from the eidolon's evolution pool.

Channel Resistance (Ex): An eidolon becomes less easily affected by the channel energy ability of clerics or paladins. The eidolon gains a +2 bonus on any saves that are made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat). At 7th level, this bonus can be increased to +4 by spending 2 additional evolution points. The eidolon must possess the undead appearance evolution to take this evolution.

Head (Ex): An eidolon grows an additional head. The eidolon does not gain any additional natural attacks for the additional head, but the additional head does allow the eidolon to take other evolutions that add an additional attack to

a head (such as a bite, gore, or breath weapon). This evolution can be selected more than once.

Keen Scent (Ex): An eidolon's sense of smell becomes even more acute. The eidolon can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. The eidolon must possess the gills and scent evolutions to take this evolution.

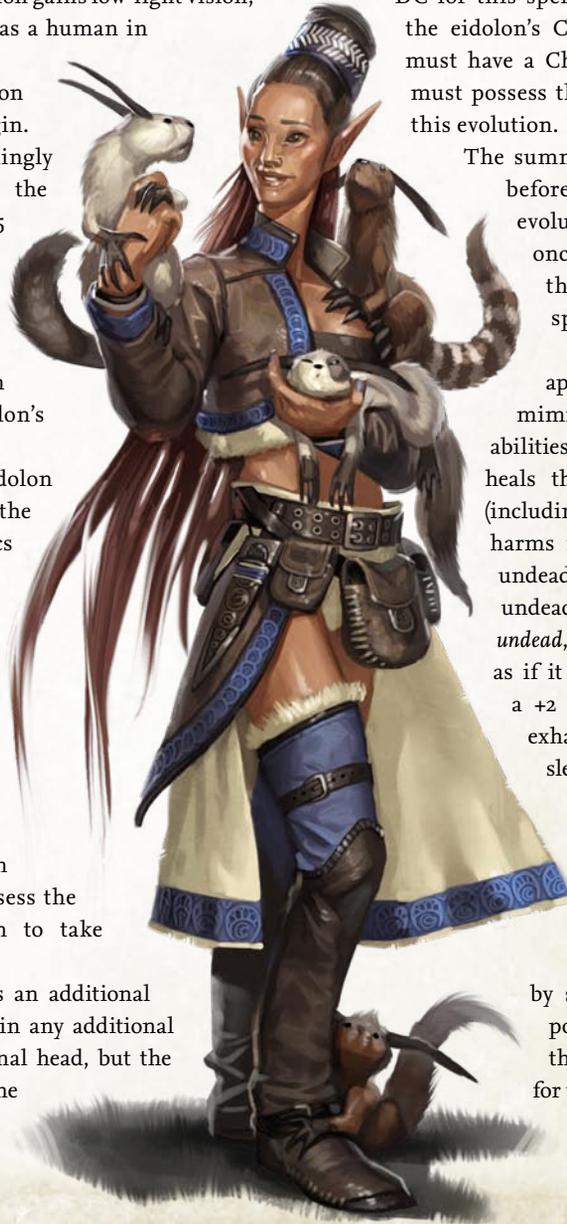
Minor Magic (Sp): An eidolon learns to cast a minor spell as a spell-like ability. Select one spell from the following list: *burning hands*, *comprehend languages*, *cure light wounds*, *detect chaos/evil/good/law*, *magic missile*, *obscuring mist*, *silent image*, *vanish*** (self only), or *ventriloquism*. This spell can be cast once per day as a spell-like ability. At 7th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the eidolon's Hit Dice - 2. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 11 and must possess the basic magic evolution to take this evolution.

The summoner must be at least 4th level before selecting this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell from the above list.

Undead Appearance (Ex): An eidolon appears as an undead creature, and mimics some of an undead creature's abilities and weaknesses. Negative energy heals the eidolon, and positive energy (including a cleric's channel energy ability) harms it. Spells and effects that target undead or have specific effects against undead (such as *Command Undead*, *hold undead*, and *searing light*) affect the eidolon as if it were undead. The eidolon gains a +2 bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning.

At 7th level, this bonus on saves can be increased to +4 by spending 2 additional evolution points. At 12th level, this protection can be increased to immunity against these attacks by spending 2 additional evolution points (the summoner must pay for the 7th-level upgrade before paying for this 12th-level upgrade).

Although the eidolon appears undead, it is still an outsider.



3-Point Evolutions

The following evolutions cost 3 points from the eidolon's evolution pool.

Major Magic (Sp): An eidolon learns to cast a major spell as a spell-like ability. Select one spell from the following list: *acid arrow*, *cure moderate wounds*, *darkness*, *daze monster*, *glide***, *invisibility (self only)*, *lesser restoration*, *levitate*, *minor image*, *scorching ray*, *see invisibility*, or *spider climb*. This spell can be cast once per day as a spell-like ability.

At 10th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the eidolon's Hit Dice - 2. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 12 and must possess the minor magic evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell from the above list.

See in Darkness (Su): An eidolon can see perfectly in darkness of any kind, including that created by *deeper darkness*. The summoner must be at least 9th level before selecting this evolution.

4-Point Evolutions

The following evolutions cost 4 points from the eidolon's evolution pool.

Dimension Door (Sp): An eidolon learns to cast *dimension door* as a spell-like ability once per day. The caster level for this evolution is equal to the eidolon's Hit Dice. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 14 to take this evolution. The summoner must be at least 13th level before selecting this evolution.

Incorporeal Form (Sp): Once per day, an eidolon can become incorporeal for 1 round per summoner level. While in this form, the eidolon gains the incorporeal subtype and incorporeal quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Likewise, its spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. The summoner must be at least 15th level before selecting this evolution.

Lifesense (Su): An eidolon can pinpoint living creatures with ease. The eidolon notices and locates living creatures within 60 feet, just as if it possessed the blindsight evolution. The eidolon must possess the undead appearance evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

No Breath (Ex): An eidolon no longer needs to breathe. The eidolon does not breathe, and is immune to effects that

require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. The summoner must be at least 11th level before selecting this evolution.

Ultimate Magic (Sp): An eidolon learns to cast a powerful spell as a spell-like ability. Select one spell from the following list: *arcane sight*, *create food and water*, *cure serious wounds*, *daylight*, *fireball*, *fly*, *gaseous form*, *lightning bolt*, *major image*, *stinking cloud*, *tongues*, or *water breathing*. This spell can be cast once per day as a spell-like ability. The caster level for this evolution is equal to the eidolon's Hit Dice - 2. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 13 and must possess the major magic evolution to take this evolution.

The summoner must be at least 11th level before selecting this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell from the above list.

BROODMASTER (ARCHETYPE)

Most summoners bond with one eidolon for their entire lives, but the broodmaster forges a link with multiple smaller eidolons that make up his brood. Separately, a broodmaster's eidolons are no match for a summoner's single eidolon, but taken as a whole, an eidolon brood makes up in quantity what it lacks in individual power.

Eidolon Brood: At 2nd level, instead of a single eidolon, a broodmaster summons two Small eidolons to his side, each less powerful than the single eidolon of a standard summoner. Each eidolon has its own base form and associated base statistics and free evolutions. Regardless of the number of eidolons in the brood, each eidolon has the same base attack bonus and base saving throw bonuses, but the rest of the eidolons' base statistics must be divided between the eidolons, including Hit Dice (minimum 1), skill points, number of feats, armor bonus, Str/Dex bonus, evolution pool (but see below), and maximum number of natural attacks. Individual eidolons in the brood must purchase evolutions separately. Once a broodmaster decides on the forms and abilities of his eidolons, they cannot be changed until the summoner gains a level.

Example: A 2nd-level broodmaster can summon two eidolons. Each eidolon has 1 Hit Dice, BAB +2, +3 on its two good saves and +0 on its bad save. The broodmaster decides to give the first eidolon 4 skill points, one feat, a +1 armor bonus, a +1 bonus to Strength, 2 points from the evolution pool, and a maximum of two attacks. The remaining 4 skill points, +1 armor bonus, +1 bonus to Dexterity, and 2 points from the evolution pool go to the second eidolon, but it gains no feats and can have only one natural attack.

The broodmaster must dismiss all of his eidolons at one time. Likewise, all of the eidolons in a brood are banished if the broodmaster is unconscious, asleep, or killed. However, each eidolon in the brood is sent back to its home plane individually when its hit points are reduced to a negative number equal to or greater than its Constitution score. This ability replaces the summoner's normal eidolon ability.

The following are new class features of the broodmaster archetype. Those with the same name as the standard summoner class have slightly different rules, but otherwise work as and replace the standard summoner class features of the same name.

Brood Link (Su): At 2nd level, a broodmaster forms a close bond with his eidolons. This ability works like the standard summoner life link ability, except the broodmaster can only sacrifice hit points to prevent damage to one eidolon in the brood at a time. If two or more eidolons in the brood take enough damage to send them back to their home plane, the broodmaster can only sacrifice hit points to prevent damage to one of them. This ability replaces life link.

Bond Senses (Su): The broodmaster can only share the senses of one eidolon in his brood at a time.

Shield Ally (Ex): The broodmaster or an ally can only gain the bonuses from these abilities once, regardless of how many eidolons in the brood are within reach.

Maker's Call (Su): The broodmaster can only call one eidolon in the brood to his side with each use of this ability.

Transposition (Su): The broodmaster swaps his location with that of one eidolon in the brood with each use of this ability.

Larger Brood: At 8th level, the broodmaster can spend 4 evolution points from the evolution pool for the large evolution; unlike with other evolutions, he spends these 4 points before he assigns evolution points to his individual eidolons (for an 8th-level broodmaster with 11 evolution points, this leaves 7 evolution points to distribute among the eidolons). This allows him to summon two Medium eidolons, four Small eidolons, or one Medium eidolon and two Small eidolons.

At 13th level, if the broodmaster has purchased the large evolution for his brood, he can spend an additional 6 evolution points from the evolution pool for the huge evolution, distributing the remaining points among his eidolons. This allows him to call two Large eidolons, four Medium eidolons, eight Small eidolons, or any similar combination in which two smaller eidolons count as one eidolon of one size larger.

Greater Shield Ally (Su): The broodmaster or an ally can only gain the bonuses from these abilities once, regardless of how many eidolons in the brood are within reach.

HORDES OF SUMMONED MONSTERS

The broodmaster and master summoner archetypes can potentially have 5, 10, or even more summoned creatures in play. This is a deliberate feature of these archetypes, and means that the summoner can potentially be a strong candidate for "solo" adventuring by one player. However, in the hands of an inexperienced or moderately experienced player, dealing with all of those creatures in combat can take a long time, forcing other players to wait extended periods between their turns in the initiative. It is strongly recommended that GMs only allow these archetypes for experienced players, or decide on a way to speed up the summoner's turn (such as by allowing other players to control some of the summoned monsters).

Brood Bond (Su): At 14th level, a summoner's life becomes linked to his brood. This functions as the life bond ability, except the broodmaster can only transfer damage to one eidolon in the brood at a time. If that eidolon takes enough damage to send it back to its home plane, all excess damage remains with the broodmaster, killing him. This ability replaces life bond.

Merge Forms (Su): The broodmaster can only merge with one eidolon in the brood at a time. This ability otherwise works like and replaces merge forms.

EVOLUTIONIST (ARCHETYPE)

Changing an eidolon's evolutions is normally a slow process. As a summoner progresses in levels, his control over his eidolon's abilities increases. But an evolutionist possesses greater power over his eidolon's form, and is able to evolve his eidolon and its abilities to meet any challenge or face any threat as it comes up, seemingly on a whim.

Mutate Eidolon (Su): At 6th level, an evolutionist can change his eidolon's evolutions as if he had gained a level. To mutate his eidolon, the evolutionist must perform an arcane ritual that requires 24 hours of uninterrupted concentration and costs 200 gp per summoner level in material components. This ability replaces maker's call.

Evolve Base Form (Su): Starting at 8th level, whenever he gains a level, the evolutionist can change his eidolon's base form to a new base form. Once chosen, this base form is set until the evolutionist gains another summoner level. This ability replaces transposition.

Transmogrify (Sp): At 12th level, the evolutionist can cast *transmogrify* as a spell-like ability once per day without the need for a material component. This ability has a casting time of 1 minute. This ability replaces greater shield ally.

MASTER SUMMONER (ARCHETYPE)

Most summoners forge a bond with a single, powerful eidolon, but some summoners seek to control a variety of creatures. The master summoner sacrifices the power of his eidolon in favor of summoning a plethora of otherworldly creatures to aid him.

Lesser Eidolon: A master summoner's class level is halved (minimum 1) for the purposes of determining his eidolon's abilities, Hit Dice, evolution pool, and so on. The eidolon otherwise functions as normal. This ability replaces the summoner's normal eidolon ability.

Summoning Mastery (Sp): Starting at 1st level, a master summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 5 + his Charisma modifier. The summoner can use this ability when his eidolon is summoned. Only one *summon monster* spell may be in effect while the eidolon is summoned. If the summoner's eidolon is not summoned, the number of creatures that can be summoned with this ability is only limited by its uses per day. This ability otherwise functions as the summoner's normal *summon monster I* ability. Other than these restrictions, there is no limit to how many *summon monster* or *gate* spells the summoner can have active at one time. This ability replaces the summoner's normal *summon monster I* ability and shield ally.

Augment Summoning: At 2nd level, a master summoner gains Augment Summoning as a bonus feat. He does not have to meet any requirements for this feat. This ability replaces bond senses.

SYNTHESIST (ARCHETYPE)

Rather than summon an eidolon to serve by his side, the synthesist fuses his eidolon's essence to his own. Instead of two creatures, the synthesist is a fusion of the summoner and eidolon into a single being.

Fused Eidolon: A synthesist summons the essence of a powerful outsider to meld with his own being. Instead of appearing as a separate creature next to the summoner, the eidolon appears around the synthesist, so that the synthesist seems to be inside a translucent image of his eidolon. The synthesist directs all of the eidolon's actions while fused, perceives through its senses, and speaks through its voice, as the two are now one creature.

While fused with his eidolon, the synthesist uses the eidolon's physical ability scores (Strength, Dexterity, and Constitution), but retains his own mental ability scores (Intelligence, Wisdom, and Charisma). The synthesist gains the eidolon's hit points as temporary hit points. When these hit points reach 0, the eidolon is sent back to its home plane. The synthesist uses the eidolon's base attack bonus, and gains the eidolon's armor and natural armor bonuses and modifiers to ability scores. The synthesist also gains access to the eidolon's special abilities and the eidolon's evolutions. The

synthesist is still limited to the eidolon's maximum number of natural attacks. The eidolon has no skills or feats of its own. The eidolon must be at least the same size as the synthesist.

While fused, the synthesist counts as both his original type and as an outsider for any effect related to type, whichever is worse for the synthesist. Spells such as *banishment* or *dismissal* work normally on the eidolon, but the synthesist is unaffected. Neither the synthesist nor his eidolon can be targeted separately, as they are fused into one creature. The synthesist and eidolon cannot take separate actions. While fused with his eidolon, the synthesist can use all of his own abilities and gear. In all other cases, this ability functions as the summoner's normal eidolon ability (for example, the synthesist cannot use his *summon monster* ability while the eidolon is present). This ability replaces the class's eidolon ability, bond senses, and life bond.

The following class abilities function differently for synthesist summoners.

Fused Link (Su): Starting at 1st level, the synthesist forms a close bond with his eidolon. Whenever the temporary hit points from his eidolon would be reduced to 0, the summoner can, as a free action, sacrifice any number of his own hit points. Each hit point sacrificed this way prevents 1 point of damage done to the eidolon (thus preventing the loss of the summoner's temporary hit points), preventing the eidolon from being sent back to its home plane. This ability replaces life link.

Shielded Meld (Ex): At 4th level, whenever the synthesist is fused with his eidolon, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This ability replaces shield ally.

Maker's Jump (Sp): At 6th level, whenever the synthesist is fused with his eidolon, the synthesist can cast *dimension door* as a spell-like ability using his caster level. This ability only affects the fused synthesist and eidolon. The synthesist can use this ability once per day at 6th level, plus one additional time per day for every six levels beyond 6th. This ability replaces maker's call and transposition.

Greater Shielded Meld (Ex): At 12th level, whenever the synthesist is fused with his eidolon, he gains a +4 shield bonus to his Armor Class and a +4 circumstance bonus on his saving throws. This ability replaces greater shield ally.

Split Forms (Su): At 16th level, as a swift action, the synthesist and his fused eidolon can split into two creatures: the synthesist and the eidolon. Both have the same evolutions. The synthesist emerges in a square adjacent to the eidolon if possible. All effects and spells currently targeting the fused synthesist-eidolon affect both the synthesist and the eidolon.

The synthesist can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a full-round action. For the duration of this effect, the eidolon functions as a normal eidolon of the summoner's class level. This ability replaces merge forms.

WITCH

Witches are creatures of mystery and power, feared and respected in equal measures for their eerie abilities and potent hexes. While some casters look to ancient tomes, others to the powers inherent in their bloodlines, and still others to their faith in a god or goddess, witches turn elsewhere, drawing power from their communion with the unknown. A witch's familiar acts as the conduit through which she receives her abilities, gifted to her as part of a pact made with otherworldly beings. As they grow into their power, many witches seek out and eventually come to understand the precise sources of these arcane abilities, yet just as many remain blissfully unaware of what fell forces guide their hands and incantations. To these witches, it is enough merely to have power, and if there's a price to be paid somewhere down the road—so be it.

This section includes new witch hexes, new witch patron themes, and several witch archetypes. Each archetype includes a number of witch hex suggestions that, while not mandatory, help to flesh out the character. Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (**) are detailed in the *Advanced Player's Guide*. Hexes marked with an asterisk (*) in the archetypes are new in this book.

HEXES

The following hexes are available to all witches and use the standard rules for hexes found in the *Advanced Player's Guide*. The save to resist a hex is equal to $10 + 1/2$ the witch's level + the witch's Intelligence modifier.

Beast of Ill-Omen (Su): The witch imbues her familiar with strange magic, putting a minor curse upon the next enemy to see it. The enemy must make a Will save or be affected by *bane* (caster level equal to the witch's level). The witch can use this hex on her familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect (though if the enemy and familiar approach to within 60 feet of each other, the hex takes effect). The *bane* affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the *bane* effect for 1 day (later uses of this hex ignore that creature when determining who is affected).

Child-Scent (Ex): The witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Feral Speech (Su): This hex grants the witch the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time she uses the hex, she must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. The witch can make herself understood as far as her voice carries. This hex does not predispose any animal so addressed toward the witch in any way. At 12th level, the witch can use this hex to communicate with vermin.

Nails (Ex): The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

Poison Steep (Sp): The witch can use her cauldron to brew a foul toxin in which she can steep fruits and other delicious edibles, transforming them so that when eaten, they have the same effect as a *poison* spell. Brewing the toxin and then steeping the food takes 1 hour in total; steeping can affect up to 1 pound of food. The food is poisoned for 24 hours, and the poison cannot be transferred to other objects. The food tastes normal, but magic detects it as poisonous. The witch must have the cauldron hex to select this hex.

Prehensile Hair (Su): The witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10 feet, and she can use it as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small witch). Her hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from the witch's elongated hair shrink away to nothing. Using her hair does not harm the witch's head or neck, even if she lifts something heavy with it. The witch can manipulate her hair a number of minutes each day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments. A typical male witch with this hex can also manipulate his beard, moustache, or eyebrows.

Scar (Su): This hex curses a single target with horrible scars of the witch's choosing, whether something as simple as a single letter on the target's forehead or blotchy, burnlike scars on his body. The target may make a Will save to resist this hex. These scars do not hinder the target's actions or abilities in any way. The witch can withdraw this hex from a target as a move action at any range. The number of supernatural scars the witch can maintain at once is equal to her Intelligence bonus; once she reaches this limit, she must remove the scar from a current victim in order to mark another. Effects that remove curses can remove the scar.

Swamp Hag (Sp): While traveling through swamps, mires, bogs, and similar terrain, the witch leaves no trail and

cannot be tracked, as the trackless step druid ability. The witch can walk through mud and even quicksand as if it were normal ground.

Unnerve Beasts (Su): The target becomes offensive to animals (Will negates). Animals become distraught and aggressive in the victim's presence—horses buck, dogs snap and bark, bulls charge, and so on. The hex lasts a number of hours equal to the witch's Intelligence modifier. A creature that saves against the hex cannot be affected by the hex for 1 day. The reaction of the animals is a mind-affecting charm effect, but the hex on the target is not.

Water Lung (Su): An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If the witch uses this hex on herself, she can maintain it while she sleeps, allowing her to safely sleep underwater.

MAJOR HEXES

Starting at 10th level, a witch can select one of the following major hexes whenever she could select a new hex.

Beast Eye (Su): The witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from her actual location. She may return her senses to her own body as a free action. Normal animals get no saving throw against this ability, but animal companions, paladin mounts, and similar unusual animals may resist with a Will save; the witch may use this ability on her own familiar as if it were an animal. If the witch has the coven hex, all other witches within 10 feet of her who also have the coven hex can see through this animal at will, although the acting witch still controls the ability. The witch can use this ability for a number of minutes per day equal to her level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

Cook People (Su): The witch can create fabulous spells by cooking an intelligent humanoid creature in her cauldron, either alive or dead. Using this hex creates one meal or serving of food of the witch's choice, typically a delicious stew or a dough suitable for cookies, pastries, or other desserts. Cooking the victim takes 1 hour. Eating the food provides one of the following benefits for 1 hour: *age resistance**, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *neutralize poison* (instantaneous) *owl's wisdom*, *remove disease* (instantaneous). Alternatively, the witch can shape the dough into a Small, humanlike creature, animating it as a homunculus for 1 hour. The witch must have the cauldron hex to select this hex. Using this hex or knowingly eating its food is an evil act.

Hidden Home (Sp): The witch can conceal or disguise her home and the area around it as if using *mirage arcana*.

Before using the hex, she must spend 1 day pacing out the border of an area that measures roughly 40,000 square feet (approximately 200 feet by 200 feet) to define her home territory. Thereafter, she can use the hex to change the appearance of that area as a standard action as long as she is within the area. The illusion persists until the witch changes or dismisses it. For the purpose of this ability, a witch can only have one "home" at a time.

Hoarfrost (Su): The target is rimed with a shell of frost needles that slowly work their way into its flesh (Fortitude negates). The target turns pale and blue, and takes 1 point of Constitution damage per minute until it dies, saves (once per minute), or is cured. *Break enchantment*, *dispel magic*, *remove curse*, and similar spells end the effect. If the target saves, it is immune to this hex for 1 day. This is a cold effect.

Ice Tomb (Su): A storm of ice and freezing wind envelops the target, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

Infected Wounds (Su): The target's wounds become infected (Fortitude negates). The target takes 1 point of Constitution damage per day. After the first day, the target may save once per day to cure the infection. This is a disease effect.

Speak in Dreams (Sp): The witch can contact a creature as if using *dream*. The witch can use this ability on a number of creatures per day equal to her Intelligence bonus, but can dream-speak to those creatures as often as desired throughout that time period.

Witch's Brew (Ex): When the witch uses her cauldron to brew a potion, she may spend double the cost to create 2 identical potions that day instead of just 1. At 15th level, she may spend triple the cost to create 3 identical potions that day. The witch must have the cauldron hex to select this hex.

GRAND HEXES

Starting at 18th level, a witch can select one of the following grand hexes whenever she could select a new hex.

Dire Prophecy (Su): The witch curses the target so he is doomed to die (Will negates). As long as the curse persists, the target takes a -4 penalty to his Armor Class and on attack rolls, saves, ability checks, and skill checks. While the curse persists, the witch may end it by bringing its full force upon her victim all at once. Doing so gives the victim a penalty equal to the witch's caster level to his Armor Class or on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. The witch must decide to apply

this penalty before the roll to be modified is made. If the witch does not have line of sight to the target, the full force of the curse occurs when the GM considers it most appropriate, such as when the target is in mortal danger. A target can only have one dire prophecy upon him at a time. Whether or not the target's save against the hex is successful, a creature cannot be the target of this hex for 1 day. This is a curse effect.

Summon Spirit (Sp): The witch calls forth the ghost of a humanoid creature with no more than 18 Hit Dice. The ghost has its own personality and desires, but is willing to bargain with the witch, as if she had cast *greater planar ally*. To seal an agreement with the witch, the ghost requires life energy equal to 1 temporary negative level (this is in addition to the standard payment for the ghost's service). This negative level persists as long as the ghost remains in the service of the witch; the witch can end the agreement as a standard action, immediately removing the negative level.

Witch's Hut (Su): The witch can animate a hut, small house, covered wagon, tent, or similar construction as an animated object. The hut can be of up to Huge size (approximately 15 feet by 15 feet). The animated hut's hardness increases to 8 and its hit points double. The witch can give the hut the following commands: guard (the hut watches for trespassers within 120 feet using the witch's Perception modifier and screams if it spots any), hide (all entrances are hidden by *illusory wall* spells and locked with *arcane lock*), and move (moves at speed 60 on giant bird or bone legs as directed by the witch, even obeying commands such as "follow me from 100 feet away"). The hut remains animate for 24 hours, until she dismisses it or she animates another, at which time the hut stops where it is and reverts to its nonmagical state.

WITCH PATRON THEMES

The following are alternative patrons themes that a witch can choose.

Ancestors: 2nd—*bless*, 4th—*aid*, 6th—*prayer*, 8th—*blessing of fervor***, 10th—*commune*, 12th—*heroism*, 14th—*refuge*, 16th—*euphoric tranquility***, 18th—*choose fate**.

Death: 2nd—*deathwatch*, 4th—*blessing of courage and life***, 6th—*speaking with dead*, 8th—*rest eternal***, 10th—*suffocation***, 12th—*circle of death*, 14th—*finger of death*, 16th—*symbol of death*, 18th—*power word kill*.

Enchantment: 2nd—*unnatural lust**, 4th—*calm emotions*, 6th—*unadulterated loathing**, 8th—*overwhelming grief**, 10th—*dominate person*, 12th—*geas*, 14th—*euphoric tranquility***, 16th—*demand*, 18th—*dominate monster*.

Healing: 2nd—*remove fear*, 4th—*lesser restoration*, 6th—*remove disease*, 8th—*restoration*, 10th—*cleansing***, 12th—*pillar of life*** 14th—*greater restoration*, 16th—*mass cure critical wounds*, 18th—*true resurrection*.

Insanity: 2nd—*memory lapse***, 4th—*hideous laughter*, 6th—*mad hallucination**, 8th—*confusion*, 10th—*mind fog*, 12th—*envious urge**, 14th—*insanity*, 16th—*symbol of insanity*, 18th—*overwhelming presence**.

Light: 2nd—*dancing lantern***, 4th—*continual flame*, 6th—*daylight*, 8th—*rainbow pattern**, 10th—*fire snake***, 12th—*sirocco***, 14th—*sunbeam*, 16th—*sunburst*, 18th—*sunburst*.

Moon: 2nd—*darkness*, 4th—*darkvision*, 6th—*owl's wisdom*, 8th—*moonstruck***, 10th—*aspect of the wolf***, 12th—*control water*, 14th—*lunar veil**, 16th—*horrid wilting*, 18th—*meteor swarm*.

Occult: 2nd—*detect undead*, 4th—*command undead*, 6th—*twilight knife***, 8th—*black tentacles*, 10th—*snake staff***, 12th—*create undead*, 14th—*waves of exhaustion*, 16th—*trap the soul*, 18th—*gate*.

Portents: 2nd—*ill-omen***, 4th—*locate object*, 6th—*blood biography***, 8th—*divination*, 10th—*contact other plane*, 12th—*legend lore*, 14th—*vision*, 16th—*moment of prescience*, 18th—*foresight*.

Spirits: 2nd—*ghostbane dirge***, 4th—*invisibility*, 6th—*speaking with dead*, 8th—*spiritual ally***, 10th—*mass ghostbane dirge***, 12th—*shadow walk*, 14th—*ethereal jaunt*, 16th—*planar ally*, 18th—*ethereality*.

Stars: 2nd—*faerie fire*, 4th—*dust of twilight***, 6th—*guiding star***, 8th—*wandering star motes***, 10th—*dream*, 12th—*cloak of dreams*** 14th—*circle of clarity**, 16th—*euphoric tranquility***, 18th—*astral projection*.

Time: 2nd—*ventriloquism*, 4th—*silence*, 6th—*haste*, 8th—*threefold aspect***, 10th—*teleport*, 12th—*disintegrate*, 14th—*expend***, 16th—*temporal stasis*, 18th—*time stop*.

Vengeance: 2nd—*burning hands*, 4th—*burning gaze***, 6th—*pain strike***, 8th—*shout*, 10th—*symbol of pain*, 12th—*mass pain strike***, 14th—*phantasmal revenge*** 16th—*incendiary cloud*, 18th—*winds of vengeance***.

Winter: 2nd—*unshakable chill**, 4th—*resist energy* (cold only), 6th—*ice storm*, 8th—*wall of ice*, 10th—*cone of cold*, 12th—*freezing sphere* 14th—*control weather*, 16th—*polar ray*, 18th—*polar midnight**.

BEAST-BONDED (ARCHETYPE)

While all witches are intimately tied to their familiars, a beast-bonded witch's craft focuses specifically on her familiar bond and developing the relationship with her patron through her familiar.

Transfer Feats (Ex): Whenever the beast-bonded witch is capable of learning a new feat, she may choose to instead have her familiar learn the feat as a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If her familiar is lost or dies, the witch can reclaim the feat slots and select new feats for herself, or apply the slots toward her new familiar.

Enhanced Familiar (Su): At 4th level, the beast-bonded witch's connection with her familiar strengthens. For

the purposes of determining her familiar's powers and abilities, she treats her familiar as if she were one level higher than her actual witch level. This ability replaces the witch's 4th-level hex.

Familiar Form (Sp): At 8th level, a beast-bonded witch may take the shape of her familiar (or a giant version of her familiar or a similar kind of animal) as if using *beast shape II*. For example, a witch with a rat familiar can turn into a Tiny rat, Small dire rat, or a larger rodent; one with a cat familiar can turn into a Tiny cat or a Large feline such as a tiger or lion; one with a monkey familiar can turn into a Tiny monkey or a Large gorilla, and so on. The witch can remain in animal form for a number of minutes per day equal to her level. This ability replaces the witch's 8th-level hex.

Twin Soul (Su): At 10th-level, if the witch or her familiar is gravely injured or about to die, the soul of the dying one immediately transfers to the other's body. The two souls share the surviving body peaceably, can communicate freely, and both retain their ability to think and reason. The host may allow the guest soul to take over the body temporarily or reclaim it as a move action. They can persist in this state indefinitely, or the guest can return to its own body (if available) by touch, transfer into a suitable vessel (such as a clone), or take over another body as if using *magic jar* (with no receptacle). This replaces the witch's major hex at 10th-level.

Hexes: The following witch hexes complement the beast-bonded archetype: beast of ill omen*, charm, feral speech*, ward.

Major Hexes: The following major hex complements the beast-bonded archetype: beast eye*.

Grand Hexes: The following grand hex complements the beast-bonded archetype: forced reincarnation.

GRAVEWALKER (ARCHETYPE)

Having much in common with necromancers, the gravewalker is obsessed with the occult manipulations of the dead, particularly mindless undead such as zombies. Unlike the creations of standard necromancers, a gravewalker's creations remain forever tied to her will, and she can produce vile apparitions of tremendous power.

Spells: A gravewalker replaces some of her patron spells with the following: 4th—*command undead*, 6th—*animate dead*, 12th—*create undead*, 14th—*control undead*, 16th—*create greater undead*. These replace the patron spells

Spell Poppet: Each gravewalker carries around a gristly, inanimate poppet stitched from human skin and stuffed with shards of bone, fingernails, and grave dirt. A gravewalker's spells come from the will of evil spirits residing in the poppet, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by her familiar. The gravewalker

must commune with her poppet each day to prepare her spells and cannot prepare spells that are not stored in the poppet. This ability replaces familiar. The following familiar ability works differently for a gravewalker:

Deliver Touch Spells (Su): At 3rd level or higher, a gravewalker can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The target must be within range of her aura of desecration ability (see below).

Aura of Desecration (Su): At first level, a gravewalker can create a 20-foot-radius aura of evil power. This aura increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1. At 3rd level and every 2 levels thereafter, the radius of the aura increases by 5 feet, to a maximum of 70 feet at 20th level. This ability replaces the witch's 1st-level hex.

Bonethrall (Su): A gravewalker can take control of an undead creature within her aura of desecration by forcing her will upon it (Will negates). If it fails the save, the creature falls under her control as if she had used *command undead* (once control is established, the undead remain controlled even if outside the witch's aura). Intelligent undead receive a new saving throw each day to resist her command. The witch can control up to 1 HD of undead creatures per caster level. If an undead creature is under the control of another creature, the witch must make an opposed Charisma check whenever her orders conflict with that creature's. This replaces the witch's hex gained at 4th level.

Possess Undead (Sp): A gravewalker may take direct control of one of her undead minions within her aura of desecration, as if using *magic jar*; the witch's poppet acts as the soul receptacle for this ability. The minion gets no saving throw against this ability. This replaces the witch's hex gained at 8th level.

Hexes: The following witch hexes complement the gravewalker archetype: beast of ill-omen*, evil eye, misfortune.

Major Hexes: The following major hexes complement the gravewalker archetype: ice tomb*, infected wounds*, waxen image.

Grand Hexes: The following grand hexes complement the gravewalker archetype: death curse, summon spirit*.

HEDGE WITCH (ARCHETYPE)

Among witches, there are those who devote themselves to the care of others and restrict their practices to the healing arts. They often take the place of clerics in rural communities and may wander the countryside servicing the needs of several small communities.

Patron: A hedge witch's patron is normally one with a healing theme (see page 83).

Spontaneous Healing (Su): A hedge witch can channel stored spell energy into healing spells that she did not prepare ahead of time. The witch can “lose” any prepared spell that is not an orison in order to cast any *cure* spell of the same spell level or lower, even if she doesn’t know that cure spell. This replaces the witch’s hex gained at 4th level.

Empathic Healing (Su): A hedge witch can minister to a diseased or poisoned target, redirecting the affliction into herself. For a poisoned target, the witch must tend to him as a standard action; he makes his next saving throw against the poison as normal, but the witch suffers the effects of the failed save instead of the poisoned creature. For a diseased target, the witch must tend to the sick person for an hour; he makes his next saving throw against the disease as normal, but the witch suffers the effects of the failed save instead of the diseased creature. The witch does not actually become poisoned or diseased (and is not contagious and does not need to be cured), but suffers the effects of the affliction as if she had been. The witch normally uses this ability to extend the life of someone near death, giving him time to recover. This ability has no effect if the witch is immune to disease or poison. This replaces the witch’s hex gained at 8th level.

Hexes: The following witch hexes complement the hedge witch archetype: cauldron, feral speech*, healing, tongues.

Major Hexes: The following major hexes complement the hedge witch archetype: major healing, weather control, witch’s brew*.

Grand Hexes: The following grand hex complements the hedge witch archetype: life giver.

SEA WITCH (ARCHETYPE)

A sea witch’s affinities are tied to the vast oceans and the rolling waves. Her magic concerns the moon, tides, water, and winds, and she is most at peace when she is upon or near the sea.

Patron: A sea witch cannot choose a patron whose interests or theme opposes that of water (for example, earth or fire).

Spells: A sea witch replaces some of her patron spells with the following: 2nd—*touch of sea****, 4th—*gust of wind*, 6th—*water breathing*, 8th—*control water*, 10th—*cloudkill*, 12th—*control wind*, 14th—*control weather*, 16th—*vortex***, 18th—*tsunami***.

Know Direction (Sp): So long as she near a sizable body of water (at least a lake with a diameter of 1 mile or more), a sea witch may cast *know direction* at will as a spell-like ability.

Sea Creature Empathy (Ex): A sea witch can influence the attitude of water-dwelling animals and animals

that live along coasts and shores, including birds, as if using wild empathy. The sea witch uses her witch level as her druid level for this ability. If the sea witch has wild empathy from another class, her witch levels stack with the other class’s levels to determine her wild empathy bonus for these kinds of creatures. This ability replaces the witch’s 1st-level hex.

Hexes: The following witch hexes complement the sea witch archetype: charm, flight, water lung*.

Major Hexes: The following major hexes complement the sea witch archetype: hag eye, hidden home*, weather control.

Grand Hexes: The following grand hex complements the sea witch archetype: natural disaster.



WIZARD

Wizards have a diverse history from all over the world, and legends attribute to them many strange powers. This section features arcane discoveries (magical secrets wizards can learn), a new archetype (the scrollmaster), and two new wizard schools (elemental metal and elemental wood).

Feats and spells marked with one asterisk (*) are located elsewhere in this book. Feats and spells with two asterisks (**) are found in the *Advanced Player's Guide*.

ARCANE DISCOVERIES

Wizards spend much of their lives seeking deeper truths, hunting knowledge as if it were life itself. The wizard's power is not necessarily the spells he wields; spells are merely the outward, most visible manifestation of that power. A wizard's true power is in his fierce intelligence, his dedication to his craft, and his ability to peel back the surface truths of reality to understand the fundamental underpinnings of existence. A wizard spends much of his time researching spells, and would rather find an undiscovered library than a room full of gold. A wizard need not be a reclusive bookworm, but he must have a burning curiosity for the unknown. Arcane discoveries are the results of this obsession with magic. A wizard can learn an arcane discovery in place of a regular feat or wizard bonus feat.

Arcane Builder: You have an exceptional understanding of the theory behind creating magical items. Select one type of magic item (potions, wondrous items, and so on). You create items of this type 25% faster than normal, and gain a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. You may select this discovery multiple times; its effects do not stack. Each time you select this discovery, it applies to a different type of magic item.

Fast Study: Normally, a wizard spends 1 hour preparing all of his spells for the day, or proportionately less if he only prepares some spells, with a minimum of 15 minutes of preparation. Thanks to mental discipline and clever mnemonics, you can prepare all of your spells in only 15 minutes, and your minimum preparation time is only 1 minute. You must be at least a 5th-level wizard to select this discovery.

Feral Speech (Su): You gain the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time you speak to animals, you must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. You can make yourself understood as far as your voice carries.

This discovery does not predispose any animal addressed toward you in any way. When you reach 12th level, you can also use this ability to communicate with vermin. You must be at least a 5th-level wizard to select this discovery.

Golem Constructor: You have learned the art and craft of creating a single type of golem (such as stone golems or iron golems). When creating a golem of this type, you count as having the Craft Wondrous Item, Craft Magic Arms and Armor, and Craft Construct feats. You must meet all other construction requirements for the golem as normal. You may select this discovery multiple times. Each time you select this discovery, it applies to a different kind of golem. You must be at least a 9th-level wizard to select this discovery.

Immortality (Ex): You discover a cure for aging, and from this point forward you take no penalty to your physical ability scores from advanced age. If you are already taking such penalties, they are removed at this time. You must be at least a 20th-level wizard to select this discovery.

Multimorph (Su): Your studies in transmogrification have increased your control over shapechanging spells. When you cast a spell of the polymorph subschool on yourself, you may expend 1 minute of the spell's duration as a standard action to assume another form allowed by the spell. You can do this as often as you like, subject to the duration of the spell. You must be at least a 5th-level wizard to select this discovery.

Opposition Research: By completing strenuous studies, you have broken through the mental barriers that made it hard for you to prepare spells from one of your opposition schools. Select one wizard opposition school; preparing spells of this school now only requires one spell slot of the appropriate level instead of two, and you no longer have the -4 Spellcraft penalty for crafting items from that school. You must be at least a 9th-level wizard to select this discovery.

Split Slot: Once per day when you prepare spells, you may treat any one of your open spell slots as if it were two spell slots that were two spell levels lower. For example, a 9th-level wizard can split a 5th-level slot into two 3rd-level slots, preparing *fireball* and *lightning bolt* in those 3rd-level slots. For all purposes, the two lower-level slots are treated as that lower level (so the split 5th-level slot used for a *fireball* has a DC as if it were in a normal 3rd-level slot). Splitting a 2nd-level slot lets you prepare two additional cantrips (which you can cast over and over, just like normally prepared cantrips). This discovery has no effect on cantrips or 1st-level spells. You may select this discovery multiple times; each time you select it, you may split another spell slot when you prepare spells. You cannot split a slot that you created by splitting a higher-level slot. You must be at least 5th level to select this discovery.

True Name (Sp): Your researches into ancient tomes and your inquisitions of bound spirits have led you to one of the best-hidden secrets of the multiverse: the true name of an outsider—the name that defines the very essence of the creature and that gives the speaker control over the being. This outsider can have no more than 12 Hit Dice. Once per day, you can speak the common name by which the outsider is known, and the outsider travels to you as if you had cast *planar binding* upon it. It must obey you to the best of its ability, without pay or bargaining for its services, for its fear that you might release its true name to the wider world is enough to bring even the most recalcitrant of outsiders to bear.

If the creature is within 100 feet, as a move action, you may punish it by deliberately mispronouncing its name, wracking its very essence and giving it the sickened and staggered conditions for 1 round (even if the creature is normally immune to these conditions). You cannot use true name in an area of silence, but the creature does not have to be able to hear you for it to be harmed by the ability.

It is in your best interest to call this creature only sparingly, and occasionally reward it in some fashion to mollify its wrath. If you repeatedly fail to offer it a reward appropriate to its type and ethos, the creature may begin plotting ways to destroy the bond between you, whether by creating an accident that will destroy your memory of the name, by plaguing you with nuisances or dangers until you vow never to call on it again, or by actively seeking to destroy you through its own devices or those of an underling. If this creature is of a lawful type and you are violating its ethos, its superiors may even destroy it or you rather than allow you to contaminate their servant further. Worse, they may establish situations where it is necessary for you to summon this outsider, opening gateways to infernal or angelic interference, in order to gain a foothold on the Material Plane.

You may select this discovery multiple times. Each time you select this discovery, it applies to a different, specific outsider. You must be at least an 11th-level wizard to select this discovery. If you select this discovery at 15th level or higher, the creature may have up to 18 Hit Dice and the call acts as *greater planar binding* instead of *planar binding*.

Staff-Like Wand: Your research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, you use your own Intelligence score and relevant feats to set the DC for saves against spells you cast from a wand, and you can use your caster level when activating the power of a wand if it's higher than the caster level of the wand. You must be at least an 11th-level wizard and must have the Craft Staff feat to select this discovery.

ELEMENTAL WIZARD SCHOOLS

Some philosophers claim that the four-element structure of reality—air, earth, fire, water—is an erroneous belief. These scholars insist there are not four elements, but five: fire, earth, metal, water, and wood. Wizards who subscribe to these beliefs have developed the ability to tap into elemental sources of metal and wood, gaining magical powers normally limited to other kinds of spellcasters.

METAL (ELEMENTAL SCHOOL)

Metal represents firmness, rigidity, persistence, strength, determination, and electricity. It is commonly represented by gold and silver as its purest forms, though lower magic relating to iron and steel is part of the metal school.

Metal Magic: At 1st level, add the following spells to your wizard spell list at the listed spell level:
3rd—*chill metal*, *heat metal*, 5th—*rusting grasp*, 9th—*repel metal or stone*.



FIVE ELEMENTS

In some lands, scholars of magic insist that material things consist of five elements, not four: fire, earth, metal, water, and wood. Rather than directly opposing each other, these five elements counter and generate each other in a wheel-like formation: wood overcomes earth, earth overcomes water, water overcomes fire, fire overcomes metal, and metal overcomes wood.

Similar to the four types of elemental wizard schools presented in the *Advanced Player's Guide*, some wizards specialize in the schools of magic based on metal or wood. Like a normal arcane school, an elemental school grants a number of school powers and one bonus spell slot of each level the wizard can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the elemental school's spell list (see below). Unlike a normal arcane school, each elemental school requires the wizard to select his opposed element as his opposition school—in the case of the five-element system, he must choose the element that overcomes his element as his opposition element (so a metal elemental must select fire as his opposition school because fire overcomes metal). He does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed elemental school as normal.

Whenever you cast a spell that deals hit point damage, you deal extra damage to creatures made of metal or wearing medium or heavy metal armor. Affected creatures take additional damage equal to $1/2$ your wizard level. This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. The damage is of the same type as the spell.

At 20th level, whenever you cast a spell on a creature made of metal or wearing medium or heavy armor, you can roll twice to penetrate the creature's spell resistance and take the better result.

Iron Skin (Su): You gain a +2 armor bonus to your Armor Class for 10 minutes; this bonus increases by +1 for every 5 caster levels (maximum +6 at 20th level). You can use this ability a number of times per day equal to $3 +$ your Intelligence bonus.

Shrapnel Burst (Su): At 8th level, as a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two wizard levels (minimum 1d6) to all creatures within a 10-foot-radius burst. A Reflex save halves this damage.

In addition, the twisted scraps of metal make the area difficult terrain until your next turn (at which time they disappear). You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. At 10th-level, the shrapnel bypasses damage reduction as if it were a magic weapon.

Metal Elementalist Wizard Spells: 0—*mending*; 1st—*gravity bow***, *magic weapon*, *shocking grasp*; 2nd—*defensive shock**, *glitterdust*, *make whole*, *shatter*, *silk to steel**; 3rd—*chill metal*, *heat metal*, *lightning bolt*, *keen edge*, *magic weapon (greater)*, *versatile weapon***; 4th—*malfunction**, *shout*, *stoneskin*; 5th—*lightning arc**, *major creation*, *rapid repair**, *rusting grasp*, *soothe construct**, *unbreakable construct**; 6th—*chain lightning*, *disintegrate*, *wall of iron*; 7th—*control construct**, *lightning rod**, *statue*; 8th—*call construct**, *iron body*, *shout (greater)*, *stormbolts***; 9th—*meteor swarm*, *repel metal or stone*, *ride the lightning**.

WOOD (ELEMENTAL SCHOOL)

Wood represents flexibility, warmth, wind, generosity, cooperation, and idealism. Practitioners of this elemental magic often resemble druids in character and in the use of their magic.

Wood Magic: At 1st level, add the following spells to your wizard spell list at the listed spell level: 2nd—*entangle*, 3rd—*tree shape*, 4th—*plant growth*, 5th—*command plants*, 6th—*tree stride*, 7th—*liveoak*, 8th—*transmute metal to wood*, 9th—*control plants*.

Flexible Enhancement (Su): A master of the wood element is able to bend like bamboo when stressed and snap back into place. You gain a +1 enhancement bonus to your Dexterity, Constitution, or Wisdom ability score. This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two of these ability scores of your choice.

Splintered Spear (Su): As a standard action, you can create a wooden shortspear appropriate to your size, which hurls itself as a ranged attack against one target within 100 feet (range penalties apply), using your Intelligence modifier as an attack bonus instead of your Strength or Dexterity modifier. The spear deals normal damage according to its size, plus your Intelligence modifier, then breaks into countless splinters; the target takes 1 point of bleed damage each round on its turn. At 6th-level and every 6 levels thereafter, the spear gains a +1 enhancement bonus and the bleed damage increases by +1. You can use this ability a number of times per day equal to $3 +$ your Intelligence modifier.

Cooperative Defense (Su): At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving

throw against the effect in place of their own. Each ally must make this choice individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four wizard levels beyond 8th.

Wood Elementalist Wizard Spells: 0—*light*; 1st—*alter winds***, *animate rope*, *charm person*; 2nd—*cat's grace*, *entangle*, *protection from arrows*, *web*, *whispering wind*; 3rd—*cloak of winds***, *tongues*, *tree shape*, *wind wall*; 4th—*charm monster*, *hallucinatory terrain*, *minor creation*, *plant growth*, *river of wind***, *secure shelter*, *sirocco***; 5th—*command plants*, *fabricate*, *fickle winds**, *mirage arcana*, *sending*, *telepathic bond*; 6th—*battemind link**, *cat's grace (mass)*, *tree stride*; 7th—*control weather*, *liveoak*, *scouring winds**; 8th—*charm monster (mass)*, *euphoric tranquility***, *transmute metal to wood*; 9th—*control plants*, *refuge*, *winds of vengeance***.

SCROLLMASTER (ARCHETYPE)

To some wizards, a scroll is not just a written form of a spell, it is a physical weapon meant to be used in combat like a sword or a shield. These strange wizards enter battle armed with scrolls, often one in each in each hand, practicing combat techniques resembling some monk martial arts.

Scroll Blade (Su): A scrollmaster can wield any paper, parchment, or cloth scroll as if it were a melee weapon. In the hands of the wizard, the scroll acts as a short sword with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell on it counts as a masterwork short sword. The scrollmaster is proficient in this weapon, and feats and abilities that affect short swords (such as *Weapon Focus*) apply to this weapon. A scrollmaster cannot wield two scrollblades at the same time.

Activating this ability is a free action. A scroll blade only retains its abilities in the hands of the scrollmaster. The scroll blade has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful hit by the scroll blade reduces its hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

If a scroll contains a spell with a metamagic feat, this ability uses the original spell level of the spell (a *scroll of empowered fireball* counts as a 3rd-level spell).

At 3rd level, when using a 4th-level or higher wizard scroll as a scroll blade, the scrollmaster can choose to reduce its enhancement bonus by 1 (minimum +1 enhancement bonus) to treat it as a reach weapon. For example, he could use a *scroll of charm monster* (a 4th-level wizard spell) as either a +2 *short sword* or a +1 *short sword* with reach.

At 5th level, when using a 4th-level or higher wizard scroll as a scroll blade, the scrollmaster can choose to

reduce its enhancement bonus (to a minimum of a +1 enhancement bonus) to give any of the following weapon properties: *defending*, *frost*, *icy burst*, *keen*, *ki focus*, *shock*, *shocking burst*, *speed*. Adding any of these properties consumes an amount of enhancement bonus equal to the property's cost (see Table 15–9: *Melee Weapon Special Abilities* in the *Core Rulebook*). The scrollmaster must know the prerequisite spell or spells to craft the weapon property in question (for example, he must know *haste* to be able to give his scroll blade the *speed* property). This ability replaces the wizard's arcane bond.

Scroll Shield (Su): A scrollmaster can wield any paper, parchment, or cloth scroll as if it were a light wooden shield. In the hands of the wizard, the scroll grants a +1 shield bonus with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell counts as a masterwork light shield sword. The scroll shield has no armor check penalty, arcane spell failure chance, or maximum Dexterity bonus. The scrollmaster is considered proficient in this shield. A scrollmaster can use a scrollblade in one hand and a scroll shield in the other hand.

Activating this ability is a free action. A scroll shield only retains its abilities in the hands of the scrollmaster. The scroll shield has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful attack roll against the wizard reduces the scroll shield's hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

At 5th level, when using a 3rd-level or higher wizard scroll as a scroll shield, the scrollmaster can choose to reduce its enhancement bonus (to a minimum of a +1 enhancement bonus) to give it any of the following shield properties: *ghost touch*, *light fortification*, *moderate fortification*. Adding any of these properties consumes an amount of bonus equal to the property's cost (see Table 15–5: *Shield Special Abilities* in the *Core Rulebook*). The scrollmaster must know the prerequisite spell or spells to craft the shield property in question (for example, he must know *limited wish* to be able to give his scroll shield the *fortification* property).

If a scroll contains a spell with a metamagic feat, this ability uses the original spell level of the spell (a *scroll of empowered fireball* counts as a 3rd-level spell).

Improved Scroll Casting (Su): At 10th level, the scrollmaster can cast a wizard spell from a scroll and use his own Intelligence score and relevant feats to set the DC for the spell, and can use his own caster level if it is higher than that of the scroll (similar to a caster using a staff). The scrollmaster must have already deciphered the writing on the scroll to use this ability. This ability replaces the 10th-level wizard bonus feat.



2

MASTERING MAGIC



And so it came to pass that in the last days of the Thassilonian Empire, the very heavens themselves rebelled against its blasphemy. The Starstone fell, shaking the world and driving the seas forth across continents, nearly extinguishing the light of humanity.

Yet even in the rubble of their nations, the runelords continued to spar. From the mountains of the Rasp, the Runelord Karzoug ignored his people and struck out at Alaznist, Runelord of Wrath, driving her realm deeper beneath the waves. And in these last, futile scramblings, we see how even the mightiest of spellcasters may be brought low by sin.

INTRODUCTION

Anyone can be a spellcaster. If you can crack open a book and knuckle down in your studies, you can probably become a passable wizard. If you can devote yourself in body and soul to a god—and why wouldn't you, when there's such a variety to choose from?—you may find yourself endowed with magical powers simply for having faith in your god's (and your own) righteousness. Oracles are chosen without their consent, far-roving rangers pick up magical tricks and traps, druids channel the will of nature, sorcerers get their abilities as dubious presents from philandering ancestors, and bards find magical inspiration in performance and art. Magic is everywhere in the Pathfinder Roleplaying Game, and many of the movers and shakers in towns and cities of any significant size have a spell or two up their sleeves.

But those are just ordinary people who have access to magic. Basic hedge wizards may make a fine living crafting glowing swords, and a priest with the ability to heal broken bones is a must for any church that wants to win itself a congregation, but such everyday spellcasters are hardly the stuff of legend. Instead, those magic users who get remembered as heroes and legends—rather than simply magical craftsmen and merchants—take these same techniques and build upon them, seeking out ever-more-elusive knowledge and crafting new spells of magnificent power. It is with these esoteric practices that the greatest make names for themselves; these potent arts set the masters apart from mundane practitioners.

This chapter introduces several new subsystems and guidelines that help true acolytes of the magical arts hone their skills, and take them beyond the simple spells and constraints of lesser casters. In addition to in-game systems for crafting constructs, binding outsiders, and more, this section also includes dangerous new conditions called spellblights that afflict only casters, plus details for both players and Game Masters alike on how to design new spells for the Pathfinder Roleplaying Game and make sure that they're properly balanced and thought through ahead of time—before they wreak havoc at your gaming table.

Major subjects and subsystems covered in this chapter include the following.

Spellblights

Just as spellcasters have strange and extraordinary abilities unavailable to the common person, so too are they susceptible to unique maladies. Spellblights are specific curses that only affect spellcasters and creatures

that use spell-like abilities, saddling them with a host of unfortunate conditions that are extremely difficult to get rid of and greatly hinder the victim's use of magic. (Fortunately, some of these curses have also been discovered to have beneficial side effects that cursed casters can use to their advantage.) Divided into both major and minor categories, spellblights include such grotesque conditions as hemoculysis—in which the caster bleeds from the eyes each time she casts a spell—as well as gentler but more inconvenient afflictions such as phase blight and spell addiction. Spellblights are described in full beginning on page 94.

Spell Duels

When two competent spellcasters come to blows, the result is always impressive, if not downright frightening. Yet not every matter of honor is meant to be settled on the battlefield in standard, no-holds-barred combat. To this end, many of the more civilized casters (especially those in magical universities, military orders, and other situations in which the combatants might regret killing their opponents, or need to prove that their victory was through skill alone) settle such matters using a highly ritualized form of combat known as the spell duel. Sample rules for running a spell duel begin on page 99.

Binding Outsiders

What better way for an accomplished arcanist or theological miracle-worker to display his abilities than to summon and bind a powerful outsider as his servant? Whether it's a cleric of Asmodeus flaunting a chained angel or the wizard who binds an inevitable to seek out and punish those who break contracts with him, binders are both feared and respected by beings from all planes—and for good reason. This section begins with general notes on binding, then goes on to present inside information on the various gifts and offerings that help secure the allegiance of each individual type of outsider, from akhana aeons to shoggti qliploth. These dangerous secrets begin on page 101.

Building and Modifying Constructs

Constructs can be far more than just lumbering golems and awkward animated bureaus. Those who devote their lives to unlocking the inner workings of animating magic have uncovered numerous new abilities with which to imbue their constructs, as well as strange new ways to utilize the constructs themselves. Learn new animated object abilities, as well as how to price, modify, and repair unique constructs. Or dive deeper into more complex modifications: give your golem a brain to store feats, wear it as armor, see through its eyes, inscribe a rune on its forehead to protect it, or turn its limbs into grenades



ready to shatter and splash liquid death over those who attack it. Construct building and modification begins on page 111.

New Familiars

A distinctive spellcaster deserves a distinctive familiar. This section presents statistics from a number of new and highly recognizable familiars, from the blue-ringed octopus and the donkey rat to the king crab and the ever-popular pig. These new minions begin their campaigns to become your next arcane assistants on page 117.

Spellbooks

As with all scholarly practices, wizards and other arcane casters who follow an academic course to power achieve greatness by standing on the shoulders of giants. Presented in this section are numerous unique spellbooks ready to be dropped in front of arcane adventurers as treasure, or perhaps sought out as the objects of scholarly quests. In addition to spell lists and brief descriptions of each book's theme, these listings also include preparation

rituals—boons a spellcaster can receive by preparing her spells using the spellbook in question. But beware, for not all of the spellcasters who penned these tomes take kindly to interlopers plagiarizing their work, and some spellbooks carry dangerous wards to defend their pages against prying eyes. The section detailing new spellbooks begins on page 121.

Designing Spells

While this book contains a host of new spells, you can never have enough variety in your magical arsenal, and one of the great joys of playing a spellcaster (or Game Mastering for one!) is designing new spells unique to a given character or situation. This section takes a detailed look at the design process for spells, a delicate balancing act that is as much art as science. How much damage should a spell of a given level do? Is a spell that kills or controls more powerful? Which bonus type should a given spell grant? What spells are good benchmarks to compare your new creation against? The secrets of the Pathfinder RPG's key designers await, beginning on page 128.

SPELLBLIGHTS

Spellblights are rare and unusual magical conditions that uniquely affect spellcasters, including creatures that use spell-like abilities. Spellblights are curses, some functioning continuously and others manifesting only when the afflicted creature attempts to cast a spell or use a spell-like ability. A creature that lacks the ability to cast spells or use spell-like abilities cannot usually be afflicted by a spellblight.

Unlike many magical effects, a spellblight usually persists in an antimagic field, though because they often affect spellcasting, their effect is typically lessened in such a field.

Gaining Spellblights

There are many ways a spellcaster can become afflicted with a spellblight. These conditions can be gained by way of a *bestow curse* or *major curse* spell, as well as spontaneously with a number of unusual circumstances, many of which are detailed below.

Areas of Spellblight: Typically, the act of casting a spell has little chance of inflicting a spellblight, but there are some areas of magical instability where the mere act of casting a spell within the area can endanger a spellcaster. There are two main types of spellblight areas. In areas of minor spellblight, each time a spellcaster casts a spell, she must succeed at a DC 14 Will saving throw or be affected by a random minor spellblight. In areas of major spellblight, the caster must succeed at a DC 22 saving throw or contract a major spellblight. Due to the strange and random nature of such areas, their effects are not always consistent. There are areas that inflict a single type of spellblight, and areas that are easier or harder to resist with each spell cast.

Curses and Other Spells: All spellblights can be inflicted upon spellcasters with a *bestow curse* or *major curse* spell. *Bestow curse* can bestow any minor spellblight, while a *major curse* is required to afflict a spellcaster with a major spellblight. Other spells may inflict a specific spellblight or may allow the caster to select any spellblight as part of the spell. A successful saving throw against the spell prevents the spellblight from taking hold.

Optional Ways to Acquire Spellblights

GMs may choose to include the following methods of acquiring spellblights.

Antimagic Field: The first time a spellcaster attempts to cast a spell within an *antimagic field*, there is a chance she will spontaneously gain a major spellblight. The

caster must succeed at a Will saving throw (DC 15 + the caster level of the *antimagic field* or DC 23 if there is no caster level for the effect).

Arcane Spell Failure: When a spellcaster fails an arcane failure check by rolling a 5% (a roll of 01–05 on the spell failure roll) or lower, she has a chance of becoming afflicted with a spellblight. The failed spellcaster must succeed on a Will saving throw (DC 15 + the spell's level) or gain a spellblight. A failed spell of 4th level or lower results in a minor spellblight, while a failed spell of 5th level or higher results in a major spellblight.

Crafting Magic Items: When a spellcaster is crafting a magic item, and fails the skill check to create the item, the GM can choose to give the caster a spellblight instead of having that check result in a cursed item. Determine the spellblight randomly based on the caster level of the item she was attempting to create. Creating an item with a caster level of 10 or lower gives a random minor spellblight, while creating an item of caster level 11 or higher gives a random major spellblight.

Spell Turning: When a spellcaster is warded with a *spell turning*, and so is the creature he or she attacks, such occurrences usually create a resonance field as described in the spell's description. Instead, the spellcaster who cast the original effect can choose not to create the resonance field and both spellcasters are affected by a major spellblight. The spell that triggered the resonance field drains away without effect.

Teleportation Mishap: A spellcaster who casts a teleportation spell that results in a teleportation mishap has a chance of gaining a spellblight. The spellcaster who cast the teleportation spell must succeed at a Will saving throw (DC 15 + the spell level of the teleport) or gain a major spellblight.

Use Magic Device: When a spellcaster rolls a natural 1 while attempting to use a magic device with the Use Magic Device skill, she can choose to risk gaining a minor spellblight instead of not being able to activate the item for 24 hours (Will negates DC 10 + item's caster level).

Removing Spellblights

While the most severe symptoms of a spellblight may manifest only episodically, the condition is often tenacious and difficult to remove. Each spellblight lists conditions for its removal, and can also be removed as if it were a curse (with *remove curse*, *break enchantment*, and so on). The caster level check DC to remove a minor spellblights is 20; the DC to remove a major spellblight is 30. The DC to remove the spellblight is reduced by 1 with each day that passes (minimum DC 10). Using anything other than a curse-removing spell to remove a spellblight imposes a –5 penalty on the caster level check. Any spellblight can be removed automatically, without a caster level check, with *mage's disjunction*, *miracle*, or *wish*.

The following tables list minor and major spellblights. When called to randomly determine a spellblight, roll on the appropriate table.

TABLE 2-1: RANDOM MINOR SPELLBLIGHTS

d10	Result
1	Caster Blank
2	Caster Croak
3	Confounded Casting
4	Disassociation
5	Ebon Eyes
6	Eldritch Ague
7	Hemoculysis
8	Lassitude
9	Ritualistic Obsession
10	Spell Addiction

TABLE 2-2: RANDOM MAJOR SPELLBLIGHTS

d10	Result
1	Eldritch Cataracts
2	Nameless Dread
3	Negated
4	Obsessive Fixation
5	Phase Blight
6	Spell Burn
7	Spell Sap
8	Transference Block
9	Vertigo
10	Roll twice on the minor spellblight chart. The spellcaster is afflicted with both spellblights.

DESCRIPTION OF SPELLBLIGHTS

The following section details spellblights, split up based on their severity and featuring descriptions of effects and special methods to end those effects. Note that some of the effects of spellblights can be somewhat beneficial. Crafty spellcasters can make the best of even the worst situations, and the beneficial effects of any spellblights represent this. If a spellblight calls for a concentration check based on the level of the effect, and the caster is using a spell-like ability that doesn't have an effective level, use half the caster level of the spell-like ability instead.

Minor Spellblights

The following is a list and descriptions of many of the most common minor spellblights.

Caster Blank: A spellcaster with caster blank has a hard time focusing her spells or spell-like abilities on the same creature more than once. After targeting a creature with a spell, the caster cannot target that creature again with a spell until caster blank is removed or suppressed.

To suppress caster blank, the afflicted spellcaster must spend a standard action concentrating, which shakes off all effects of the caster blank until she casts a targeted spell again. Caster blank only affects spells that target creatures, and a spellcaster can still affect the creature with area spells.

Caster blank can be cured by any effect that removes confusion or insanity. Creatures that are immune to mind-affecting effects are immune to this spellblight.

Caster Croak: The afflicted spellcaster's throat or mouth is magically constricted. The spellcaster can barely make her words heard, and then only with great effort. A creature under this affect can only make itself heard by others by spending a swift action to focus its will on speech. Casting spells with a verbal component has a 20% chance of spell failure, and the save DCs of any spells she casts with the language-dependent descriptor are reduced by 4. Spell-like abilities are not affected by this spellblight because they lack verbal components. Shouting and screaming is impossible while the creature is affected by this spellblight.

A *heal* spell or similar effect cures this spellblight, as does casting the *shout* spell, though doing so is still affected by the spellblight's effects.

Confounded Casting: A spellcaster with confounded casting has a mental disconnect between the spells she intends to cast and the spells she actually casts. The first time on her turn that she casts a spell or uses a spell-like ability, she makes a concentration check with a DC of 15 + twice the level of the spell being cast. If the concentration check fails, the caster must pick another spell or spell-like ability of the same level or lower to cast with the same casting time. If the spellcaster has no other spell or spell-like ability, the action is lost. The spell or spell-like ability she originally picked is not spent and she can attempt to cast that spell again later.

Confounded casting is cured by any effect that removes confusion or insanity. Creatures that are immune to mind-affecting effects are immune to this spellblight.

Disassociation: A spellcaster with disassociation lapses into a mild insanity in which she dissociates her identity and starts to perceive herself as someone else. While subject to disassociation, a spellcaster is incapable of using spells or effects with a range of personal or of targeting herself with a spell effect. A spell with an area that includes her but does not need targeted individual creatures functions normally.

Disassociation can be cured by any effect that removes confusion or insanity.

Ebon Eyes: A spellcaster with ebon eyes develops a jet-black film over her eyes, which inverts her capacity to perceive light and darkness. The creature treats darkness as bright light, dim light as normal light, normal light

as dim light, and bright light as darkness. The ebon eyes protect against blinding, dazzling, patterns, or other visual effects, granting a +2 bonus on all saving throws against those effects.

Ebon eyes can be removed with an effect that removes blindness.

Eldritch Ague: Eldritch ague manifests itself as a sickness that is debilitating to spellcasters. A spellcaster with this spellblight is sickened until the curse is removed. When the subject of the curse casts a spell, she is overcome with shaking for 1 round, requiring any spellcasting or the use of a spell-like ability during that time to succeed at a concentration check (DC 15 + twice the spell level of the spell being cast). If she fails the save, the spell and the action to cast it is lost.

While a curse, eldritch ague acts much like a disease, and creatures with immunity to disease are also immune to eldritch ague. *Remove disease* cures eldritch ague; unlike with most spellblights, using this spell to remove the spellblight does not impose a –5 caster level check penalty.

Hemoculysis: A spellcaster with hemoculysis bleeds from her eyes whenever she casts a spell. The volume and duration of this flow depends on the level of the spell, lasting 1 round per level of the spell. While bleeding from the eyes, the spellcaster is considered dazzled and takes 1 point of bleed damage. Casting additional spells while the eyes are already bleeding resets the duration of existing hemoculysis by the spell level, provided it's greater than the current duration. The sight of the spellcaster's eyes bleeding is horrifying, and she gains a +2 circumstance bonus on Intimidate checks and a –4 penalty on Bluff and Diplomacy checks for the duration of the bleeding.

Hemoculysis can be cured by *heal* or *regenerate*.

Lassitude: Whenever a spellcaster with this spellblight casts a spell, she must make a concentration check (DC 15 + twice the spell level of the spell being cast). If she fails the check, the spellcaster takes 1 point of nonlethal damage per spell level (or 1 point of nonlethal damage when casting a 0-level spell or 1 point per 2 caster levels if using a spell-like ability). This nonlethal damage cannot be reduced in any way so long as the spellcaster suffers from lassitude.

Lassitude can be cured by *lesser restoration*, *restoration*, or any effect that completely removes exhaustion. Simply resting has no effect. Creatures immune to nonlethal damage are immune to this spellblight.

Ritualistic Obsession: A spellcaster afflicted with ritualistic obsession adds unnecessary gestures to her spellcasting activities. Any spell without a somatic component (even a spell cast with the Still Spell feat) now requires one, and any spell that already has a somatic component requires two free hands rather than one.

Spell-like abilities now require a somatic component. The extra complexity increases swift action casting times to a standard action, standard action casting times to 1 round, and 1 round casting times to 2 rounds. Other casting times are not increased. The extra focus does serve to increase the efficacy of the caster's spells. All save DCs for spells and spell-like abilities that have their casting time increased with ritualistic obsession are increased by 1.

Ritualistic obsession is cured by any effect that removes insanity. Creatures that are immune to mind-affecting effects are immune to ritualistic obsession.

Spell Addiction: A spell addict feeds off the elation of wielding magic, but suffers rapid withdrawal once spellcasting ends. After successfully casting a spell, the addict gains a +2 morale bonus on attack rolls, skill checks, and saving throws until her next turn. On any round the spell addict does not cast a spell on her turn, however, she goes into withdrawal, and is sickened until her next turn.

Spell addiction is cured by any effect that removes confusion, insanity, or disease. Creatures that are immune to mind-affecting effects are immune to spell addiction.

Major Spellblights

The following list details some of the most common major spellblights.

Eldritch Cataracts: Each time a spellcaster with this spellblight casts a spell, her vision becomes fuzzier and fuzzier until eventually she is blinded. Each time the spellcaster casts a spell, she must succeed at a Fortitude save with a DC equal to 15 + the spell's level. If she fails, she takes a –1 penalty on vision-based Perception checks until the spellblight is removed. Further failed saving throws increase the penalty by 1 until the character reaches a –4 penalty, at which point she becomes blinded instead.

Eldritch cataracts is a difficult spellblight to cure. Any effect that cures blindness reduces the penalty by 1. If the penalty is reduced to –3 or lower, any blindness is relieved until the caster fails the Fortitude saving throw enough times to bring the penalty back to –4. Reducing the penalty to 0 cures the spellblight.

Blind creatures and creatures that don't use sight are immune to eldritch cataracts.

Nameless Dread: A caster with nameless dread believes strange beings from far dimensions or the blackness between the stars are hounding her and sapping her sanity. Every time the caster uses a spell or a spell-like ability, she sees a glimpse of her nameless pursuers. She must succeed at a concentration check (DC 15 + twice the spell's level), or become shaken for 1 round per level of the spell. If already shaken, the spellcaster becomes frightened for the duration of the original effect or the duration of the new

effect, whichever is greater. If she is already frightened, she becomes panicked (and cannot cast) for the duration of the current effect or the duration of the new effect, whichever is greater. Each time a spellcaster becomes panicked, there is a 5% chance she will become permanently insane (as the *insanity* spell, or the GM may choose a form of insanity listed on pages 250–251 of the *GameMastery Guide*).

A spellcaster suffering from nameless dread is particularly adept at wielding spells with the fear or chaos descriptor. When she casts a spell with that descriptor, the save DC for that spell is increased by 1, and she gains a +1 competence bonus on all caster level checks made to bypass spell resistance.

Spells that suppress fear work on nameless dread. Those that remove fear effects suppress the effects of nameless dread (and its benefits to spellcasting) for 1 hour.

Negated: A negated spellcaster has his ability to manipulate magical energies disrupted. He gains spell resistance equal to 10 plus twice the highest spell level he can cast. This spell resistance cannot be voluntarily lowered. In addition, anytime he casts a spell, he must make a caster level check (1d20 + caster level) against this spell resistance. On a successful check, the spell is completed and the spellcaster's spell resistance is removed until the start of his next turn. Failure indicates he failed to muster up enough magical energy to cast the spell, but the spell is not lost and may be attempted again. Any feats or abilities that aid in bypassing spell resistance help with this check.

Restoration suppresses the negated spellblight for one day.

Obsessive Fixation: A spellcaster with an obsessive fixation develops a tendency toward repetition. This manifests itself differently depending on whether the spellcaster prepares spells, is a spontaneous caster, or uses spell-like abilities. When preparing spells, an afflicted spellcaster must attempt to prepare as many duplicate spells as she can, meaning she prepares two copies of each spell she picks, but cannot exceed her normal number of spell slots to do so. This need to prepare multiples (thus limiting her versatility) is the only effect. If the spellcaster is a spontaneous caster or uses spell-like abilities, when that spellcaster casts a spell or uses a spell-like ability, she must cast that spell again on her next turn, or

becomes dazed for 1 round at the end of her turn. Once she casts two copies of the same spell in a row or becomes dazed, the obsessive fixation resets, and she can cast any spell she knows, starting the cycle again.

Obsessive fixation can be suppressed for 1 day with an effect that removes confusion or insanity.

Phase Blight: A spellcaster afflicted with spellblight fades in and out of existence. Each time she casts a spell, she phases in and out of reality for 1 round per level of the spell cast. While phasing, any physical attacks made against the spellcaster have a 50% miss chance, any individually targeted spell has a 50% chance to fail to affect the caster, and the spellcaster takes only half damage from area attacks. In addition, while actively phasing, all of a spellcaster's physical attacks have a 50% miss chance, all of the caster's spells that target creatures have a 50% chance of affecting the target, and all of the caster's area attacks do 50% of their normal damage. Unlike when casting the *blink* spell, the spellcaster does not become ethereal; she blinks in and out of reality altogether.

Effects that block planar travel, like *dimensional anchor*, stabilize a phasing creature for the duration of the effect.

Spell Burn: Each time a spellcaster afflicted with this spellblight casts a spell or uses a spell-like ability, her skin feels like it burns, as if she were on fire. With a successful concentration check (DC 15 + twice the spell level cast), the spellcaster can ignore the pain of the effect, but if she fails, she is staggered for a round. While the caster is staggered by this spellblight, any spell with the fire descriptor that she casts has its saving throw DC increased by 1.

The burning sensation is a figment of the caster's imagination. Spellcasters that are immune to mind-affecting effects are immune to this spellblight, and don't gain the beneficial effect when casting spells with the fire descriptor.

Spell Sap: A spellcaster with spell sap is subject to blackouts when casting spells. She may become mentally locked, distant, or catatonic, or may even slip into unconsciousness. Each time the afflicted spellcaster casts a spell or uses a spell-like ability, she must succeed at a Fortitude save (DC 14 + caster level) or become dazed until the end of her next turn. If she fails the save by 10 or more, she instead falls prone and lapses into unconsciousness for 1d4 rounds.



Spell sap can be suppressed for 1 day with an effect that removes confusion or insanity.

Transference Block: A spellcaster with transference block has difficulty targeting allies with spell effects. Anytime she casts a spell on an ally, she must make a concentration check (DC 15 + twice the spell's level) or the spell is lost.

Transference block can be cured by spending 1 hour in an *antimagic field*.

Vertigo: A spellcaster with vertigo becomes dizzy and lightheaded when she casts a spell. Each time she casts a spell or uses a spell-like ability, the world spins and shifts around her. She must succeed at a concentration check (with a DC equal to the 15 + twice the level of the spell being cast). If the spellcaster fails the check, she falls prone, and for 1d4 rounds takes a penalty on Acrobatics, Climb, Ride, Stealth, and Swim checks equal to 1 + the level of the spell. While the afflicted spellcaster takes those penalties, she must also succeed at a DC 10 Acrobatics check in order to stand up from prone.

A *restoration* cast on the afflicted spellcaster suppresses this spellblight for 1 day.

Optional: Benefits of Harmful Conditions

A resourceful spellcaster draws upon experience to lend power to her magic. In the same way many of the spellblight conditions above offer advantages under the right conditions, at the GM's discretion, the standard conditions described in Appendix 2 of the *Core Rulebook* can provide benefits as well. If the following material gives a spell failure chance, this is in addition to other rolls to succeed at casting (such as caster level checks and arcane spell failure from armor) and is resolved after those rolls.

Bleed: While a spellcaster is affected by this condition, her *inflict wounds* spells inflict an extra point of damage per die. This only applies when using an *inflict wounds* spell, not when using those spells to heal undead.

Blinded: A blinded spellcaster can use some of the energy of a spell with the light descriptor to try to counteract the blinded condition. Also, when a blinded spellcaster casts a spell with the light descriptor, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the blinded condition.

Confused: While confused (either temporarily, or permanently by way of an *insanity* spell or effect), a spellcaster can tap into that confusion during periods of lucidity. When a confused spellcaster can act normally, the DCs of her spells that give confusion or insanity effects are increased by 1. The caster also gains a +2 competence bonus on caster level checks made to bypass spell resistance with those spells.

Entangled: A spellcaster who is entangled and casts a spell with the force descriptor can choose to take a 20%

chance of spell failure on that spell. If she successfully casts the spell, she ends the entangled condition, or if she is anchored, her movement is no longer prevented, but she is still entangled.

Dazzled: A dazzled spellcaster can use some of the energy of a spell with the darkness descriptor to try to counteract the dazzled condition. When a dazzled spellcaster casts a spell with the darkness descriptor, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the dazzled condition.

Deafened: A deafened spellcaster can use some of the energy of a spell with the sonic descriptor to try to counteract the deafened condition. When a deafened spellcaster casts a spell with the sonic descriptor, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the deafened condition.

Disabled: A disabled spellcaster can tap into her fears of impending death to empower her conjuration (healing) spells. Once per day, while disabled due to damage taken, a spellcaster can choose to treat a single conjuration (healing) spell she casts on herself as having a caster level two levels higher than her actual caster level. She must actually cast the spell; this ability cannot raise the caster level of a spell cast from a magic item.

Grappled: While being grappled, a spellcaster can choose to take a 20% chance of spell failure when casting a touch attack spell. If the spell is successfully cast, the caster gains a +2 bonus on the attack roll against the creature grappling her.

Nauseated: A nauseated spellcaster can use some of the energy of a conjuration (healing) spell to try to counteract the nauseated condition. When a nauseated spellcaster casts a conjuration (healing) spell, she can choose to take a 20% chance of spell failure with that spell. If the caster successfully casts the spell, the spell also ends the nauseated condition.

Poisoned or Sickened: Once per day, while a spellcaster is poisoned or sickened, she can take a 20% chance of spell failure when casting a single spell that causes a poison or sickened effect. If the spell is successful, the DC of any poison or sickened effect granted by that spell increases by 2.

Shaken: While a spellcaster is shaken, once per day she can channel her fear to increase the power of a single spell with the fear descriptor that she casts. When she does so, the spell DC of that spell is increased by 1. She must actually cast the spell; this ability cannot raise the caster level of a spell cast from a magic item.

Staggered: Once per day, while a spellcaster is staggered, she can take a 20% chance of spell failure when casting a single spell that takes a swift or standard action to cast. If the spell is successfully cast, she can take a move action directly after casting the spell.

SPELL DUELS

Spellcasters are no strangers to battle, but there's a difference between the chaos of a huge melee, with dozens of feral monsters seeking to tear the caster limb from limb, and a more civilized duel between rivals seeking to settle a dispute. Make no mistake, these duels can be just as deadly, but the rules surrounding them make for a different style of combat—one in which both combatants can attack and defend with ease, allowing the true skill and power of each to determine the victor.

Starting a Duel

A spell duel is a form of combat, but unlike ordinary combat, the participants must all agree to willingly enter the duel and abide by its rules. If either side breaks the rules, it is considered the loser of the duel, regardless of any other outcome, and if its members continue aggressive action, the fight returns to the standard rules for combat.

The rules for a duel between spellcasters are usually very simple, but can be changed and altered by the participants, so long as both sides agree. Such discussions typically happen before the duel, allowing both sides to properly prepare, but as with all elements of a duel, this is not always the case. Most duels utilize the following simple rules.

- Each participant must fight alone and can receive no help from outside sources, with the exception of familiars or other bonded creatures.
- Each participant must fight with magic. The use of melee or ranged weapons is forbidden, with the exception of bonded objects and weapons that can cast spells, such as staves.
- The use of summoned or otherwise conjured creatures is forbidden, unless the duel expects such creatures to combat one another at the behest of the participants (rather than directly attacking the dueling opponent). This sort of creature duel is common among druids, summoners, and conjurers.
- The duel lasts until one of the casters has been knocked unconscious or otherwise prevented from continuing. Spells such as *hold person* do not end duels, but *flesh to stone* certainly does, assuming the target fails her saving throw. Some duels go to the death and are only ended when one duelist or team is a smoking pile of ash.

Duel Combat

A duel functions much like ordinary combat, with a few notable exceptions that make for a more exciting and challenging encounter.

At the start of the duel, each participant makes an initiative check, just like in standard combat. Because duels are always planned and expected, there is never a surprise round. Alternatively, some duels start off with each side facing off, waiting for the other to flinch or break resolve. In such cases, substitute a Bluff, Intimidate, or Sense Motive check in place of the standard initiative check. The skill used is decided by the individual participants and is reflective of their approach to the duel.

At the beginning of each round, the participants check the status of the duel (the GM may want to mark the



beginning of each round in some way during initiative tracking as a reminder to check this status). So long as all participants agree to continue dueling, the duel goes on. If any one of the participants withdraws from the duel, the duel immediately ends for all participants, even those who want to see it continue. The participant or side that ended the duel is considered the loser of the duel. The duel's remaining participants can, among themselves, agree to resume the duel, but this is considered a separate duel from the previous one and does not involve those who withdrew from the duel.

Each participant in a duel can act normally on her turn, but if she casts a spell, that spell must affect or target either herself or one of the other duel participants (whether this participant is an ally or an opponent). For example, a dueling mage could not cast *haste* on her allies and exclude herself, but she could cast it on herself and her allies. The same goes for offensive spells, such as *fireball*—the dueling caster must include one of her opponents in the duel among the targets of the spell, and could not affect some nearby creatures to the exclusion of her opponent.

In addition to the normal set of actions a dueling caster can perform each round, each participant in a duel may take a special counterspell action called a dueling counter, as noted below.

Dueling Counter

Each participant in a duel can take a special action once per round called a dueling counter. A dueling counter is similar to a counterspell, but is easier to use.

When a dueling opponent tries to cast a spell, the targeted spellcaster can make a Spellcraft check (DC 15 + the spell's level) as a free action. If the check succeeds, she identifies her opponent's spell and can attempt a dueling counter. If it fails, she cannot attempt a dueling counter against that spell.

A dueling counter is an immediate action that does not provoke attacks of opportunity. To attempt a dueling counter, the countering duelist must expend a spell or a spell slot of a level equal to or higher than that of the spell being cast. Note that characters who cast spells spontaneously (such as bards and sorcerers) must choose what exact spell they are using to counterspell in addition to the slot being used. The countering duelist must then make a caster level check against a DC of 15 + the spell's caster level. Unlike when using a true counterspell action (which requires a readied action), even expending an exact copy of the spell being cast does not guarantee success. The caster attempting the counterspell receives a bonus or penalty on her check depending upon the level of the spell slot expended and the exact spell used, as noted in Table 2-3. If the check is successful, the spell is countered—it

is negated and the spell is lost. If not, the spell happens as normal and the duelist attempting to counter the spell takes a -2 penalty on any saving throws made against the spell's effect.

Alternatively, a spellcaster can use *dispel magic* or *greater dispel magic* as a dueling counter. When a dueling spellcaster does so, she does not need to identify the spell being cast, can counter a spell of any level, and must succeed at a caster level check against a DC of 11 + the spell's caster level. When *dispel magic* is used as a dueling counter, it is not modified by any of the circumstances in Table 2-3.

Because readying to counterspell is its own action, a participant can choose to ready to counterspell and make a dueling counter in the same round. This is only useful if the participant is facing multiple opponents or someone with access to Quicken Spell or other abilities that allow casting two spells in the same round.

TABLE 2-3: DUELING COUNTER MODIFIERS

Circumstance	Check Modifier
Spell is of a different school	-2
Spell is of the same school, but not the same spell	+2
Spell is of a higher level than the spell being countered	+1 per level higher
Spell is the same as the spell being countered	+10

Duel Results

While duels can be treated as another form of combat, they are usually done to resolve a dispute between colleagues or rivals and are not usually intended to end in death. As a result, duels are usually fought with a specific prize in mind. Arcane academies are known for having duels to assign important faculty positions and as competitions between students for valuable prizes. In some places, magical duels of this kind are so common that special areas are constructed specifically for duels. Such dueling yards are sometimes made with special magic that can be activated for dueling competitions, converting all damage to nonlethal damage and preventing or reversing magic that instantly slays a foe or does permanent harm. That is not to say that accidents don't happen, and more than one student has lost a limb or even her life while on such "safe" fields.

Regardless of the conditions, most duels are serious affairs, with each side putting pride, honor, treasure, and even their lives on the line to win the day. While villains might try to cheat the rules and exploit every advantage, the more noble duelist sees the competition as a chance to prove her superiority and skill on the field of battle, using only her magic and wits.

BINDING OUTSIDERS

One of the most potent tools a spellcasters can wield is the command of summoned creatures; the most powerful of these spells call forth allies mightier than mere flesh, reaching from the depths of Hell to the peaks of Heaven, and even stranger places beyond the pale. When reaching for knowledge and forces from other planes, a spellcaster must have control over the strengths and weaknesses of their targets, or face doom far worse than any that might be visited upon them in the Material Plane. A spellcaster wishing to bind such creatures who cannot play to the desires of his summoned captive will surely lose control, and may find himself torn from his reality as a plaything of the multiverse's cruellest tormentors.

CALLING OUTSIDERS

The first step in calling extraplanar assistance is to determine the method of bringing the outsider to the Material Plane. If the caster is a cleric, the spell of choice is *planar ally*; wizard, sorcerers, and summoners rely primarily on *planar binding* (or *summon monster*, which controls without requiring binding). However, none of these necessarily bind the outsider to the caster's needs, and a wise spellcaster augments the summoning with additional encouragement, usually in the form of gifts or bargains.

Clerics and Oracles

Clerics and oracles find the job of summoning and binding outsiders much easier than arcane spellcasters do. A cleric calls upon her deity to send a like-minded creature by way of one of the *planar ally* spells. That outsider is in the service of the god, and its desires almost always align with the cleric's goals, or at least run in parallel with them.

The cleric must bargain with the deity's servant for a payment agreed upon before the outsider will perform the task: gold, magic items, gifts, sacrifices, or promises by the cleric to achieve certain goals particular to the conjured ally. The greater the task, the greater the payment required, with a minimum of 100 gp worth of goods or services, sometimes extending into the thousands—and sometimes the ally simply refuses the cleric's binding if the job is too dangerous or beneath its dignity.

Wizards, Sorcerers, and Summoners

The arcane method for binding insiders is more difficult. First, a binder must create a trap, a *magic circle* focused inward. Typically the circle is outlined in a substance that is anathema to the outsider he wishes to summon. He must protect this circle against any sort of disruption, for even the smallest variation in its energies opens the circle and allows the escape of the creature he has summoned. It is for this reason that most binders' lairs are in high towers or deep dungeons, far from wind or pests.

When an arcane caster speaks the words of the *planar binding* spell, the outsider can resist via a Will saving throw, with no aid from its spell resistance. If it fails the save, the *magic circle* draws it inexorably into the trap. Once there, the outsider can pit its spell resistance as a check against the caster's level, attempt to flee via dimensional travel, or attempt to overcome the spell by imposing its spiritual presence with a Charisma check (DC 15 + 1/2 the caster's level + the caster's Charisma modifier). Succeeding at any of these checks breaks the binding, and a fortunate binder suffers no additional harm from such a breach; the annoyed outsider just leaves. This is not always the case, however.

Some outsiders lash out at their failed binders. Because of this, many binders take additional precautions: a second *magic circle* in which they can stand, and *dimensional anchor* cast within the *magic circle* to prevent the conjured outsider from fleeing instantly. A tremendously powerful wizard or sorcerer might even use *trap the soul* on his victim,

forcing it into a prepared vessel until it agrees to the binder's strictures.

Smart arcane binders often make deals with the creatures they call. Like clerics using *planar ally*, they bargain and shower the outsider with gifts in exchange for their services. While it is always good for an arcane spellcaster to make these deals from a position of strength, it is much better to get the outsider to come to mutually agreed upon terms for the service, rather than forcing it to commit actions against its nature or desires.

TRUE NAMES

There is one method of outsider coercion that helps guarantee that a binder can bargain from a position of relative security. Many spellcasters believe that a true name is inscribed on the essence of every creature, a secret word that describes it so perfectly and utterly that to speak the name is to define the being. For mortals, this name is



buried in the soul, hidden away from prying and dangerous eyes. Outsiders' true names take the form of sigils carved upon their very essence. In Hell, these sigils change as the devil changes in stature, and some that may once have held power over certain devils have become outdated. It is said that some outsiders have assumed names and that they use the aliases to lure foolish mortals into using for summoning; the outsider pretends to be under the control of the binder, but merely bides its time before it strikes.

To discover a single outsider's true name, a spellcaster must spend at least a month in a library or on a quest of discovery to uncover occult mysteries and riddles hidden in the pages of books, scrolls, and glyphs written millennia ago, buried in ancient temples or found among the ravings of madmen's spellbooks. At the end of this month, the GM makes a Knowledge (planes) check for the character. The DC is 10 + the creature's Hit Dice. The GM can increase the DC by +2, +5, or even +10, based on the power of the outsider or the circumstances of the true name search. A failure by 5 or more turns up false information that may expose researchers to unexpected dangers.

For most outer-planar outsiders, knowledge of the creature's true name is a powerful weapon. In summoning, if the name is spoken correctly (requiring knowledge of at least one of the outsider's languages, or a Linguistics skill check with a DC equal to 10 + the creature's Hit Dice), the target takes a –5 penalty on the Will save to resist being conjured, and if its name is inscribed in the protective *magic circle*, the outsider takes a –5 penalty on all checks to escape or breach that circle.

For elementals (including geniekind), such true names are not binding as they are for fiends and other outsiders, and do not give the creature a penalty to its Will save to resist being summoned. However, if the caster speaks the true name of the elemental, the elemental will most likely be intrigued enough to listen—a wizard with power and cunning enough to find an elemental's true name is a wizard with guile and strength, and elementals treasure these qualities.

Not all outsiders have true names. The chaotic and primeval nature of proteans defies the strange logic of true names, as does the writhing chaotic nature of the qliphoth. It is unclear whether aeons have true names. There are those sages who believe each aeon has two true names, and only by finding out both names can a creature gain some control over the aeon, but such matters are purely conjecture.

DEALING WITH OUTSIDERS

All outsiders love that which makes them strong. They seek to promote those qualities that offer them the greatest power, and covet their own survival. As beings—some might even call them concepts—of thought, will, and power, outsiders reward those who help them make their core concepts immortal. In short:

- Aeons are dedicated to their often obscure and contradictory goals.
- Agathions love the defense of good without regard for law and chaos.
- Angels love beauty and things that destroy evil.
- Archons love pure souls and order.
- Azatas love beauty and freedom.
- Daemons love death and oblivion.
- Demons love suffering.
- Devils love souls of any sort.
- Elementals love power.
- Inevitables and axiomites hate chaos and are focused on their goals.
- Proteans love chaos and want to return the multiverse to its original chaotic state.
- Qlippoth hate all intelligent life, as it is the engine of sin, and want it destroyed.

The reward outsiders offer may be actual aid, grudging service, or even just agreeing not to devour the binder's soul. Regardless, it is always—*always*—in the binder's best interest to make the summoning as painless as possible for the target, or else to overawe the summoned creature with the threat of utter destruction or millennia of endless pain. Attempting to treat outsiders as equals and the pact as a mere negotiating tool almost always ends in disaster. More specifics for each type of outsider are described below.

Offering appropriate gifts to the summoned creature can provide the caster a +2 bonus on the opposed Charisma check to keep it on the Material Plane. Indeed, if the gift is sweet enough, the outsider may choose not to break the strictures of the summoning, even if it has the opportunity to do so. All gifts, whether or not they are good enough to please the outsider, disappear at the spell's conclusion. Only the worst sorts of gifts are rejected; such a rejection indicates that the summoned creature feels gravely insulted.

Anathematic Substances

All outsiders have vulnerabilities, and those who deal with them must know what these vulnerabilities are. Some binders even use weapons composed of anathematic substances to create or draw their *magic circles*, or may even grind such valuable weapons up to create the powder to make the circles.

For every 5,000 gp of an anathematic substance used, the caster gains a +1 bonus on the opposed Charisma check to bargain with the outsider. This destroys the substance.

Anarchic: Infused with the power of chaos, *anarchic* weapons are anathema to many lawful outsiders, even those who are not specifically vulnerable to the weapons.

Axiomatic: Empowered by law, these weapons are harmful to chaotic outsiders, dealing extra damage even if the outsider is not particularly vulnerable to its effect.

Alchemical Silver: While a weapon made of alchemical silver reduces damage by 1, with a minimum of 1 point of damage, it may be more effective than other weapons against certain outsiders. It has 10 hit points per inch of thickness and hardness 8.

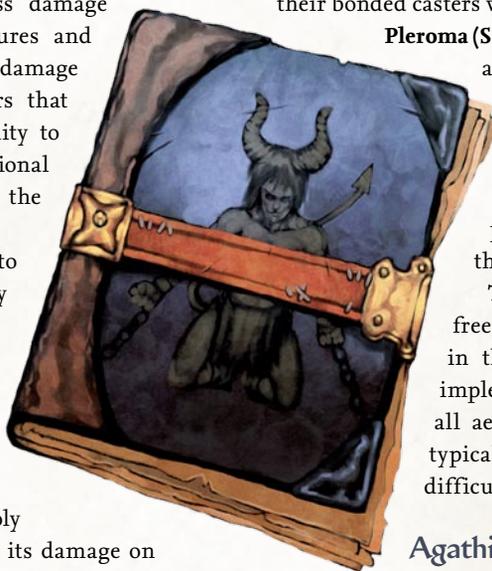
Cold Iron: Effective against daemons, demons, and fey, cold iron has been drawn from deep beneath forbidding mountains and forged with the least heat possible. Because of the delicacy and difficulty of the process, a weapon made of cold iron costs twice as much to make, and every magical enhancement increases its price significantly. It has 30 hit points per inch of thickness and hardness 10.

Holy: A *holy* weapon is any weapon imbued with holy power, which allows it to bypass damage reduction for specific evil creatures and inflict an additional 2d6 points of damage on those monsters. Evil outsiders that do not have a specific vulnerability to holy weapons still take that additional damage if the weapon overcomes the creature's damage reduction.

Mithral: Most outsiders react to mithral in the same way that they do to actual silver.

Silver: Long revered for its purity and ability to harm lycanthropes and devils, silver is also used to trap certain kinds of good outsiders.

Unholy: The opposite of the holy weapon, an *unholy* weapon inflicts its damage on good-aligned outsiders, but is in other respects the same.



OUTSIDER CATEGORIES

The following sections give a general overview of the major outsider classifications, examples for each category (and their spell resistance, if any), their interests, their vulnerabilities, and what substances they dislike.

Aeon

Alien, unemotional, and distant, aeons are difficult to deal with because of their strange form of communication, known as envisaging, in which they employ mental imagery and sounds instead of the symbolism of speech or writing to communicate their goals. Furthermore, aeons are often unyielding in their dichotomies, and are not swayed by argument or emotion toward any end. A spellcaster who binds an aeon had better hope his goals are in concert with those of the strange outsider, because that is the only way an aeon will offer its aid.

All aeons are immune to cold, poison, and critical hits, and have resistance to electricity and fire.

Akhana (SR 23): Concerned with the duality of death and life, akhanas hunt for imbalances and rectify them with strange, seemingly random, efficiency. They do not justify their decisions or goals, which many summoners find intensely frustrating.

Bythos (SR 27): Guardians of time and planar travel, bythos search for those who abuse time travel. They make deals with binders who have similar goals, and care nothing for the motivations of binders who do not share their concerns.

Paracletus (SR 7): The most common aeon to interact with mortal spellcasters, paracletus actively search out spellcasters with strong emotion and logical capabilities. Some paracletus become familiars, experimenting upon their bonded casters with their *emotion aura*.

Pleroma (SR 31): Many binders believe pleromas are too powerful to call and bind, and even if such a task is possible, trying to deal with such creatures of creation and destruction may be impossible. Of all the aeons, pleromas employ logic and methods that are least describable.

Theletos (SR 18): These guardians of freedom and fate often aid spellcasters in the pursuit of the former and the implementation of the latter, but like all aeons, their views on these subjects typically seem contradictory, and they are difficult to fully control or understand.

Agathion

Creatures of good with little regard for the cosmic struggles of law against chaos, agathions take on bestial aspects that reflect both their nature and their goals as negotiators and meddlers for the cause of good. When bound, they often bargain for terms for their service and release in good faith with good-aligned binders, but attempt to trick and coerce evil-aligned ones.

As agathions are intensely proud of their beastlike shapes, summoners who insult their forms or imply that they are somehow lycanthropic take a -4 penalty on all Charisma checks when dealing with a bound agathion.

Agathions are immune to electricity and petrification. They have resistance to cold 10 and sonic 10, and a +4 racial bonus on saving throws against poison. They are vulnerable to unholy weapons.

Avoral (SR 20): Often bound to serve as spies and scouts, avorals delight in the challenge of such activities when bound, as long as the cause is just and worthy of their attention. They hate being confined, so evil-aligned or neutral-aligned binders typically use imprisonment as punishment or coercion.

Cetaceal (SR 26): Protectors of good aquatic races, cetaceals are often called and bound by good spellcasters for protection of aquatic territories and to serve as ambassadors or emissaries. Unscrupulous binders often make deals with cetaceals on dry land, only letting them roam the water when a bargain for service is reached.

Draconal (SR 31): Powerful, haughty, and removed from mortal affairs, these direct agents of the gods are often aggravating to deal with once bound. Patient pursuers of long-term plans, many draconals seek to wait out mortal spellcasters rather than bargain for their services. Those who wish to bind and use the power of a draconal must be epically powerful and have perfect timing, know the draconal's true name, or be lucky enough to have plans running in concert with the agathion's goals.

Leonal (SR 23): Coveted as bound protectors and hunters, leonals are often straightforward in their negotiations with binders. They desire simple (and good) goals, as well as definitive terms for release from their obligations.

Silvanshee (SR 13): Curious but cautious, silvanshees are often bound as familiars by neutral good spellcasters. Sometimes large groups of them are summoned and bound by powerful spellcasters to serve as spies and scouts, especially in cities where they can meld into cat populations.

Vulpinal (SR 17): These foxlike agathions deal with those who bind them into service with an outspoken friendliness. They often bluntly state their dissatisfaction with their current fate in the most diplomatic terms, frequently accompanied by a smile and a wink. They prefer to be used as messengers and emissaries in the service of good, and if bound for any other purpose, they trick their way into the resolution of their bargains as quickly as possible.

Angels

All angels have numerous immunities and damage resistances, allowing them to travel across many planes of the multiverse without fear of damage. Interestingly, they can still take damage from poison, but they are strong enough to withstand most ill effects and punish those who would inflict such treacherous pain on them. They are exceptionally vulnerable to unholy weapons; solars are also vulnerable to epic-strength weapons and artifacts. Angels' protective auras grant them protection against attacks made or effects created by evil creatures, as well as protecting those creatures around them. Any mortals who wish to deal with angels should be armed with humility and knowledge.

Angels are immune to acid, cold, and petrification effects. They also have resistance to electricity 10 and fire 10.

Astral Deva (SR 25): Astral devas are the messengers of the gods of good—or, if one were to be cynical, the gossips

of the heavens. The appropriate gift for an astral deva is knowledge of a place it cannot reach: a rival temple, the location of evil cultists, or some other evil that has a direct bearing on the Material Plane.

Cassisian: The weakest sort of angels, cassisians serve as the messengers of more powerful angels, and frequently serve good spellcasters on the Material Plane as familiars. Formed from the souls of pious soldiers, they are often simply appeased with gifts that allow them to join the fray against evil creatures.

Monadic Deva (SR 23): Watchers of the Ethereal Plane and the Elemental Planes, monadic devas usually serve those who summon them only in purposes that deal with their duties on those planes. Stubborn in their causes, they demand outrageous gifts of servitude toward their own lofty goals.

Movanic Deva (SR 21): Soldier angels who often patrol the Positive Energy Plane, Negative Energy Plane, and Material Plane, these devas battle undead and the strange creatures that hunt the hungry void. When summoned to the Material Plane, they serve as forthright soldiers for the cause of good, and are appeased with gifts that allow them greater power to hunt undead and sceaunar.

Planetar (SR 27): As the leaders of celestial armies, planetars seek knowledge and information regarding the plans of their infernal foes. Providing valuable data regarding the movement of evil forces, the locations of caches of evil weapons, or the locations of portals to the netherworld gives the binder a +2 Charisma bonus when dealing with planetars.

Solar (SR 34): The greatest warriors of goodness, solars do not typically treat directly with mortals. To summon a solar and bargain with it, a wizard must destroy an item of great evil in the solar's name, crush a powerful evil in the world, or offer an evil relic as part of the summoning.

Archons

As creatures of law and good, archons seek order, justice, and the protection of the weak against the depredations of the strong. They believe in transformation from within, whether through wholesale, systematic change of governance or personal epiphany.

All archons are immune to electricity and petrification attacks, and all have DR 10/evil. The *magic circle* used to summon them is made of powdered silver.

Hound (SR 15): Disciplined soldiers and vigilant sentinels, hound archons are valiant defenders of all that is good and holy. They value movement and swift yet thoughtful action, and delight in crushing evil; therefore, the best sacrifices when summoning a hound archon are magical shields imbued with holy power, ensorcelled rings or boots that grant swift or unfettered movement, or weaponry of great power.

Lantern: The least of the archons, lantern archons are friendly, and their greatest ambition is to see the cause of good advanced. To gain their favor, one should engage in a week's worth of charity or make a sincere offering worth 100 gp to a good cause in the name of Heaven.

Shield (SR 21): Solid, stoic, and often defensive even in personality, shield archons are highly skeptical of those who attempt to bind them, but if they can work in the defense of the common good or opposed to the machinations of fiends, they commonly ask their binder to care for and protect a shrine or temple as a gift for their service.

Star (SR 30): Brilliant, wise, and constantly strategizing the protection of Heaven or the defeat of the forces of evil, star archons often chafe under the bindings of mortal spellcasters. Negotiations often devolve into the star archon blasting his binder for shortsightedness and wasting the archon's time. Star archons demand outrageous gifts even when the cause is just. Only when the archon's and the binder's goals work in close concert are the gifts the archon demands nearly attainable.

Trumpet (SR 25): Mighty warriors and messengers, trumpet archons are the leaders of Heaven's strike forces and the heralds of gods. To gain their favor, one must prove worthy of their presence; rather than making offerings of things, trumpet archons ask for sacrifices of service and time, and any binder who offers an exchange of services—and intends to keep her word—gains a +2 Charisma bonus. Those who renege on their bonds see their fortunes begin to vanish, and take a -2 Charisma penalty when dealing with good extraplanar creatures until they set matters right.

Azatas

Those who follow the precepts of freedom, individuality, and goodness find that summoning azatas is the best course in finding extraplanar allies. Few azatas agree on the particulars of specific issues, but they are determined to see evil's defeat. Azatas are whimsical but determined, and recognize that the best way to bring good to the multiverse is not by enforcing their desires, but by example and word.

Except for lillends, azatas have DR overcome by cold iron and evil weapons. They are immune to electricity and petrification; lillends are additionally immune to poisons of all sorts.

The *magic circle* needed to summon an azata is made of cold iron.

Bralani (SR 17): Bralani azatas are fierce and wild, and constantly seek to prove themselves in battle or in contests of wits. If a wizard suggests a game of strength, wits, or dexterity that the bralani has not played, or develops a new one for the bralani to take back to Elysium, he receives a +2 Charisma bonus when negotiating with the azata.

Brijidine (SR 28): Lovers of fire, poetry, and spicy food, a brijidine can be successfully wooed with rare (and fireproof) scrolls of poetry or a gourmet spicy dish. Binders should be aware, however, that brijidine have exotic, expensive, and particular tastes.

Ghaele (SR 25): Ghaeles are strong hunters, courtly and knightly, and pursue great foes. Offering them evidence of the binder's mighty hunts (at least 3 CR higher than the binder), or summoning them to a locale where they can pursue dragons or fiends provides a Charisma bonus to the caster.

Lillend: The most artistic of the azatas, lillends love stories, histories, tales, poems, and songs. Offerings to summoned lillends include original songs, performances, or other art forms; they also adore magical instruments.

Lyrakien: Musicians among the azata, lyrakien can be persuaded to service with gifts of wondrous musical instruments and rare bits of music—especially fey music.

Daemons

All daemons have a common goal: bringing death, destruction, and pain to mortals. They eat souls, and stop at nothing to sate their hunger for them. Daemons are not to be trifled with. The greater lords of the daemons—the deacons and the Four Horsemen themselves—are almost never summoned. Whether this is because they force others to arrive in their place, or because they have somehow anchored themselves to the plane of Abaddon, none can say with certainty.

Daemons are immune to acid, death effects, disease, and poison, and all are vulnerable to good and/or silver weapons. They have resistance to cold 10, electricity 10, and fire 10.

Astradaemon (SR 27): Powerful but relatively dim hunters of souls, astradaemons can only be bribed into service by two things—a feast of souls and the promise to spread death.

Cacodaemon: Savage and hungry, most cacodaemons cannot suppress their savage natures long enough to make deals. At best, the binder can trick a cacodaemon toward actions in concert with her purposes.

Ceustodaemon: The most common daemons summoned to the Material Plane, ceustodaemons are relatively easy to deal with, though none know if this is because of some deliberate action by more powerful daemons. They are often called guardian daemons, as they are frequently bound to that task.

Derghodaemon (SR 23): No one summons a derghodaemon unless they are stupid, desperate for the services of a savage killer, or both. Less intelligent than cacodaemons and twice as vicious, derghodaemons do not deal with any creature, and relentlessly attempt to escape their binding, usually with brute force.

Hydrodaemon (SR 19): On their home plane, these vile creatures swim the River Styx; on the Material Plane, they are often called to serve as guardians in swamps and sanctuaries of unscrupulous spellcasters. More pliable than most of their fiendish kin, hydrodaemons take treasure and the promise of souls as gifts for their services.

Leukodaemon (SR 20): Leukodaemons are the deacons of the Horseman of Pestilence, and on the rare occasions that they are summoned, they make any deal a binder wants, as long as it somehow results in the spreading of disease and devastation.

Meladaemon (SR 22): As deacons of the Horseman of Famine, meladaemons are rarely summoned by mortal spellcasters, and typically only agree to actions aligned with their own agendas or those of their lord.

Olethrodaemon (SR 31): The mammoth olethrodaemons often make deals with mortals wishing to evoke devastation on rival lands, sometimes even asking only half the normal offering for the privilege. Even those olethrodaemons serving one of the Four Horsemen as paragons can be summoned, though it is often assumed that such a feat is done only at their master's whim.

Piscodaemon (SR 21): Lovers of misery, especially that of the strong and powerful, piscodaemons eagerly make deals with mortals who wish to use them as soldiers against the powers of good—especially armies composed of or led by paladins.

Purrodaemon (SR 29): Steadfast servants of the Horseman of War, purrodaemons may be the easiest deacon daemons to summon. It seems their master often gives them leave to spread war on the Material Plane, but their service to any binder is often brief and violent, for both daemon and spellcaster.

Thanadaemon (SR 24): As deacons of the Horseman of Death, thanadaemons are hardly ever summoned by mortal spellcasters, and when they are, the event portends a near-apocalyptic end of mortal life.

Demons

The great weakness of demons is a *holy* or other good weapon. Such weapons overcome every demon's natural resistances, and are one of the few types of weapons that all demons fear equally. When dealing with demons, it is best to remember that they abide by no contract other than power, and displaying power—or at least hints of it—is key to keeping them under control. Their *magic circle* is made of powdered cold iron.

All demons are immune to electricity and poison effects. Many have other resistances based on their forms and chaotic natures.

Babau (SR 17): Any sacrifice for a babau must involve an intelligent creature, which the demon must be allowed to rend and utterly destroy.

Balor (SR 31): Balors do not come when summoned, and actively resist calls. Only the offer of a bound CR 15 lawful or good outsider, or a helpless paladin or cleric of 15th level or higher, dims their rage at being snatched from their home. Even thus placated, they will surely seek revenge unless the mortal they face demonstrates a greater power.

Dretch: As the slave labor of the infinite Abyss, the lot of the dretch would be pitiable if the creature weren't so contemptible. The best sacrifice for a dretch is the promise that it can spend at least a third of its time in servitude resting.

Glabrezu (SR 24): These treacherous demons peddle in secrets that destroy, and to bring them to the Material Plane as interested negotiators, the caster must know secrets that can destroy influential families, bring down nations, or otherwise befoul the bedrock of society.

Hezrou (SR 22): Expensive poisons and powerful potions worth at least 500 gp can pique the interest of these toadlike demons.

Marilith (SR 28): Either powerful magic weapons (+2 enchantment or greater) or the promise of the command of armies of cults can lure a marilith; any offer less than this earns the caster a –6 penalty on the Charisma check.

Kalavakus (SR 21): These horned demons almost always barter for slaves in return of their services.

Nabasu (SR 19): These demons love nothing more than devouring or enslaving humanoids so they can grow fatter and stronger.

Nalfeshnee (SR 25): These demons love knowledge, especially that within their specialties of manipulation and greed. Nalfeshnees bargain knowledge for knowledge, but never give more than they gain.

Omox (SR 23): These slimy demons enjoy the destruction of beautiful things. For their services, they often take “gifts” that involve the destruction of beautiful things—in particular an attractive young man or woman as sacrifice.

Quasit: Even more pathetic than the dretch, the quasit seeks only the assurance that it can return to the Abyss when its task is complete.

Shadow Demon (SR 17): The shadow demon asks merely for the shell of a beautiful person to wear for the duration of its servitude. It does not care whether that shell is pure or impure.

Shemhazian (SR 27): These powerful demons serve mortal spellcasters for only one price—when their service is done, they get to kill and devour the binder. This makes attempts to control them very rare. Sometimes they demand the life of the binder's family or friends as well.

Succubus (SR 18): The primary joy of the succubus is in destroying innocence and love; offering a child, virgin, or a beloved family member of the caster suffices to gain the interest of the succubus.

Vrock (SR 20): The vrock loves to despoil and befoul things of great beauty. Artwork worth at least 250 gp or a living, intelligent creature to destroy are equally desirable sacrifices. As their dance of ruin attack is more powerful the more vrocks are involved, they are often conjured and bribed in groups.

Vrolikai (SR 30): These transformed nabasus hate being summoned to the Material Plane, believing their time there is over and they are meant for greater things. When summoned, they typically ask for twice the normal amount in gifts. These demands are often accompanied by outrageous, sometimes impossible demands. They can eventually be reasoned with, but only when binders demonstrate power over them.

Devils

Devils regard both holy items and silver as deadly substances, and instinctively shy away from contact with such items. Even those for whom silver presents no danger avoid its touch whenever possible. Binders who want to deal with infernal outsiders as putative allies keep these substances at least 60 feet from the summoning circle; however, if they wish to threaten their infernal subjects, they keep them close at hand. The powdered silver used to create the *magic circle* is a warning and a trap, but it is not an overt threat—summoned devils recognize it as part of the procedure to call them to the Material Plane. Note that even silver candlesticks or bells can be used as weapons of opportunity, but the best defense, should the wizard choose to display force, is a weapon bonded with alchemical silver.

An even better defense against devils, however, is a holy weapon. As with demons, a holy weapon is strong enough to drive through any devil's natural defenses, and the presence of such an item in the summoning chamber is an affront to more powerful or subtle devils.

Note that all devils are immune to fire and poison; the blasted landscapes of their home plane quickly destroy any who show vulnerabilities to these effects. All devils can withstand acid and cold as well, though to varying degrees, and few of them show any fear of suffering that damage. They have resistance to acid 10 and cold 10.

Additionally, one can enhance summoning for specific kinds of devils by appealing to those devils' specific natures.

Accuser Devil: Popular among conjurers and summoners as spies and infiltrators, accuser devils

often forgo haggling on gifts for their services, as the information they gain is worth more than any gift of treasure the binder can offer.

Barbed Devil (SR 22): Extraordinarily jealous of their duties and even more so of their time, barbed devils may grudgingly accept offers of rare treasures and gems worth more than 2,000 gp, with the usual +2 Charisma bonus to summoning—but only when the task takes less than 24 hours to complete. If the service takes any longer, the binder takes a –2 Charisma penalty.

Bearded Devil (SR 16): The best way to attract the eye of a bearded devil is to offer a restrained victim for its bloody use, so that it might painfully murder its target.



Belier Devil (SR 28): These massive masterminds are rarely summoned to the Material Plane, but when they are, they often try to finagle their way out of such circumstances as quickly as possible.

Bone Devil (SR 20): These devils adore secrets and infernal lore, and those who provide hellish tomes or evidence of influential mortal vices gain a +2 Charisma bonus on their summoning checks.

Erinyes (SR 19): As the spirits of corrupted angels, erinyes are bitter and rage against the heavens. To entice an erinyes, offer it a significant holy item for it to despoil, or the cleric of a good-aligned god to ravish and ruin.

Handmaiden Devil (SR 25): Deals made with handmaiden devils are often extremely hard bargains. They typically ask for the unthinkable, such as the lives of innocent children—the younger the better.

Horned Devil (SR 27): As the elite of Hell's armies, horned devils value strength and daunting power; anyone who offers them an intimidating weapon enchanted to +2 or better gains the +2 Charisma bonus.

Ice Devil (SR 24): As the schemers and planners of Hell's devils, laboring in their personal machinations, gelugons are extraordinarily difficult to summon. However, casters willing to offer an exchange of services—one in which the caster is likely to see the short end of the deal—may earn a Charisma bonus. Those who renege on their bargains with gelugons often learn what it means to displease Hell.

Immolation Devil (SR 30): These devils often ask for lands on the Material Plane as gifts. If such lands are granted, they use these places to launch attacks on neighbors, further expanding the territory of Hell.

Imp: Imps prefer small and bloody sacrifices that show the binder's desire to do evil—for instance, a heart torn from a living dove grants a +2 Charisma modifier on the summoning check.

Lemure: Lemures prefer reminders of their former lives, and so the best offering is food or pornography.

Pit Fiend (SR 31): Pit fiends, the greatest of all the non-noble devils in Hell, are rarely tempted to answer a summons; when called, most of them come to see the stupidity or the arrogance that brought them to the Material Plane before snatching the wizard away for an eternity of torment. Only the greatest of promises, such as a noble offering the enslavement of an entire empire, a priest offering the destruction of holy relics, or an antipaladin pledging the delivery of a helpless and noteworthy angel for the pit fiend's pleasure, might induce the pit fiend into service.

Elementals and Genies

True elementals are simple creatures, thriving spirits animating bodies of pure elemental matter. They regard their lives as an eternal struggle to best themselves and each other. Each elemental type is uniquely suited to adapting

to conditions on its particular plane, and is arrogant about its powers when surrounded by its element... and uniquely frightened and cowed when shown a greater power or enclosed in an element not its own. Most elementals do not bargain for favors—they respect only strength. Genies are the more human-like denizens of the elemental planes, both in shape and mentality. They consider themselves physically and culturally superior to true elementals.

In general, one summons an elemental for brute work and combat, and a genie for magical power or ancient wisdom, and would thus use *summon monster* and *planar binding* for those tasks, respectively. However, should a conjurer wish to bind an elemental as he would a genie or fiend, the ritual is one of wrestling with the elemental's creativity in reaching its home element. Elementals are immune to bleed, paralysis, poison, sleep effects, and stunning. They are not subject to critical hits, precision-based attacks like sneak attack, or flanking.

Genies seek and value power, though they are more brash and boastful than most. It is said the best way to secure the attentions of a genie is to speak its true name, and to offer it aid in battles against its political enemies—a wise conjurer researches the inner battles of genielike before summoning a genie, or else is prepared to cow the genie with strong magic.

Air Elemental: When summoning an air elemental, inscribe the *magic circle* with diamond powder, and release the elemental only once it has acquiesced to the caster's power. This costs an additional 2,000 gp but adds +4 to the Charisma check.

Belker: These dull-witted creatures enjoy expensive incense and exotic green woods that create heavy smoke.

Crysmal: Unlike other elementals, crysmals do bargain, but agree to a binder's demands only if offered a substantial amount of crystal, which they use for reproduction.

Djinni: Tomes of knowledge or powerful wondrous items tempt djinn and grant the caster a +2 bonus on the Charisma check.

Earth Elemental: Prepare the summoning chamber with swirling wind- and air-based spells to prevent the elemental from touching the floor. Maintaining this state for 5 rounds demonstrates the binder's superiority over the elemental, and grants a +4 bonus on the Charisma check.

Efreeti: These warlike creatures value weapons with enhancement bonuses of at least +2 and scrolls of 4th-level or higher spells; these provide a +2 bonus on the binder's Charisma check. Efreet also appreciate attractive humanoid slaves, which give a +1 bonus on the binder's Charisma check for every 10 slaves offered.

Fire Elementals: When summoning a fire elemental, enclose the casting chamber with stone, remove flammable materials from the room, and prepare a *magic circle* and spells to protect against fire. Keeping large blocks of ice in the room saps the elemental's power and cows it into

submission more quickly, giving the caster a +4 bonus on the Charisma check to trap the elemental.

Ice Elemental: Binders use actual fire, fire spells, protections against cold, and sometimes even fire creatures to keep ice elementals at bay during summoning. An ice elemental often yields to its binder as soon as serious melting occurs.

Invisible Stalker: The tactics used to bind invisible stalkers are similar to those used for binding air elementals. Unlike many elementals, invisible stalkers bargain for their services, which is why they are often summoned by mortal spellcasters.

Janni: The weakest of the genies, the jann are also proud and prone to insult. Gifts of rich fabrics, gems, or jewelry worth 1,000 gp or more soften their outlook and give the conjurer a +2 bonus on her Charisma check.

Lightning Elemental: Lightning elementals are similar to air elementals in that the same bindings work on them, though binders would do well to reinforce such bindings and themselves with protections against electrical damage.

Marid: Capricious and unpredictable, marids love performance and art—providing them artwork worth 1,000 gp or playing a DC 30 Perform (any) piece (whether performed by the binder or his ally) piques their interest long enough for the conjurer to gain a +2 Charisma bonus.

Magma Elemental: Magma elementals are composite elemental creatures, taking some aspects from earth elementals and fire elementals. Unsurprisingly, a mix of binding strategies from those two types of elementals often keeps these savage things at bay.

Mihstu (SR 19): The strategy for binding and commanding these creatures is similar to that for an air elemental. Unlike other elementals, mihstu typically bargain with the binder, as many wish to haunt the dark places of the Material Plane.

Mud Elemental: While mud elementals vary in consistency, all of them fear becoming too watery or too dry, as both conditions have adverse effects on them. Using air spells and petrification spells as punishments for noncompliance usually makes these elementals more willing to take direction and enter into negotiations for appropriate gifts for services rendered.

Sandman: Subtle and craftier than other elementals, these creatures nearly always bargain with their binder, but are arrogant and headstrong. Even after their task is done, they voluntarily remain on the Material Plane to wreak as much havoc as possible.

Shaitan: As the most dense and brash of the genies, shaitans like games of chance and physical skill best of all. Should the caster offer services in exchange for a throw of the dice or a wrestling match—and go through with the offer—he'll receive a +2 bonus on his Charisma check.

Thoqqua: Natives of the harsh landscape where the Planes of Fire and Earth collide, thoqqas are dangerous creatures to summon and bind, and typically rage against their confines, even when properly bound. Those wishing to bind a thoqqua frequently use mephit intermediaries, as those creatures seem to understand thoqqas enough to calm them.

Water Elemental: When summoning a water elemental, remove sources of water from the room and prepare a bonfire. A ring of fire around the *magic circle* exposes the elemental to its hated enemy the instant it appears on the Material Plane, distracting it long enough for the binder to seize control. This is an opposed Will check, granting a +1 bonus to the caster for each large fire in the room; success grants a +4 bonus on the Charisma check.

Inevitables

Originally created by the axiomites (see page 36 of the *Bestiary 2*) as an unflinching army to fight the chaotic proteans, inevitables used to fight an explicit war against those creatures but now wage an indirect war against them. Most inevitables fight this war by tracking down and rectifying egregious violations of law. Incorruptible in its mission, when bound by a being who wishes to subvert it, an inevitable often waits the binder out. Inevitables simply refuse to deal with binders who wish to use them against their designed and decreed purpose.

Arbiter (SR 13): Arbiters are the scouts and spies of the inevitables, and are typically bound to serve as familiars to lawful spellcasters, especially those who fight the taint of protean chaos.

Kolyarut (SR 23): As the enforcers of bargains, kolyaruts can be bound into service to enforce a bargain. The binder needs to beware, though—if she fails to keep a bargain with a kolyarut, she can quickly become the subject of its punishment. Kolyaruts never bargain with known breakers of such agreements.

Lhaksharut (SR 31): Concerned with keeping the various planes separate, lhaksharuts often make deals with mortal spellcasters working in concert with those goals. They are always willing to destroy links between planes, but sometimes agree to let a gateway stay open and serve as its protector as long as such a mission serves its primary function in some way. They never work against the separation of the planes.

Marut (SR 26): Maruts hunt those who artificially extend their lives through powerful magic. They bargain with binders who call them for the express purpose of hunting down such a creature. All other bindings are stubbornly ignored, even under duress.

Zelekhut (SR 20): Zelekhts often answer the call of binders who wish to use them to search out and even execute those who seek to evade justice.

Proteans

Slithering creatures of pure chaos, proteans claim they were the masters of the multiverse before the first gods created the other planes from the pure chaos of the primeval beginnings. They seek to tear down the multiverse and restore it to its original chaotic form. Bound proteans seek to find a way to achieve this goal even when bargaining with those who dare summon and bind them.

Proteans are immune to acid and have resistance to electricity 10 and sonic 10. Their amorphous anatomy grants them immunity to polymorph effects and resistance to critical hits and sneak attack damage. They are protected by a continuous *freedom of movement*, as per the spell.

Imentesh (SR 21): These heralds of chaos often heed the call of binders who wish to utilize the power of proteans. In conversation they are often talkative, seemingly helpful, and polite, but they are always plotting their escape in order to unleash as much chaos as possible.

Keketar (SR 28): The most zealous of all the proteans, kekėtars see it as their sacred duty to return all existence to its true chaotic state. These creatures are extremely arrogant, and often seek to manipulate those foolish enough to bind them toward their own entropic purposes.

Naunet (SR 18): These bestial proteans are hard to control. Those who bind these dangerous bundles of rage and destruction are lucky if they can wield the naunets' destructive power for their own purposes—at least for a short while.

Voidworm: To most other proteans, these tiny creatures aren't true proteans at all, just pale reflections of protean powers manifesting in the twisting currents of Limbo. Mortal spellcasters sometimes call these creatures to serve as familiars.

Qlippoth

Only the most insane or desperate spellcasters dare to call and bind a qlippoth. The qlippoth's unpredictable nature, horrific appearance, and hatred for all mortal life make them some of the most dangerous outsiders to summon. They were once rulers of the Abyss, but were overthrown when the souls of mortal sinners arrived and transformed into the first demons. While qlippoth may bargain with mortal spellcasters, they don't feel bound to follow such agreements, and often blatantly disregard the orders of their binders, no matter the consequences.

Qlippoth are immune to cold, mind-affecting effects, and poison. They have resistance to acid 10, electricity 10, and fire 10. All but the least have an aura of fear and madness.

Augnagar: Stupid and ravenous, these cannibalistic qlippoth rarely bargain with their binders, but can be threatened into what passes for qlippoth service.

Chernobue (SR 23): These flopping and writhing things are only concerned with spreading their vile poison. They do not bargain with binders.

Cythnigot: The most common type of qlippoth found on the Material Plane, cythnigots are called by some chaotic evil spellcasters to act as familiars; a cythnigot latches on to a Tiny animal familiar the spellcaster already has.

Iathavos (SR 31): The powerful and singular iathavos never answers the call of a binder, even an epic one.

Nyogoth: These hungry, abyssal bottom feeders heed the calls of spellcasters, but typically only to find new things to eat in far-off places. Though not stupid, nyogoths are hard to reason with, and only respond when offered new and interesting things to eat.

Shoggti: Next to cythnigots, shoggti are the most common qlippoth found on the Material Plane. These masters of mind manipulation are always on the hunt for living slaves for their inexplicable plans. A shoggti quickly heeds the call of a binder, hoping to eventually turn her into its newest thrall.

Thulgant (SR 25 vs. lawful spells and creatures): These powerful qlippoth are too arrogant and self-important to answer the call of a spellcaster wishing to bind them.

Other Outsiders

While the groups above detail all the major types of outsiders, the Great Beyond is called great for a reason, and there are countless other outsiders that a potential binder can call. In theory, any outsider can be called and a binder can attempt to press that creature into service, though the proper strategy for doing so is contingent on the abilities, desires, and goals of the particular outsider.

There is one group of outsiders that it is more difficult to bind: the native outsider. A native outsider cannot be called and bound from the Material Plane. In order to call any outsider, it must be on a different plane from the binder. Native outsiders (or other outsiders currently manifesting on the Material Plane) can only be called and bound by spellcasters on a different plane.



BUILDING AND MODIFYING CONSTRUCTS

The Craft Construct feat (see page 314 of the *Pathfinder RPG Bestiary*) allows a spellcaster to create all manner of permanent constructs in a process much like magic item creation. Each construct has a purchase price and a crafting cost, along with a list of requirements and the skills used to create them. Some require special materials in addition to the cost for basic crafting supplies, generally for the construct's body. Special material costs increase both the purchase price and the crafting cost of the construct. The DC to craft a construct is 5 + the default caster level of the construct, just like for a magic item. Like when crafting magic items, a creator with a sufficiently high skill bonus may ignore these requirements. Each missing requirement increases the Craft DC by 5. Regardless, the creator must meet all item creation feats and minimum caster level requirements. Crafting a construct takes 1 day per 1,000 gp in the item's base price, excluding any special material costs. This process is identical to the process for crafting a magic item, including the rules for accelerating creation and handling interruptions (see page 548 of the *Core Rulebook*).

Animated Objects

Not all constructs are built with the Craft Construct feat. Spells like *animate objects* allow a caster to temporarily animate an existing object. These constructs are in many ways weaker than manufactured constructs, as they are susceptible to dispelling and antimagic.

A caster can use the *animate objects* spell to instantly create a temporary construct. A *permanency* spell cast upon an animated object makes the construct permanent; however, it can still be dispelled or suppressed by antimagic. Craft Construct creates permanent animated objects not susceptible to dispelling and antimagic. The CR of a potential animated object depends on its size and abilities, as explained in the animated object entry on page 14 of the *Bestiary*.

ANIMATED OBJECT

CL 11th; Price as determined by CR

CONSTRUCTION

Requirements Craft Construct, *animate object*, *permanency*;

Skill Spellcraft or appropriate Craft skill; **Cost** 1/2 price

New Animated Object Abilities

The following are new abilities that can be applied to animated objects, whether created by the *animate objects* spell or with the Craft Constructs feat. Adding to these abilities

requires the expenditure of Construction Points (CP), as described on page 14 of the *Bestiary*.

Augmented Critical (Ex, 1 CP): Increase the threat range for the animated object's melee attacks by 1 or the threat multiplier by 1. This cannot combine with itself or with the piercing attack or slashing attack object abilities.

Exceptional Reach (Ex, 1 CP): The object gains +5 feet of reach with one melee attack. Increase reach on all attacks for an additional +1 CP.

Improved Attack (Ex, 1 CP): All the animated object's melee or ranged attacks do damage as though it were one size category larger. A crafter must purchase Improved Attack separately for melee and ranged attacks.

Piercing Attack (Ex, 1 CP): Replace one melee attack with an attack that does the same amount of piercing damage and has a x3 multiplier. Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on piercing attacks.

Ranged Attack (Ex, 2 CP): Replace one slam attack with a ranged attack. It does the same amount of damage, and has a range of 20 feet. Replace all attacks for an additional +2 CP. Object abilities that specify slam attacks do not work on ranged attacks.

Slashing Attack (Ex, 1 CP): Replace one slam attack with an attack that does slashing damage and has either a 19–20 threat range (for blade-like attacks) or a x3 threat multiplier (for axe- or scythelike attacks). Replace all melee attacks for an additional +1 CP. Object abilities that specify slam attacks do not work on slashing attacks.

Trip (Ex, 2 CP): The object gains the trip special ability with one of its slam attacks.

BUILDING NEW CONSTRUCTS

Constructs typically have no Intelligence score, an average Wisdom score, and a Charisma of 1. Their dexterity is usually poor to average, though exceptionally nimble constructs do exist. Nearly all constructs of size Medium or larger have high Strength scores; constructs never have a Constitution score.

The monster creation rules in the *Bestiary* serve as your best guide for designing a new construct. New constructs should stick fairly close to the Monster Statistics by CR table found on page 291 of the *Bestiary* or the expanded table on page 293 of *Bestiary 2*. As they are usually mindless combat brutes, most use the "high attack" column, with damage falling in between the High and Low average damage columns. Note that all the construct's saving throws are likely to be poor, and they have no favored saves. Lacking a Constitution score, a construct's hit points also tend to be low in comparison to creatures with similar CRs. Consider giving any construct that doesn't have either damage reduction or hardness a higher AC to compensate.

TABLE 2-4: BESTIARY AND BESTIARY 2 CONSTRUCTS

Name	CR	Materials	Price	Cost	Special Abilities
Tiny animated object	1/2	—	250 gp	125 gp	Variable
Homunculus	1	50 gp	2,050 gp	1,050 gp	Poison, telepathic link
Small animated object	2	—	2,000 gp	1,000 gp	Variable
Iron cobra	2	—	4,000 gp	2,000 gp	Find target, poison
Darkwood cobra	2	—	5,000 gp	2,500 gp	Find target, poison
Soulbound doll	2	300 gp	4,300 gp	2,300 gp	DR, variable, susceptible to mind-affecting effects
Medium animated object	3	—	4,500 gp	2,250 gp	Variable
Mithral cobra	3	—	10,000 gp	5,000 gp	Find target, poison
Adamantine cobra	3	—	20,000 gp	10,000 gp	High DR, find target, poison
Necrophidius	3	1,000 gp	7,500 gp	4,425 gp	DR, dance of death, paralysis
Carrion golem	4	500 gp	10,500 gp	5,500 gp	DR/bludgeoning or slashing, stench
Scarecrow	4	500 gp	15,500 gp	8,000 gp	Immune to cold, fascinating gaze, fear, vulnerable to fire
Large animated object	5	—	12,500 gp	6,250 gp	Variable
Ice golem	5	500 gp	18,500 gp	9,500 gp	Cold, golem, icy destruction
Wood golem	6	300 gp	19,300 gp	9,800 gp	Golem, splintering
Huge animated object	7	—	25,000 gp	12,500 gp	Variable
Flesh golem	7	500 gp	20,500 gp	10,500 gp	Berserk, golem
Glass golem	8	1,000 gp	33,000 gp	17,000gp	DR, golem, deflect spells, dazzling brightness
Stained glass golem	8	1,000 gp	39,400 gp	20,200 gp	DR, golem, deflect spells, dazzling brightness
Alchemical golem	9	3,000 gp	33,000 gp	18,000 gp	High DR, golem, alchemy, bombs, splash
Gargantuan animated object	9	—	40,000 gp	20,000 gp	Variable
Clay golem	10	1,500 gp	41,500 gp	21,500 gp	Special DR, golem, berserk, cursed wounds
Colossal animated object	11	—	60,000 gp	30,000 gp	Variable
Stone golem	11	5,000 gp	105,000 gp	55,000 gp	Golem, full healing, minor spell vulnerabilities, slow
Clockwork golem	12	10,000 gp	120,000 gp	65,000 gp	High DR, golem, death burst, grind, wall of gears
Iron golem	13	10,000 gp	150,000 gp	80,000 gp	High DR, golem, breath weapon
Mithral golem	16	50,000 gp	250,000 gp	150,000 gp	High DR, golem, fluid form
Adamantine golem	19	100,000 gp	600,000 gp	350,000 gp	Epic DR, golem, indestructible, destructive strike

Pricing a New Construct

This section provides guidelines for those seeking to calculate the costs of crafting their own constructs. As a rough guideline, a construct's price is equal to its challenge rating squared, then multiplied by 500 gp. Constructs with a fractional CR rating base their price on that fraction of 500 gp. For example, a CR 1/2 construct has a price of 250 gp. The cost of magical supplies for the Craft Construct feat is half this price, with the construct taking 1 day to create per 1,000 gp of the construct's base price. Some constructs, particularly golems, have additional raw material costs that must be paid in full, regardless of whether the creator possesses the Craft Construct feat. Raw materials typically cost somewhere between 5% and 10% of the construct's base price.

Constructs with multiple special abilities cost more to create. The first special ability is included in the construct's base cost. The next two special abilities increase the calculated price by +1/2 CR per ability. Thereafter, any additional special abilities add +1 CR

per ability. Examples of special abilities include having a higher DR value than a typical construct of its CR (above DR 5 for CRs 1–8, above DR 10 for CR 9+), monster statistics that exceed those recommended for the construct's CR (see page 291 of the *Bestiary*), the standard golem immunity to magic, DR or hardness that can't be overcome by all adamantine weapons, ability to be fully healed by a single spell, and most special attacks and special qualities.

Particularly powerful special abilities, such as an iron golem's exceptionally high attack bonus, count as two lesser abilities. Animated objects are a special case—their base price is not increased by any abilities paid for with Construction Points (see page 14 of the *Bestiary*), since these abilities are already factored into an animated object's CR. In addition, golems and homunculi created with extra Hit Dice, the advanced template, or shield guardian abilities should all be priced as described in the *Bestiary*, rather than by adjusting pricing for their new CR.

Abilities that weaken or potentially place a construct at a disadvantage rarely reduce the construct's price. An exception is the berserk ability. Constructs that have a chance of going berserk receive -1 CR adjustment to their calculated price if control can be reestablished (like a flesh golem) or -2 CR adjustment for permanent loss of control (like a clay golem).

The following is an example of the calculated costs for creating a stone golem (CR 11). A stone golem's special abilities are golem immunity to magic, full healing from *transmute mud to rock*, a high to-hit bonus (+22 vs. the +19 typical for CR 11), and the ability to slow its foes. Further, since its spell vulnerabilities are not tied to common spells or effects, its immunity to magic cost is doubled, giving the stone golem a total of 5 special abilities. The first special ability doesn't affect the cost, the next two increase the cost by $+1/2$ CR each, and the final two each increase the cost by $+1$ CR individually, making its effective CR for pricing equal to 14. This produces a calculated price of 98,000 gp, rounded up to an even 100,000 gp.

When designing a new construct, keep in mind that the above pricing formula only serves as a guideline. As with magic items, construct pricing remains more art than science, and like magic items, compare new constructs to existing ones for guidance. If you're not sure, err on the side of a higher price.

REPAIRING CONSTRUCTS

Even with the best of care, most constructs will eventually become damaged. Unless a construct suffers some sort of structural damage that radically alters its physical form, the construct continues to function at its full efficiency, and only falls apart once reduced to 0 hit points. Ideally, however, a construct should see some repair before it reaches that point. The *make whole* or *rapid repair* spells provide the easiest way to keep a construct in good condition. Both spells repair damaged constructs, even magic-immune ones like golems.

Failing that, a crafter can repair a construct with the Craft Construct feat. When repairing a construct, its master spends 100 gp per Hit Die of the construct, and then makes a skill check as if he were crafting the construct with a DC of 5 less than the DC for crafting that construct. With a success, the construct regains 1d6 hit points per Hit Die of the construct. Completing a repair takes 1 day per 1,000 gp spent on the repair (minimum of 1 day). Repair in this way can only be performed while the construct is inanimate or nonfunctioning. At any time, a construct's creator can deactivate a construct under his control with a touch and a standard action.

A construct that has been completely destroyed cannot be repaired, though at the GM's option some of the materials may be usable in the construction of a new construct.

Additionally, some constructs have special means of repair, usually involving spells related to the golem's nature (such as the use of acid damage to heal a clay golem.)

CONSTRUCT MODIFICATIONS

Standard constructs can be modified to enhance their base abilities, alter their appearance or function, or perform a variety of tasks beyond the intentions of their basic designs. Performing a modification provides a construct's creator with a simple way to create a unique construct. A modification can only be performed while the construct is inanimate or nonfunctioning.

Performing modifications on one's own construct requires the Craft Construct feat, and the creator must pay any additional crafting requirements and/or costs associated with the modification. Completing a modification requires 1 day per 1,000 gp of the modification's base price (minimum 1 day).

Basic Modifications

These modifications are used to alter a construct's basic properties: Armor Class, Hit Dice, and weaponry.

Armor Modification: This modification adds an enhancement bonus to the construct's natural armor bonus or adds a magic armor property. The cost for magical enhancements equals the cost for creating magic armor as described in the *Core Rulebook*.

Hit Dice Modification: Hit Dice represent the overall strength and power of a construct. They affect a number of subsequent abilities, including hit points, saving throws, and base attacks. Determine the effects of a Hit Dice modification using the rules for adding creature Hit Dice on pages 290–291 of the *Bestiary*. Because a construct's size is limited, a Hit Dice modification cannot increase its size. Therefore Hit Dice modification can never increase the base construct's Hit Dice beyond 50% of its total HD. Some constructs have a defined cost for increasing Hit Dice. To calculate the cost per Hit Die of other constructs, divide the construct's construction cost by its existing Hit Dice.

Weapon Modification: This modification enhances a construct's physical weaponry. This process includes adding actual weapons (such as blades or spiked chains) to the physical structure of the construct or enhancing existing weapons with additional magical properties. Structural changes alter the construct's damage only. A construct is automatically considered proficient with any weapon added to its structure as a weapon modification. The cost for adding a weapon is determined by the cost of the weapon or weapon enhancement added. The cost for magical enhancements to these weapons is the same as the cost for creating magic weapons as described on page 468 of the *Core Rulebook*. Performing a weapon

modification also requires the Craft Magical Arms and Armor feat.

Ability Score Modification: Using this modification, a crafter can permanently increase one of the construct's ability scores by +2 per modification. He cannot increase any abilities with a score of 0. The cost for permanently increasing an ability score is 5,000 gp.

Complex Modifications

These modifications represent more complex changes to the structure and function of the construct. The cost is equivalent to the minimum level to cast the spell × the spell level × 250 gp.

BIOCONSTRUCT MODIFICATION

Requirements: Craft Construct, *regenerate*

CR Increase: +1

Cost: 22,750 gp

Merging the arts of transmutation and necromancy, powerful spellcasters work living organs into a golem, imbuing it with properties normally associated with beings that are alive. These organs are placed in canopic jars of specially prepared arcane fluids that are then sealed into the golem's body, though not necessarily in anatomically correct locations. Specific organs produce specific effects. Each organ is counted as a separate upgrade, and the costs of multiple bioconstruct organs are cumulative. Bioconstruct upgrades only work with golems, and cannot be placed into animated objects.

All bioconstruct upgrades have the same weakness—they are susceptible to critical hits. An attacker that confirms a critical hit against a golem with a bioconstruct upgrade deals damage to the construct and also destroys one upgrade. The damaged upgrade ceases to function and the construct loses abilities associated with the upgrade.

If a construct has more than one bioconstruct upgrade, only one is damaged. The GM randomly determines the damaged organ.

Heart: This upgrade permits a golem to receive partial benefits of magical healing and provides a hit point bonus as if the golem had a Constitution score of 12, but the construct does not gain a Constitution score in this process. Negative energy spells cast upon the golem can affect the heart, causing it to cease functioning for the duration of the effect (or 1 round for instantaneous effects). If the spell has a save, the heart uses the golem's saving throws.

Brain: This upgrade doesn't permit the golem to think independently, but instead, the brain works as a storage device, permitting the golem to acquire skills and feats as if it had an Intelligence score of 10. Enchantment spells or spells with mind-affecting effects that are cast upon the golem can affect the brain, causing the brain to cease functioning for the duration of the spell. While the brain is suppressed in this fashion, the construct temporarily loses access to its skills and feats. If the spell has a save, the brain uses the golem's saving throws.

CONSTRUCT ARMOR

Requirements: Craft Construct, Craft Magic Arms and Armor, *animate objects*, the construct modified must be the same size as the creator

CR Increase: +1

Cost: 35,000 gp

This modification allows the construct to be worn like armor by its creator. So long as the creator wears it, the construct performs no independent actions, remaining under the



control of the creator, and any attacks directed at the wearer first target the construct. When a construct is destroyed while serving as armor, the wearer loses all the benefits, but regains all the hindrances until the armor is removed, which takes the same amount of time that removing breastplate armor does. If the construct is still active, the creator can order the removal of the armor with a swift action, at which point the construct leaves the creator's space and enters a space adjacent to the creator. Donning construct armor takes a full-round action if the construct is still active. The creator cannot don a construct with this modification if the construct has been destroyed.

The construct's wearer retains his base attacks and saves. Construct armor counts as breastplate armor for purposes of determining AC, weight, Dexterity modifiers to AC, and chance of arcane spell failure.

CRAFTER'S EYES

Requirements: Craft Construct, *scrying*

CR Increase: none

Cost: 8,000 gp

The crafter gives her construct crystalline eyes that permit her to use a *scrying* or *greater scrying* spell to see from the perspective of her creation. This modification requires the crafter also to prepare a special crystalline orb magically bonded to the eyes, which serves as her focus for the *scrying* or *greater scrying* spell. The cost of creating that focus is included in the cost of modifying the construct.

Unlike normal *scrying* or *greater scrying*, there is no chance of failure for viewing creatures through the sensor; the creator simply sees what the construct sees for the duration of the spell. Spells cast through the sensor still have the normal chance of operating through the construct's eyes.

CONSTRUCT LIMB

Requirements: Craft Construct, Craft Magic Arms and Armor, *animate objects*, Small or Tiny construct

CR Increase: none

Cost: 27,000 gp

This modification can be performed on a Small or Tiny construct, such as an iron cobra or a homunculus. The creator modifies the construct such that she can slip it over her arm and control its actions as part of her own. The construct limb retains any melee attacks that the construct has, and the creator can use special attacks as if she were the construct (using the construct's attack statistics and effects), but treat the creator as the creature making attacks for the purpose of determining attacks of opportunity and other actions that could be triggered by an attack made by the creator.

The limb also provides the wearer with limited protection in combat, roughly equivalent to that of a heavy steel shield. The wearer is considered proficient in this shield. The

wearer retains the remainder of her abilities.

A construct limb counts as a heavy steel shield for purposes of determining AC, weight, Dexterity modifiers to AC, and chance of arcane spell failure.

Rune-Carved

Requirements: Craft Construct, variable (see below).

CR Increase: none

Cost: variable (see below)

This subcategory of complex modification allows a construct's creator to carve a runic spell trigger into her creation. Choose one of the following runes. The cost of the rune and any prerequisites are detailed in the rune's description. Once per day, the first time the rune is triggered, its effect occurs. As an immediate action, the creator can attempt to delay the effect until the next time it is triggered. Doing so requires that the construct be within line of sight of the creator (or for the creator to be using *scrying* or *greater scrying* through the crafter's eyes construct modification) and that the caster make a Spellcraft check equal to 10 + the caster level of the rune's effect.

A construct can have more than one rune-carved modification, and even multiple runes of the same type. If it has multiple applications of the same rune, the first one goes off when it is first triggered, the second one goes off when the trigger happens next, and so on. Multiple runes of different types go off when first triggered, even if the different runes share similar triggers.

It is rumored that there are many more runes than these, but the following are some of the best known and most common runes used by construct crafters.

RUNE OF AGONY

Aura Moderate necromancy; **CL** 9th

TRIGGER AND EFFECT

This modification is triggered the first time the modified construct takes damage. Creatures within a 20-foot-radius spread must succeed on a DC 17 Fortitude save or suffer from wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks for 1 minute. On a successful saving throw, the creature takes the penalties imposed by the rune for 1 round.

MODIFICATION

Requirements *symbol of pain*; **Cost** 18,000 gp

RUNE OF IMPRISONMENT

Aura Strong conjuration; **CL** 18th

TRIGGER AND EFFECT

This rune is triggered the first time the construct is hit with a touch or ranged touch attack spell. The caster of the triggering spells must succeed at a DC 22 Will save or be captured, both body and soul, within a gem embedded in the modified construct's body. The gem holds the caster until



either the gem or the construct is destroyed. A gem can only hold one creature at a time; once it captures a creature, the rune does not trigger again until the gem is replaced.

While a creature is trapped within the gem, the gem is vulnerable to critical hits; if an attacker confirms a critical hit, the construct takes damage and the gem is destroyed, releasing the entrapped creature into a space adjacent to the construct. The broken gem must then be replaced before the *rune of imprisonment* can function again.

MODIFICATION

Requirements *trap the soul*, gem worth 20,000 gp to serve as the rune's focus; **Cost** 57,600 gp

RUNE OF LIGHTNING

Aura faint evocation; **CL** 5th

TRIGGER AND EFFECT

This rune is triggered when the modified construct is hit by a melee attack. The rune releases a 5-foot-radius burst of electricity dealing 3d8 points of electrical damage to all creatures within the burst. A successful DC 12 Reflex saving throw halves the damage.

MODIFICATION

Requirements *shocking grasp*; **Cost** 2,000 gp

RUNE OF SHIELDING

Aura faint abjuration; **CL** 3rd

TRIGGER AND EFFECT

This rune is triggered the first time the modified construct is attacked with a melee attack, ranged attack, or *magic missile*. The construct gains a +4 shield bonus to its Armor Class for 3 minutes. This is a force effect and applies against incorporeal touch attacks.

MODIFICATION

Requirements *shield*; **Cost** 1,200 gp

RUNE OF TERROR

Aura moderate necromancy; **CL** 7th

TRIGGER AND EFFECT

This rune is triggered the first time a creature moves adjacent to the modified construct. The rune creates 20-foot-radius spread of necromantic energy. Creatures in the area must succeed on a DC 20 Will saving throw or become panicked for 1d4 rounds. If the Will save succeeds, the creature is shaken for 1 round.

MODIFICATION

Requirements *fear*; **Cost** 11,200 gp

Shatter Stash

Requirements: Craft Construct, *shatter*, and variable (see below)

CR Increase: none

Cost: variable (see below)

For this subcategory of complex modification, parts of the golem are made with hollowed sections carved from deliberately weaker materials, designed to shatter when struck

by attackers. A confirmed critical deals critical damage to the construct and shatters the hollowed section, releasing whatever substance the creator placed inside. Once the shatter stash is damaged, this modification is destroyed (it cannot be repaired). A construct can only have one shatter stash at a time. After the modification is destroyed, the construct can be modified with shatter stash again at the normal cost.

The following are some of the more common shatter stashes, though others exist.

CORROSIVE JET STASH

A 15-foot burst of corrosive liquid sprays out of the modified construct's stash. Creatures within the burst must succeed on a DC 15 Fortitude saving throw or take 2d6 points of acid damage and be nauseated for 1d4 rounds. On a successful save, the afflicted creature takes no damage but is sickened for 1 round.

MODIFICATION

Requirements *fireball*; **Cost** 1,200 gp

FIREBOMB STASH

A 15-foot burst of fire explodes out of the modified construct's stash. Creatures within the burst must succeed on a DC 12 Reflex saving throw or take 2d6 points of fire damage. A successful save halves the damage.

MODIFICATION

Requirements *fireball*; **Cost** 1,200 gp

FROST MIST STASH

A 15-foot burst of frosty mist erupts out of the modified construct's stash. Any creatures within the burst must succeed on a DC 14 Fortitude saving throw or else take 1d6 points of damage and become entangled for 1 round. A successful save halves the damage and the target does not become entangled.

MODIFICATION

Requirements *cone of cold*; **Cost** 1,000 gp

LIGHTNING LASH STASH

A 30-foot burst of electricity cracks out of the modified construct's stash. Those within the burst must succeed on a DC 15 Reflex saving throw or take 3d8 points of electrical damage. A successful save halves the damage.

MODIFICATION

Requirements *lightning bolt*; **Cost** 1,200 gp

WILLSAP GAS STASH

A 15-foot burst of toxic gas hisses out of this stash. Living creatures within this burst must succeed on a DC 13 Will saving throw or become confused for 1 round. This is a poison effect.

MODIFICATION

Requirements *stinking cloud*; **Cost** 2,000 gp



NEW FAMILIARS

The following are statistics for several new animals that can serve as familiars, in addition to a number of familiars first mentioned in the witch class entry in the *Advanced Player's Guide*. You should use these statistics rather than those in the brief entry in the *Bestiary*. These familiars can be taken by anyone gaining a familiar, and utilize all the standard rules for familiars presented on pages 82–83 of the *Core Rulebook*. Tiny or smaller familiars in this section use Dexterity to modify Climb and Swim skill checks.

Familiar	Special Ability
Blue-ringed octopus	Master gains a +3 bonus on Swim checks
Donkey rat	Master gains a +2 bonus on Fortitude saves
Fox	Master gains a +2 bonus on Reflex saves
Goat	Master gains a +3 bonus on Survival checks
Greensting scorpion	Master gains a +2 bonus on initiative checks
Hedgehog	Master gains a +2 bonus on Will saves
House centipede	Master gains a +3 bonus on Stealth checks
King Crab	Master gains a +2 bonus on CMB checks to start and maintain a grapple
Pig	Master gains a +3 bonus on Diplomacy checks
Scarlet spider	Master gains a +3 bonus on Climb checks
Thrush*	Master gains a +3 bonus on Diplomacy checks
Turtle	Master gains a +1 natural armor bonus to AC

* A thrush familiar can speak one language of its master's choice as a supernatural ability.

BLUE-RINGED OCTOPUS CR 1/2   

XP 200
N Tiny animal (aquatic)
Init +5; **Senses** low-light vision; Perception +1

DEFENSE

AC 17, touch 17, flat-footed 12 (+5 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +7, **Will** +1
Defensive Abilities ink cloud

OFFENSE

Speed 20 ft., swim 30 ft., jet 60 ft.
Melee bite +7 (1d2–1 plus poison), tentacles +5 (grab)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 21, **Con** 10, **Int** 2, **Wis** 13, **Cha** 3
Base Atk +0; **CMB** +3 (+7 grapple); **CMD** 12 (can't be tripped)
Feats Multiattack^B, Weapon Finesse

Skills Escape Artist +15, Stealth +25, Swim +13; **Racial Modifiers** +10 Escape Artist, +8 Stealth

Special Attacks poison

ECOLOGY

Environment temperate or cold aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Ink Cloud (Ex) While within water, an octopus can emit a 5-foot-radius sphere of ink once per minute as a swift action. This ink provides total concealment and persists for 1 minute.

Jet (Ex) The octopus can jet 60 feet in a straight line as a full-round action. This does not provoke attacks of opportunity.

Poison (Ex) Bite—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1 Str; *cure* 1 save.

Blue-ringed octopuses are aquatic animals capable of a surprising amount of cunning. They cannot survive out of water.

DONKEY RAT CR 1/4   

XP 100
N Small animal
Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., swim 20 ft.
Melee bite +0 (1d3–2)

STATISTICS

Str 6, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4
Base Atk +0; **CMB** +1; **CMD** 9 (13 vs. trip)
Feats Skill Focus (Perception)
Skills Perception +4, Stealth +15, Swim +11

ECOLOGY

Environment temperate coast or forest

Organization solitary, pair, or nest (3–12)

Treasure none

Donkey rats are brown or snowy white rodents the size of small dogs, with long legs and short, furry tails. These statistics can also be used for capybaras.

FOX CR 1/4   

XP 100
N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 5 (1d8+1)
Fort +3, **Ref** +4, **Will** +1

SMALL AND VERMIN FAMILIARS

Some of these familiars break some of the rules and assumptions of the familiars presented in the *Core Rulebook*.

Small-sized familiars threaten the areas around them like Small creatures, and can be used to flank enemies, though both familiars and their masters are often loath to use such tactics, as the result is often a dead familiar. Small-sized familiars are also harder to keep on a master's person than Tiny or smaller familiars. Often they require some form of magic item, like a *bag of holding*, for such a feat to work.

The process of making a vermin into a familiar grants it an Intelligence score and removes the mindless trait. Vermin familiars communicate with their masters and other vermin of their kind (greensting scorpions with other scorpions, house centipedes with other centipedes, and scarlet spiders with other spiders) by way of a strange combination of behaviors, slight changes in coloration, and even the excretion of scents, subtle and otherwise. As with other types of familiars, other creatures cannot understand this communication without magical aid.

OFFENSE

Speed 40 ft.

Melee bite +1 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 9, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 9 (13 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +2 (+10 jumping), Perception +8, Stealth +10, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any

Organization solitary, pair, or skulk (3–12)

Treasure none

Foxes are small, doglike carnivores with narrow snouts and bushy tails.

GOAT

CR 1/3



XP 135

N Small animal

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

Melee gore +2 (1d4+1)

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Nimble Moves

Skills Acrobatics +1 (+5 when jumping), Climb +5, Survival +0 (+4 to find food); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival to find food

ECOLOGY

Environment any

Organization solitary, pair, or herd (3–12)

Treasure none

Goats eat almost anything that can be digested, and are determined in their pursuit of tempting foodstuffs such as leather armor and rope. They can provide milk and wool.

GREENSTING SCORPION

CR 1/4



XP 100

N Tiny vermin

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee sting +5 (1d2–4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 7 (19 vs. trip)

Feats Weapon Finesse^B

Skills Climb +7, Perception +4, Stealth +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate deserts, forests, plains, or underground

Organization solitary or colony (3–6)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* sickened for 1 round; *cure* 1 save.

Greensting scorpions normally live in forests, but can be found almost anywhere. Their pincers are too small to be dangerous to anything but other insects, but they have a poisonous sting that sickens even larger creatures.

HEDGEHOG

CR 1/8



XP 50

N Diminutive animal

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

hp 2 (1d8–2)

Fort +0, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft.

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 16, **Con** 6, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +0; **CMB** –1; **CMD** 4 (8 vs. trip)

Feats Athletic

Skills Climb +5, Stealth +19, Swim +5

ECOLOGY

Environment tropical or temperate forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Spiny Defense (Ex) As a move action, a hedgehog can roll itself up into a spiny ball. While rolled up, it gains a +1 enhancement bonus to its existing natural armor, and any creature attempting to grapple the hedgehog takes 1d3 damage on making a grapple check. While rolled up, a hedgehog cannot take any action other than leaving this state. The hedgehog can leave this state as a move action.

Hedgehogs are spiny, insectivorous mammals. When threatened, a hedgehog rolls up into a spiny ball as a defense mechanism.

HOUSE CENTIPEDE

CR 1/8



XP 50

N Tiny vermin

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +5 (1d3–5 plus poison)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 6 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +11, Perception +4, Stealth +19; **Racial Modifiers** +4 Perception, +8 Stealth

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or colony (3–6)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 10; *frequency* 1/round for 2 rounds; *effect* daze 1 round; *cure* 1 save.

Multi-legged house centipedes can be found almost anywhere, and can have from 20 to more than 300 legs. Their bites are poisonous, and can daze the unwary.

KING CRAB

CR 1/4



XP 100

N Tiny vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 20 ft.

Melee 2 claws +0 (1d2–2 plus grab)

Space 2–1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1d2–2)

STATISTICS

Str 7, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +0 (+4 grapple); **CMD** 8 (20 vs. trip)

Skills Perception +4, Swim +10; **Racial Modifiers** +4 Perception

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary or cast (2–12)

Treasure none

SPECIAL ABILITIES

Water Dependency (Ex) Crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a crab runs the risk of suffocation, as if it were drowning.

King crabs are small crustaceans with eight legs and two pincers or claws. Aquatic scavengers, crabs can also survive on land for some time, but must return to the water or suffocate.

PIG

CR 1/3



XP 100

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +6, **Ref** +3, **Will** +1



OFFENSE

Speed 30 ft.

Melee bite +1 (1d4)

STATISTICS

Str 11, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 10 (14 vs. trip)

Feats Great Fortitude

Skills Perception +5

ECOLOGY

Environment any

Organization solitary, pair, or herd (3–12)

Treasure none

Smaller than wild boars, domestic pigs are omnivorous.

SCARLET SPIDER

CR 1/4



XP 100

N Tiny vermin

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +5, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +7 (1d3–4 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

STATISTICS

Str 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** +3; **CMD** 9 (21 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +13, Climb +21, Perception +4, Stealth +17; **Racial**

Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

Scarlet spiders are small arachnids with bright red bodies and black legs. Because they are hunting spiders, scarlet spiders don't have a web attack.

THRUSH

CR 1/3



XP 135

N Diminutive animal

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 2 (1d8–2)

Fort +0, **Ref** +4, **Will** +2

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite -1 (1d2–5)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** -2; **CMD** 3

Feats Skill Focus (Perception)

Skills Fly +12, Perception +5

ECOLOGY

Environment temperate forests

Organization solitary, pair, or flock (3–12)

Treasure none

Thrushes are small, plump birds that eat fruit and insects. All thrushes are known for their beautiful songs, but thrush familiars are also capable of actual speech.

TURTLE

CR 1/6



XP 65

N Tiny animal

Init -2; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 10, flat-footed 16 (-2 Dex, +6 natural, +2 size)

hp 3 (1d8–1)

Fort +1, **Ref** +0, **Will** +1

OFFENSE

Speed 5 ft., swim 20 ft.

Melee bite -2 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 6, **Con** 8, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +0; **CMB** -4; **CMD** 2 (6 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +4, Swim +10

ECOLOGY

Environment temperate or tropical forests, oceans, and rivers

Organization solitary

Treasure none

SPECIAL ABILITIES

Shell Retreat (Ex) A turtle can retreat within its shell as a swift action, gaining a +2 enhancement bonus to its existing natural armor. While in its shell, a turtle cannot take any action except to end the retreat. The turtle can end its retreat with a free action on its turn.

Turtles are slow-moving reptiles with hard shells that they can retreat into when threatened. Many turtles have flippers and are better suited for swimming than walking. These statistics can also be used for tortoises, which have feet instead of flippers and live in arid regions.



SPELLBOOKS

Each spellbook or formula book is a unique reflection of the personality and capabilities of its creator. Many of these tomes contain more than just spells, such as notes on the caster's other research, personal diaries, naturalist sketches, or even political treatises. Some contain preparation rituals, each of which grants a boon—or sometimes a hindrance—to spellcasters who use the book to prepare their spells.

The sample spellbooks and formula books below each list a description of the book, information on the caster's specialty school and oppositional schools (if any), the book's spells, and its preparation ritual (if any). Some books also contain precautions against prying eyes.

Descriptions, protections, preparation rituals, and spell content can be mixed and matched as desired from different books. Higher-level books can easily serve for lower-level casters—just drop the spell levels that aren't applicable and remove lower-level spells as desired. Similarly, if you desire longer books, combine two together or add spells or formulae of your choice to the desired levels. These books also work as spellbooks and formula books for new characters. Just copy the list, hand it to the player, and go.

A standard spellbook includes all cantrips from the *Core Rulebook* except those in the wizard's oppositional schools. Books containing cantrips from additional sources are noted in the content description.

Each book features a value, which represents what a character must pay for the book on the open market, though finding a seller may be difficult. The character may sell the book for half that value. Any book with a preparation ritual has two sets of costs, one for the book without the preparation ritual, and one for the book with the ritual.

Using Preparation Rituals

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells. Spells in this section that are marked

with an asterisk (*) are detailed in Chapter 5 of this book, and those marked with two asterisks (**) are detailed in the *Advanced Player's Guide*. A superscript "S" (^S) indicates a spell from the caster's specialty school, whereas a superscript "OP" (^{OP}) indicates a spell from the spellbook creator's opposition school.

Spellbooks

DEFENSIVE PRIMER (LEVEL 1 ABJURER)

This surprisingly ornate and heavy volume is more than three-quarters empty. Tightly written notes on the precepts of arcane defense and the vulnerabilities of supernatural entities fill the first two pages.

Protection Average lock (DC 25)

Opposition Schools Conjunction, enchantment

Value 160 gp

SPELLS

1st—*burning hands*, *detect undead*, *expeditious retreat*, *magic missile*, *protection from evil*^S, *ray of enfeeblement*, *shield*^S

APPRENTICE CHAPBOOK OF RUL THAVEN (LEVEL 2 DIVINER)

This slim book is carefully but amateurishly bound, with leather stretched tight across thin boards. The writing inside is fussy and crammed together, with words that are occasionally illegible. Eight of its pages contain spells; the final 10 pages are blank. A portrait of a plain woman, unsmiling, has been bound into the inside front cover.

Opposition Schools Illusion, transmutation

Value 155 gp

SPELLS

1st—*comprehend languages*^S, *detect secret doors*^S, *detect undead*^S, *identify*^S, *protection from evil*, *protection from law*, *summon monster 1*, *true strike*^S

UNNAMED JOURNAL (LEVEL 3 UNIVERSALIST)

This is a simple, unadorned spellbook. Notes on improving the efficiency of each spell crowd the margins, most of them hopelessly misguided.

Value 265 gp

SPELLS

2nd—*fox's cunning*, *scorching ray*
1st—*alarm*, *feather fall*, *obscuring mist*, *mount*, *shield*, *shocking grasp*, *silent image*, *sleep*
0—*standard plus jolt**

TRAVELER'S TOME (LEVEL 4 TRANSMUTER)

This small book, no larger than a pocket notebook, is bound between wooden covers, and is clearly a copy meant to withstand the rigors of adventuring. The arrowhead lodged in the cover can't be removed without magic.

Protection Simple lock (DC 20)

Opposition Schools Conjunction, enchantment

Value 340 gp

SPELLS

2nd—*glide*^{S,**}, *knock*^S, *levitate*^S, *rope trick*^S
1st—*ant haul*^{S,**}, *enlarge person*^S, *erase*^S, *expeditious retreat*^S,
gravity bow^{S,**}, *hold portal*, *jump*^S, *magic weapon*^S, *shield*

BOOK OF HARMS (LEVEL 5 EVOKER)

The leather wrapping of this book is of an indeterminate type, and gives off a faint and unpleasant scent, as of charred meat. The writing inside is in a jagged hand, and many notes on the ash-smudged pages indicate its previous owner sought ever more damaging magic. A glittering rune in the cover's center is shaped vaguely like a lightning bolt.

Protection Average lock (DC 25)

Opposition Schools Divination, transmutation

Value 485 gp (860 gp with preparation ritual)

SPELLS

3rd—*fireball*^S, *lightning bolt*^S
2nd—*acid arrow*, *darkness*^S,
ghoul touch, *gust of wind*^S
1st—*burning hands*^S, *color spray*, *elemental touch*^S,
****, *hydraulic push*^{S,**},
hypnotism, *magic missile*^S,
ray of enfeeblement,
shocking grasp^S

PREPARATION RITUAL

Harmful Surge (Su) You can maximize a spell, but doing so damages you. Spend this boon effect as a free action when you cast a wizard evocation spell. When you do, you can treat that spell as if it were cast with the Maximize Spell metamagic feat, but you take 1d4 points of damage × the level of the spell that you are maximizing. The damage you take cannot be reduced in any way.

LAB JOURNAL OF CONSTANCE INFLEX (LEVEL 5 ALCHEMIST)

The steel cover of this slim journal has taken its fair share of abuse; acid scars and minor slag spots show where the journal was subjected to intense working conditions. Equations, balances, and chemical notations mark the margins of the pages—with some formulae, it is difficult to tell where the notes end and the formula begins.

Value 280 gp (655 gp with preparation ritual)

FORMULA

2nd—*blur*, *delay poison*, *fire breath*^{**}, *transmute potion to poison*^{**}, *vomit swarm*^{**}
1st—*bomber's eye*^{**}, *comprehend languages*, *cure light wounds*,
jump, *keen senses*^{**}, *negate aroma*^{**}, *resist energy*, *touch of the sea*^{**}

PREPARATION RITUAL

Alchemical Protection (Su) The alchemical knowledge granted by this book protects you from poisons and alchemical items. Spend this boon's effect as an immediate action when you make a saving throw against poison or an alchemical item but before rolling the saving throw. You gain a +4 bonus on that saving throw.

BOOK OF THE GRAVE (LEVEL 6 NECROMANCER)

This tome reeks of decomposing flesh or some even fouler stench. Grave mold clings to the worm-eaten cover, and dirt stains the pages. Some pages have been torn out.

Protection The edges of the first three pages are coated with nitharit poison (contact; save Fort DC 13; frequency 1/minute for 6 minutes; effect 1d3 Con damage; cure 1 save).

Opposition Schools Enchantment, transmutation

Value 780 gp (1,230 gp with preparation ritual)

SPELLS

3rd—*blood biography*^{**},
ray of exhaustion^S, *vampiric touch*^S, *vitriol*^{*}
2nd—*command undead*^S,
create treasure map^{**},
ghoul touch^S, *spectral hand*^S, *stone call*^{**}, *web*
1st—*burning hands*, *chill touch*^S, *disguise self*, *mage armor*, *protection from good*, *ray of enfeeblement*^S, *sculpt corpse*^{S,**},
shield, *true strike*, *ventriloquism*
o—standard plus *penumbra*^{*}

PREPARATION RITUAL

Breath of the Grave (Su) As a swift action, spend this boon's effect to breathe a 15-foot cone of rotting stench. Creatures within the cone must succeed at a Fortitude saving throw (DC 10 + your highest caster level in a class that prepares spells) or be sickened for 1 round. This spends the boon. After this boon has been spent, you take a –4 penalty on Diplomacy and Stealth checks until you prepare spells again.

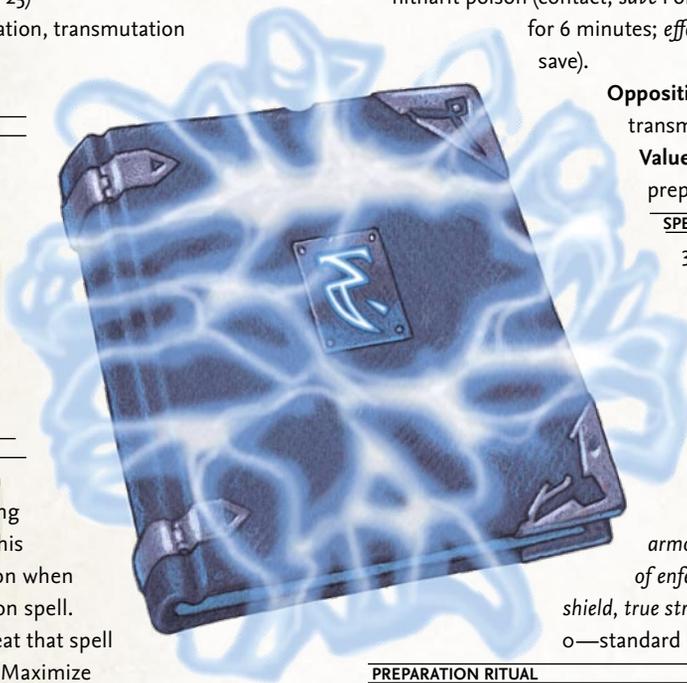
GRIMOIRE OF GLITTERING EYES (LEVEL 7 ILLUSIONIST)

The title of this book is embossed into the scaly cover. Inside, the pages sparkle and gleam in even the faintest light, and the handwriting looks preternaturally clean.

Protection The entire book is warded with *illusory script* (Will DC 16; on failure, the suggestion is for the reader to “Close the book and leave”).

Opposition Schools Evocation, necromancy

Value 1,005 gp (1,705 gp with preparation ritual)



SPELLS

4th—phantasmal killer^S, wandering star motes^{S,**}
 3rd—illusory script^S, invisibility sphere^S, madness^{S,*}, major image^S
 2nd—magic mouth^S, misdirection^S, phantom trap^S, scare^{OP}
 1st—alarm, animate rope, color spray^S, comprehend languages,
 disguise self^S, hypnotism, magic aura^S, magic weapon, shield, sleep

PREPARATION RITUAL

Glittering Eyes (Su) When casting an illusion spell, you gain expanded sight. Spend this boon's effect as a free action when you cast an illusion spell. You gain darkvision 60 feet and a +4 bonus on saving throws to disbelieve illusions, with both benefits lasting for 1 minute.

TOME OF THE TRANSMUTER (LEVEL 8 TRANSMUTER)

This simple book is bound in white leather with a silver clasp. Careful notes on economic theory in a crisp and precise hand occupy the last few written pages, after which there is a page stained with a dark reddish-brown smear. The rest of the pages are blank.

Protection Good lock (DC 30), explosive runes (Reflex DC 16)

Opposition Schools Illusion, necromancy

Value 1,810 gp (2,610 gp with the preparation ritual)

SPELLS

4th—beast shape II^S, calcific touch^{S,**}, confusion, dimension door, stone shape^S
 3rd—arcane sight, dispel magic, explosive runes, lightning bolt, greater magic weapon^S, slow^S
 2nd—alter self^S, flaming sphere, knock^S, pyrotechnics^S, resist energy, see invisibility, whispering wind^S
 1st—animate rope^S, charm person, color spray^{OP}, erase^S, floating disk, hush^{*}, mage armor, magic missile, protection from chaos, unseen servant
 o—standard plus drench^{*}, spark^{**}

PREPARATION RITUAL

Defensive Transmutation (Su) When taking another shape, you can increase your defenses. Spend this boon's effect as a free action when you cast a transmutation spell with a range of personal. As long as you are affected by that spell, you gain a +2 natural armor bonus for the duration of the spell.

JOURNEYMAN BOOK OF RUL THAVEN (LEVEL 9 DIVINER)

This medium-sized book has a creased spine and supple gray leather covers. The leather has rubbed away in certain spots, tiny pinhole burns pock the surface, and a brass lock holds the book shut. A woman's portrait has been bound into the front cover, and text covers almost all of the image except her face: text in circles, with arrows pointing to new circles with suppositions. Underneath the woman's chin are the words "Diabolist sacrifice?"

Protection Average lock (DC 25), and the 5th-level spells are hidden with secret page. The special word is "reveal."

Opposition Schools Illusion, transmutation

Value 1,195 gp (2,320 gp with the preparation ritual)

SPELLS

5th—contact other plane^S, major creation, telepathic bond^S,
 4th—detect scrying^S, locate creature^S, remove curse, scrying^S
 3rd—arcane sight^S, clairaudience/clairvoyance^S, secret page^{OP},
 tongues^S
 2nd—detect thoughts^S, flaming sphere, locate object^S, resist energy, see invisibility^S, summon monster II
 1st—cause fear, comprehend languages^S, detect secret doors^S,
 detect undead^S, disguise self^{OP}, identify^S, protection from evil,
 protection from law, true strike^S

PREPARATION RITUAL

Eyes of Rul Thaven (Su) You use a trick perfected by Rul Thaven to ferret out invisible creatures. Spend this boon's effect as a swift action. You gain the effects of *see invisibility* for 1 round.

JOURNAL OF THE BEAST WITHIN (LEVEL 10 ALCHEMIST)

This ragged collection of scorched and stained notes is tied with cheap twine between wooden covers. A few formulae appear to have been deliberately obliterated, scratched through so thoroughly that the paper is torn in places.

Value 800 gp (2,050 gp with the preparation ritual)

FORMULA

4th—dragon's breath^{**}
 3rd—beast shape I, rage, tongues, water breathing
 2nd—barkskin, bull's strength, cure moderate wounds, elemental touch^{**}, resist energy
 1st—bomber's eye^{**}, comprehend languages, crafter's fortune^{**}, cure light wounds, disguise self, enlarge person, identify, shield

PREPARATION RITUAL

Beastly Concoction (Su) This journal grants you the ability to make an extremely potent and savage mutagen. Spend this boon when you imbibe your mutagen. The mutagen grants you a +6 alchemical bonus to your selected ability score instead of the normal +4; you take a –2 penalty to all of your mental ability scores (Intelligence, Wisdom, and Charisma) while the mutagen is in effect.

MANUSCRIPT OF JACK WERE-SON (LEVEL 10 UNIVERSALIST)

Blood, dirt, wine, and more stain this white leather book. The owner's name, Jack Were-son, is stamped into the cover in peeling gold, yet no more information about the author is immediately evident. Several of the pages contain careful diagrams and illustrations done by a competent but uninspiring artist.

Protection Average lock with arcane lock (DC 35) and explosive runes (Reflex DC 16)

Value 2,820 gp

SPELLS

5th—break enchantment, mage's private sanctum, polymorph, treasure stitching^{**}
 4th—charm monster, dimension door, greater invisibility, moonstruck^{**}, true form^{**}



3rd—cloak of winds**, explosive runes, haste, lightning bolt, nondetection, twilight knife**
2nd—acid arrow, burning gaze**, dust of twilight**, fog cloud, metabolize*, protection from arrows, spider climb
1st—alter winds**, ant haul**, burning hands, cause fear, hold portal, identify, magic missile, sleep, stone fist**, vanish**

ARCTIC CALL (LEVEL 11 EVOKER)

Fine vellum sheets fill these two well-worn books. Beautiful illustrations depict the effects of each spell, many with a distinctly arctic theme. Though the pages and their wintry illustrations are of high quality, the protective leather case that encloses both books smells and feels greasy, as if the hide has been crudely waterproofed with animal fat.

Protection fire trap modified to inflict cold damage (Reflex DC 17)

Opposition Schools Illusion, necromancy

Value 4,305 gp (5,955 gp with the preparation ritual)

SPELLS

6th—contingency^s, freezing sphere^s, repulsion
5th—cone of cold^s, mage's private sanctum, permanency, teleport, wall of force^s
4th—ice storm^s, shout^s, stonemask, symbol of revelation*, wall of ice^s
3rd—arcane sight, dispel magic, elemental aura^s**^s, fire trap, heroism, lightning bolt^s, phantom steed, seek thoughts**
2nd—bull's strength, false life^{OP}, glitterdust, hideous laughter, make whole, resist energy, rope trick
1st—detect secret doors, endure elements, enlarge person, feather fall, mage armor, magic missile^s, obscuring mist, shield, shocking grasp^s
o—standard plus breeze*

PREPARATION RITUAL

Rime Bite (Su) You infuse your spell with a biting cold that few can withstand. Spend this boon as a free action when you cast a spell with the cold descriptor. Any damage from that spell ignores all resistance to cold, but does not ignore immunity to cold.

INSIGHTS OF FAR-SEEING TAERNIS (LEVEL 12 CONJURER)

These two books are part of a set held together with a leather strap. The covers are of a shimmering and unearthly blue leather, and the spines are built of silver and iron. The books are chilly to the touch, and staring at them induces minor vertigo.

Protection Sepia snake symbol (Reflex DC 16)

Opposition Schools Divination, necromancy

Value 4,520 gp (6,320 gp with the preparation ritual)

SPELLS

6th—getaway^s**^s, planar binding^s, summon monster VI^s, wall of iron^s
5th—comet^s*, contact other plane^{OP}, pierce reality^s*, teleport^s
4th—acid pit^s**^s, black tentacles^s, dimensional anchor, lesser geas, phantasmal killer, solid fog^s

3rd—gaseous form, greater magic weapon, magic circle against evil, sepia snake symbol^s, spiked pit^s**^s, stinking cloud, tiny hut
2nd—arrow eruption^s**^s, daze monster, dust of twilight^s**^s, fantastic reach*, glitterdust^s, metabolize^s*, shatter, stone call^s**^s
1st—comprehend languages^{OP}, disguise self, jump, mage armor^s, magic aura, mount^s, sleep, stumble gap^s**^s, unseen servant^s

PREPARATION RITUAL

Sturdy Summoning (Su) A creature you summon gains augmented defenses for a short time. Spend this boon effect as a free action when you cast a conjuration (summoning) wizard spell. The creature you summon with that spell gains a number of temporary hit points equal to your caster level, and as long as the summoned creature has at least 1 of these hit points, it gains a +2 circumstance bonus on saving throws.

QUEST ETERNAL (LEVEL 13 DIVINER)

Stuffed between the pages of these two well-worn volumes are all manner of riddles, tidbits of lore, and fragments of maps. One of the covers is missing a corner, as if hacked off with a blade, and the text inside is tiny and cramped, as if the author were afraid of running out of room.

Opposition Schools Conjuration, transmutation

Value 6,705 gp (8,355 gp with the preparation ritual)

SPELLS

7th—greater arcane sight^s, greater scrying^s, prismatic spray
6th—chain lightning, contingency, eyebite, legend lore^s, true seeing^s
5th—dominate person, fire snake**, prying eyes^s, teleport^{OP}, telepathic bond^s
4th—arcane eye^s, confusion, detect scrying^s, fear, ice storm, wall of fire
3rd—clairaudience/clairvoyance^s, dispel magic, displacement, greater magic weapon^{OP}, hydraulic torrent**, lightning bolt, seek thoughts**^s, tongues^s
2nd—arcane lock, false life, fox's cunning^{OP}, locate object^s, resist energy, scorching ray, see invisibility^s, touch of idiocy
1st—alarm, charm person, comprehend languages^s, color spray, detect secret doors^s, expeditious excavation^{OP}**^s, floating disk, protection from evil, shield, true strike^s, ventriloquism
o—standard plus scoop*, spark**

PREPARATION RITUAL

Travel Sage (Su) There is nothing like a magic book to enhance the memory. Unlike other boons, you do not spend this one. Until you prepare spells again, you are considered trained in Knowledge (geography). If you are already trained in Knowledge (geography), you gain a +2 circumstance bonus on those checks instead.

GRANDFATHER'S LEGACY (LEVEL 14 NECROMANCER)

This pair of lexicons is covered in excellently preserved human skin, with an intricate lace of fingerbones forming the locks on the cover. A family seal has been embossed on the lower center of the cover, but flecks of gold leaf have begun to peel away,



revealing that the embossed pattern in fact follows a faded tattoo on the skin itself.

Protection A series of three superior locks each augmented with arcane lock (DC 50) and a symbol of weakness (Fortitude DC 20) on the second page of each book.

Opposition Schools Enchantment, illusion

Value 7,610 gp

SPELLS

- 7th—control undead^S, finger of death^S, symbol of weakness^S, temporary resurrection^{S,*}
 6th—acid fog, lightning field^{S,*}, circle of death^S, create undead^S, unwilling shield^{S,**}
 5th—dismissal, hold monster, magic jar^S, transfer intelligence^{S,*}, wall of force, waves of fatigue^S
 4th—animate dead^S, bestow curse^S, contagion^S, enervation^S, shadow projection^{S,**}, shout, wall of ice
 3rd—gentle repose^S, halt undead^S, lightning bolt, magic circle against good, nondetection, ray of exhaustion^S, stinking cloud, vampiric touch^S
 2nd—arcane lock, blindness^S, darkness, false life^S, obscure object, resist energy, scare^S, summon swarm
 1st—cause fear^S, chill touch^S, floating disk, hungry are the dead^{S,*}, hypnotism, obscuring fog, ray of enfeeblement^S, sculpt corpse^{S,**}, shield, sleep

CHYMIST'S GUIDEBOOK (LEVEL 15 ALCHEMIST)

The pages of this formula book are carefully varnished. Sprinkled among the formulae are details and diagrams of alchemical devices, many of which seem to defy the normal conventions of alchemy and physics. The last page contains incomplete notes on the preparation of experimental mutagens.

Protection Good lock (DC 30)

Value 2,420 gp

FORMULA

- 5th—delayed consumption^{**}, magic jar, spell resistance
 4th—detonate^{**}, freedom of movement, greater invisibility, restoration, stonewall
 3rd—amplify elixir^{**}, arcane sight, haste, heroism, protection from energy, thorn body^{**}
 2nd—alter self, bear's endurance, false life, fire breath^{**}, see invisibility, transmute potion to poison^{**}
 1st—ant haul^{**}, comprehend languages, cure light wounds, detect secret doors, enlarge person, jump, keen senses^{**}, negate aroma^{**}, shield, true strike

GUARDIAN GRIMOIRE (LEVEL 15 ABJURER)

These three well-made books are covered with runes of warding against outsiders and undead. The pages inside show water damage along the edges.

Protection Explosive runes (Reflex DC 16) and fire trap (Reflex DC 17)

Opposition Schools Illusion, necromancy

Value 10,665 gp (13,665 gp with the preparation ritual)

SPELLS

- 8th—binding, maze, protection from spells^S
 7th—banishment^S, delayed blast fireball, expend^{S,**}, form of the dragon II, grasping hand
 6th—analyze dweomer, antimagic field^S, chain lightning, greater dispel magic^S, true seeing
 5th—break enchantment^S, cone of cold, dismissal^S, polymorph, summon monster V, wall of force
 4th—confusion, dimension door, dimensional anchor^S, fire trap^S, mass enlarge person, secure shelter, true form^{S,**}
 3rd—cloak of winds^{S,**}, daylight, enter image^{**}, explosive runes^S, haste, lightning bolt, magic circle against evil^S, water breathing
 2nd—detect thoughts, glitterdust, knock, protection from arrows^S, reinforcing bands^{*}, resist energy^S, scorching ray, whispering wind
 1st—animate rope, detect secret doors, detect undead, endure elements^S, feather fall, obscuring mist, protection from chaos^S, shadow blade^{S,*}, shield^S, shocking grasp, touch of gracelessness^{**}
 0—standard plus disrupt undead^{OP}

PREPARATION RITUAL

Guardian Trick (Su) With a quick phrase of power, you attempt to foil an attack. Spend this boon's effect as an immediate action when an undead or outsider hits you with an attack. The attacking creature must reroll the attack, taking the second roll even if it is lower.

MYSTERIES OF SHADOW (LEVEL 16 ILLUSIONIST)

Each volume of this three-book set is written in gold ink on jet-black paper. Illusory script hides descriptions of the geography and denizens of the Shadow Plane.

Protection illusory script (Will DC 16; on failure the suggestion is "Forget the existence of the descriptions and notes"), phantom trap (opening any of the books seems to set off a trap)

Opposition Schools divination, evocation

Value 11,820 gp (15,020 gp with the preparation ritual)

SPELLS

- 8th—greater shadow evocation^S, mind blank, scintillating pattern^S, temporal stasis
 7th—finger of death, greater shadow conjuration^S, project image^S, simulacrum^S, spell turning
 6th—eyebite, guards and wards, limited wish, permanent image^S, programmed image^S, shadow walk^S, symbol of persuasion
 5th—cloudkill, mirage arcana^S, mind fog, nightmare^S, seeming^S, shadow evocation^S, telekinesis
 4th—black tentacles, dimension door, greater invisibility^S, lesser globe of invulnerability, phantasmal killer^S, remove curse, scrying^{OP}, shadow conjuration^S
 3rd—dispel magic, heroism, illusory script^S, magic circle against good, major image^S, phantom steed, shrink item, slow
 2nd—arcane lock, darkness^{OP}, false life, glitterdust, magic mouth^S, mirror image^S, obscure object, phantom trap^S, whispering wind

1st—*color spray*^S, *disguise self*^S, *endure elements*, *feather fall*, *grease*, *magic aura*^S, *minor image*^S, *obscuring mist*, *ray of enfeeblement*, *silent image*^S, *ventriloquism*^S
o—standard plus *detect magic*^{OP}

PREPARATION RITUAL

Shadow Knowledge (Su) The knowledge in this book clings to your consciousness like the Shadow Plane itself. Unlike other boons, you do not spend this one. Until you prepare spells again, you are considered trained in all Knowledge skills as long as the check pertains to the geography and denizens of the Shadow Plane. If you are already trained in the appropriate Knowledge skill, you gain a +2 circumstance bonus on these checks instead.

MASTER BOOKS OF RUL THAVEN (LEVEL 17 DIVINER)

This trio of books is bound in leather as black as a starless night, clasped together with gleaming silver. The pages are filled with notes and errata. The handwriting becomes more hurried toward the end of the trilogy, and the final page says, "I have found her!"

Protection Each book features a superior lock (DC 40); *secret page* hides the 9th- and 7th-level spells, and the first book is warded with *explosive runes* (Reflex DC 17).

Opposition Schools Illusion, transmutation

Value 12,685 gp (16,510 gp with the preparation ritual)

SPELLS

9th—*foresight*^S, *freedom*
8th—*demand*, *discern location*^S, *greater prying eyes*^S, *trap the soul*
7th—*instant summons*, *greater arcane sight*^S, *greater scrying*^S, *plane shift*, *vision*^S
6th—*analyze dweomer*^S, *greater dispel magic*, *guards and wards*, *legend lore*^S, *repulsion*, *true seeing*^S
5th—*contact other plane*^S, *major creation*, *secret chest*, *sending*, *telepathic bond*^S, *planar adaptation*^{OP}
4th—*bestow curse*, *dimensional anchor*, *lesser geas*, *lesser globe of invulnerability*, *locate creature*^S, *remove curse*, *secure shelter*, *share senses*^{S, **}
3rd—*arcane sight*^S, *blood biography*^{S, **}, *clairaudience/clairvoyance*^S, *explosive runes*, *secret page*^{OP}, *seek senses*^{S, **}, *tongues*^S
2nd—*continual flame*, *detect thoughts*^S, *flaming sphere*, *hold person*, *locate object*^S, *resist energy*, *see invisibility*^S, *summon monster II*
1st—*cause fear*, *comprehend languages*^S, *detect secret doors*^S, *detect undead*^S, *disguise self*^{OP}, *identify*^S, *protection from evil*, *protection from law*, *true strike*^S

PREPARATION RITUAL

Improved Eyes of Rul Thaven (Su) This improved boon allows you to see invisible creatures. You can activate the boon's effect as a swift action to gain the effects of *see invisibility* for up to 10 rounds. The rounds need not be consecutive, but you must spend a swift action each time you activate the boon's effect. The boon's effect is only spent when all 10 rounds of *see invisibility* are used up, or the next time you prepare wizard spells.

MANUAL OF BINDING (LEVEL 18 CONJURER)

The three volumes of this set are bound in black sharkskin, the spells inscribed in purple ink on fine paper. Spells conceal extensive notes on constructing a lich's phylactery.

Protection *magic aura* (spellbook appears nonmagical), *secret page* hides the notes on constructing a lich's phylactery, *sepia snake sigil* (Reflex DC 17)

Opposition Schools Abjuration, enchantment

Value 12,719 gp (16,769 gp with the preparation ritual)

SPELLS

9th—*gate*^S, *soul bind*, *summon monster IX*^S, *time stop*, *wish*
8th—*create greater undead*, *horrid wilting*, *greater planar binding*^S, *maze*^S, *screen*
7th—*banishment*^{OP}, *finger of death*, *grasping hand*, *greater teleport*^S, *reverse gravity*, *summon monster VII*^S
6th—*contagious flames*^{**}, *disintegrate*, *greater dispel magic*^{OP}, *legend lore*, *planar binding*^S, *wall of iron*^S
5th—*cloudkill*^S, *cone of cold*, *contact other plane*, *hungry pit*^{S, **}, *magic jar*, *overland flight*, *permanency*, *secret chest*^S, *symbol of pain*
4th—*ball lightning*^{**}, *black tentacles*^S, *detect scrying*, *dimension door*^S, *ervation*, *greater invisibility*, *resilient sphere*, *remove curse*^{OP}
3rd—*blink*, *daylight*, *enter image*^{**}, *fireball*, *gentle repose*, *secret page*, *sepia snake sigil*^S, *stinking cloud*^S
2nd—*darkvision*, *false life*, *glitterdust*^S, *make whole*, *mirror image*, *resist energy*^{OP}, *see invisibility*, *summon swarm*^S, *web*^S
1st—*burning hands*, *detect undead*, *disguise self*, *grease*^S, *mage armor*^S, *magic aura*, *magic missile*, *ray of enfeeblement*, *unseen servant*^S
o—standard plus *root*^{*}

PREPARATION RITUAL

Revivifying Contingency (Su) You do not spend this boon with an action. When you are affected by this boon, the first time you are reduced to 0 or fewer hit points, you immediately regain 2d6 hit points. If this is enough for you to reach 0 hit points or higher, you do not fall unconscious.

LIBRARY OF THE DANCER OF SKINS (LEVEL 19 UNIVERSALIST)

This quartet of books is held together by a shining silver strand wound around the four tomes and tied in an intricate knot. Inside, the writing is expansive and sloppy, filled with marginalia; the author's notes indicate clear excitement about her discoveries, and while the thinker is obviously brilliant, she is also apparently undisciplined.

Value 16,420 gp (20,695 gp with the preparation ritual)

SPELLS

9th—*choose fate*^{*}, *shapechange*, *wish*, *world wave*^{**}
8th—*giant form II*, *polar ray*, *scintillating pattern*, *seamante*^{**}, *trap the soul*
7th—*control weather*, *elemental body IV*, *phantasmal revenge*^{**}, *power word blind*, *rampart*^{**}, *spell turning*
6th—*beast shape IV*, *cloak of dreams*^{**}, *control water*, *fluid*

form**, getaway**, lightning field*, plant shape II
 5th—comet*, fabricate, fire snake**, geyser**, hold monster, overland flight, planar adaptation**, telekinesis
 4th—dragon's breath**, dimension door, firefall**, greater invisibility, moonstruck**, rainbow helix*, true form**, wandering star motes**
 3rd—blink, cloak of winds**, elemental aura**, fly, lightwall*, shifting sands**, twilight knife**, versatile weapon**
 2nd—arrow eruption**, dust of twilight**, elemental speech**, fantastic reach*, fire breath, metabolize*, share language**, slipstream**
 1st—alter winds**, ant haul**, endure elements, feather fall, flare burst**, identify, stone fist**, touch of the sea**, true strike, vanish**

PREPARATION RITUAL

Defensive Boon (Su) You throw up a quick burst of arcane energy that deflects an incoming spell attack. As an immediate action when targeted with a touch spell or spell-like ability, you can spend this boon's effect to gain a +4 deflection bonus to AC against the triggering attack.

THE FORMULAE OF MASTER GEBR (LEVEL 20 ALCHEMIST)

These four cloth-bound books are neatly printed—as with a printing press or some other form of mechanical transcription—with a title page, a table of contents, and a useful cross-referenced index. They have been treated well and are clearly reference works, rather than laboratory notes; the writer was obviously a most disciplined and focused inventor.

Protection The cover is treated with tears of death poison (contact; save Fort DC 22; onset 1 minute; frequency 1/minute for 6 minutes; effect 1d6 Con damage and paralyzed for 1 minute).

Value 6,500 gp (11,000 gp with the preparation ritual)

FORMULA

6th—elemental body III, form of the dragon I, heal, shadow walk, transformation, twin form**
 5th—delayed consumption**, dream, elude time**, nightmare, overland flight, resurgent transformation**, spell resistance
 4th—detonate**, dragon's breath**, fire shield, fluid form**, greater invisibility, neutralize poison, stonesskin, universal formula**
 3rd—absorbing touch**, amplify elixir**, bloodhound**, displacement, draconic reservoir**, haste, heroism, seek thoughts**, thorn body**
 2nd—alchemical allocation**, barkskin, bull's strength, cat's grace, elemental touch**, fire breath**, perceive cues**, see invisibility, transmute potion to poison**, vomit swarm**
 1st—bomber's eye**, comprehend languages, crafter's fortune**, disguise self, endure elements, keen senses**, negate aroma**, shield, stone fist**, touch of the sea**

PREPARATION RITUAL

Spontaneous Bomb (Su) When it comes to bombs, you have a special trick up your sleeve. Once per day as a swift action, you

can apply a discovery that you qualify for (but do not already know) to a bomb. This does not allow you to stack non-stacking discoveries on a bomb.

MASTERY OF WORD AND THOUGHT (LEVEL 20 ENCHANTER)

This massive tome is the size of four normal spellbooks, bound in leather as hard as plate armor and stitched together with strands of thin, pliable metal rather than thread. Toward the end is a list of names, each crossed out.

Protection Symbol of death on the first page of the book (Fort DC 22)

Opposition Schools Conjuraton, illusion

Value 22,750 gp (27,250 gp with the preparation ritual)

SPELLS

9th—dominate monster^S, foresight, mage's disjunction, mass hold monster^S, mass suffocation**, power word kill^S, time stop
 8th—binding^S, clone, irresistible dance^S, mind blank, polymorph any object, power word stun^S, sunburst
 7th—deflection**, greater arcane sight, instant summons^{OP}, limited wish, mass hold person^S, plane shift^{OP}, power word blind^S, resonating word*, symbol of stunning^S
 6th—cloak of dreams^S**, contingency, enemy hammer**, greater dispel magic, geas/quest^S, legend lore, mage's lucubration, thunderclap*, true seeing
 5th—dismissal, dominate person^S, fabricate, icy prison*, feeblemind^S, mage's private sanctum, permanency, prying eyes, teleport^{OP}
 4th—bestow curse, crushing despair^S, dimensional anchor, fear, moonstruck^S**, resilient sphere, stone shape, stonesskin
 3rd—fireball, fly, greater magic weapon, heroism^S, loathsome veil*, nondetection, protection from energy, symbol of peace^S*, suggestion^S
 2nd—arcane lock, continual flame, false life, hideous laughter^S, magic mouth^{OP}, mirror image^{OP}, resist energy, rope trick, see invisibility, touch of idiocy^S
 1st—alarm, charm person^S, feather fall, hush*, hydraulic push**, identify, magic missile, memory lapse^S**, ray of enfeeblement, shield, unseen servant^{OP}
 0—standard plus breeze*, spark**

PREPARATION RITUAL

Curse of Names (Su) When you are finished preparing your spells with this book, write the proper name of a single creature among the list of names in this book. As a swift action, when you are within 30 feet of the named creature, you can call out its name to bestow the curse of names on it. This spends the boon's effect. The target creature takes a –2 penalty on all attack rolls, and a –4 penalty on all attack rolls against you, for 1 minute. When you activate this curse, the name is crossed out in the back of the book. That creature cannot be the target of a curse of names originating from you ever again. The penalties of two instances of curse of names on the same creature do not stack.

DESIGNING SPELLS

Designing spells for the Pathfinder Roleplaying Game is a complex task that is part art, part science. This section describes what you need to think about when designing balanced, playable spells for your campaign.

Unlike magic items, spells have predefined power levels corresponding to the spell levels already in the game. When you design a spell, you have to take those power levels into account by comparing the new spell to existing spells in the *Core Rulebook*—a spell has to fall into the narrow range of power for one of the nine spell levels (plus cantrips or orisons). In contrast, prices for magic items are strongly granular, and are calculated to the gold piece based on precisely what features the item possesses. In other words, if you add more power to a magic item, you just increase its price to compensate, but if you add too much power to a spell, you have to make it a higher-level spell, which means you then have to compare it to a different set of example spells.

THE GOLDEN RULE

Compare your spell to similar spells, and to other spells of its intended level.

Unlike when pricing magic items, there are no formulae for how to correctly “price” a spell. The entire process is a matter of comparing the new spell you’re creating to other spells and evaluating whether your spell is weaker, stronger, or about the same as that spell or group of spells. Designing a spell requires a firm understanding of all the game’s rules, not just those related to spells. Furthermore, it requires an understanding of some unwritten game assumptions, most of which are discussed throughout this section.

Example: If you look at the spell list in the *Core Rulebook*, you’ll notice that there isn’t a 1st-level wizard spell that deals sonic damage. You may decide to design a spell to fill that niche, modeling it after *burning hands*, except dealing sonic damage instead of fire—perhaps you’d call it *sonic screech*. However, there’s a reason there aren’t as many sonic spells in the game: “sonic” as an energy type is a late addition to the rules, and very few monsters have any resistance to sonic damage because most monsters existed before “sonic” was defined as an energy type. Because there are fewer creatures with sonic resistance than creatures with fire resistance, *sonic screech* will almost always be a better spell than *burning hands*. That means if you introduce *sonic screech* into your game, you’ll see savvy players selecting it instead of *burning hands*. If a new spell displaces an existing spell from the roster of most spellcasters, it probably means it’s better than the other available choices—and if it’s so

good that it’s obviously the best spell choice, it’s probably overpowered. Understanding the entire system of rules can help you avoid mistakes like this.

SPELL TERMINOLOGY

It is essential for you to understand the terminology used in the game to describe spells and the effects they can create. Before designing a new spell, familiarize yourself with “Chapter 9: Magic” in the *Core Rulebook*. In particular, be sure you understand the various schools and subschools on pages 209–212 and the spell stat block categories (components, range, and so on) on pages 212–218 of the *Core Rulebook*.

The following sections address aspects of spell design in order of their importance and relevance to making a balanced spell. For example, the components of a spell have very little to do with its power level unless an expensive focus or material component is involved, so components are discussed well after damage, range, duration, and saving throws.

INTENDED LEVEL

Before you start, you typically need an idea of the general power level of the new spell—probably because you have a specific PC or NPC in mind who’d like to use it, and making the level too low to be significant or too high for that character to cast defeats the purpose of designing the spell. Once you know the general level of the spell—a two-level range is close enough at this point—you can progress to the next issue.

FUNCTION

The intended function is the most important consideration when designing a spell. Specifically, function refers to the tangible game effects of the spell, such as dealing damage, applying a condition such as sickened, or giving a bonus on saves or attack rolls. Everything else is cosmetic at this point—it doesn’t matter if it’s slashing damage or fire damage, makes a target sickened or confused, grants an insight bonus on saves or an enhancement bonus on attack rolls, or looks like unicorns or fire demons. Some sample functions include:

- Deal damage to one opponent
- Deal damage to multiple opponents
- Apply a condition or effect to one opponent
- Apply a condition or effect to multiple opponents
- Give a defensive bonus to one ally
- Give a defensive bonus to multiple allies
- Give an offensive bonus to one ally
- Give an offensive bonus to multiple allies
- Heal one ally
- Heal multiple allies

A spell can do several of these things at once, or give the caster a choice between several options, but such spells

should always be less powerful than a single-purpose spell of the same spell level, so keep that in mind when designing the spell. Note that “condition or effect” is the broadest category in the above list, which includes actual conditions like sickened and panicked, as well as effects like teleportation.

SPELL DAMAGE

One of the easiest ways to measure an offensive spell's power is to look at how much damage it does. Offensive spells are the easiest spells to design in the game, and there are dozens of examples of them in the *Core Rulebook*. A typical damage spell deals 1 die of damage (typically a d6) per caster level for an arcane spell (for example, *shocking grasp* or *fireball*), or 1 die of damage (typically a d6, but sometimes a d8) per two caster levels for a divine spell (for example, *searing light*).

TARGET

The simplest spells only affect one target, whether that target is a creature, an object, or just the caster. Technically, a spell that only affects the caster (with a range of “personal” and target of “you”) is slightly weaker than one with a target of “one creature,” because being able to cast the spell on anyone makes it more versatile and thus more powerful. However, the slight decrease in power from making a spell “caster-only” should not be used to justify designing the spell at a lower level. In most cases, the caster-only spells are designed that way either because they've always worked that way, or because they provide a bonus that is unique and advantageous for that class, but that could get out of hand if you allowed anyone to get the benefit of the spell by casting it on them or drinking a potion of that spell; these spells should remain caster-only, but you should examine their power level as if you could cast them on anyone.

Example: *Shield* and *true strike* are both 1st-level spells that only affect the caster. If you could cast those spells on others, they'd still be at the right power level for 1st-level spells—they aren't 2nd-level spells that you knocked down a level because you designed them as caster-only. *Shield* has always been a spell that only affects the caster, and there's a game-balance reason to keep it that way: because *shield* grants a shield bonus, casting it on a melee character means the fighter could drop his actual shield and start wielding his weapon two-handed for extra damage. *True strike* was deliberately designed as a caster-only spell so a sorcerer couldn't just cast it every round on the fighter, who'd be guaranteed a hit against a difficult monster even if he used Combat Expertise (for extra AC) and Power Attack (for extra damage). Making those spells caster-only doesn't really weaken the spells, but it does prevent players from exploiting certain combinations that would make encounters too easy.

SPELL RESEARCH

The game rules for what a caster must do to create a new spell are very vague (see Independent Research on page 219 of the *Core Rulebook*). This is because, like the details of creating magic items, the nitty-gritty of what the caster is doing for this research isn't important for the progress of the campaign. Just as it's not necessary to know whether a wizard is using squid ink or ink from a rare plant when crafting a *scroll of burning hands*, it's not necessary to know whether he's modifying gestures described in *Irulark's Incunabulum* or altering the pronunciation of words detailed in *Murlost's Great Grimoire* to create a new 1st-level attack spell. While it's fine to include these elements for flavor, particularly in a high-narrative campaign, they don't affect the outcome of the item crafting or spell research, both of which largely take place outside of game time. Therefore, this chapter is about the game mechanics of a player or GM designing a new spell, not the in-world requirements of a character researching a new spell.

A spell that affects multiple creatures is more powerful than a spell that only affects one creature. Multiple-creature spells tend to either be area effects such as cones and spheres (like *fireball*), or allow the caster to select multiple targets as long as no two targets are more than a set distance apart (like *slow*). A burst effect like *fireball* can potentially affect many more enemies than a pick-your-targets spell like *slow*, but you never risk hitting your friends when you use *slow*. Select which type is most appropriate for the spell, but understand that selecting multiple targets is generally more powerful except at the lowest caster levels (where a low caster level means few targets compared to a burst which can affect many).

DAMAGE CAPS

Low-level damage spells are not as good as medium- or high-level damage spells—the game is designed so lower-level spells eventually reach a maximum amount of damage they can deal. This is because if low-level spells continued to increase in damage without hitting a maximum amount, they'd rival some higher-level spells for effectiveness, and the game isn't as interesting if casters are using the same spells at 20th level as they were at 1st.

The maximum damage depends on the level of the spell and whether the spell is arcane or divine. This is because arcane magic is deliberately designed to be better at dealing damage to balance the fact that divine magic is better at healing. A “single target” spell only damages one creature (like *shocking grasp*), or divides its damage among several creatures (like *burning hands* or *magic missile*). A “multiple

TABLE 2-5: MAXIMUM DAMAGE FOR ARCANESPELLS

Arcane Spell Level	Max Damage (Single Target)	Max Damage (Multiple Targets)
1st	5 dice	—
2nd	10 dice	5 dice
3rd	10 dice	10 dice
4th	15 dice	10 dice
5th	15 dice	15 dice
6th	20 dice	15 dice
7th	20 dice	20 dice
8th	25 dice	20 dice
9th	25 dice	25 dice

TABLE 2-6: MAXIMUM DAMAGE FOR DIVINE SPELLS

Divine Spell Level	Max Damage (Single Target)	Max Damage (Multiple Targets)
1st	1 die	—
2nd	5 dice	1 die
3rd	10 dice	5 dice
4th	10 dice	10 dice
5th	15 dice	10 dice
6th	15 dice	15 dice
7th	20 dice	15 dice
8th	20 dice	20 dice
9th	25 dice	20 dice

target” spell applies its full damage to several creatures (like *fireball*).

For example, a 1st-level single-target wizard spell like *shocking grasp* can deal a maximum of 5 dice of damage (specifically 5d6). *Magic missile* can be used against a single target, or the caster can split up the missiles to affect multiple creatures, dividing the single-target damage among them. *Burning hands* initially looks like it doesn’t obey the damage cap table because it deals multiple dice of damage against multiple creatures, but this is offset by the fact that it only deals d4s instead of d6s, and it has an extremely close and limited area of effect.

When looking at the Maximum Damage tables, also keep in mind that arcane spells usually use d6s for damage and divine spells usually use d8s, and these tables assume d6s; when looking at the damage caps for divine spells, count each d8 as 2d6. Thus, *searing light* is a 3rd-level single-target cleric spell that deals up to 5d8 points of damage; treating each d8 as 2d6, that counts as 10d6, which is on target for a 3rd-level cleric spell. (Note that the 1d6 per level and maximum 10d6 points of damage against undead are still correct for a spell of this level, and the slightly higher damage against light-vulnerable undead is offset by the reduced damage against constructs).

Tip: If your spell does more damage than the amount defined on the table, you should reduce the damage or increase the spell’s level.

Tip: If your spell does less damage than the amount defined on the table, you should increase the damage or add another effect to the spell. An example of this is *sound burst*, which only deals 1d8 points of damage (this amount never increases), but can stun creatures in the area.

RANGE

Spell range plays a significant part in the power of a spell. Requiring the caster to touch a target with a hostile spell means the caster is in or very close to melee combat, and is risking retaliation from enemies and attacks of opportunity from threatening opponents. Similarly, while close-range spells give the caster a little more breathing room, a hostile target is generally within the range of a single move or a charge, allowing an opponent to close and attack the caster—even at caster level 14, a close-range spell only reaches 60 feet.

In indoor situations, most medium-range combat spells may as well have an infinite range, because at the level the caster gains access to the spell, the caster can reach 150 feet or more, and few encounters deal with ranges that far—the caster can hit anything he can see. Even outdoors, a spell with a 150-foot range can hit anything in sight on a typical game mat like a Paizo GameMastery Flip-Mat (24 inches by 30 inches is 120 feet by 150 feet). Long range is likewise all-encompassing, with a 400-foot minimum range translating to almost 7 feet on a game mat—longer than many tables used for gaming. Long range only comes into play in abstract situations like launching a *fireball* at enemies across a large prairie, using *dimension door* to return to an earlier (and safer) part of the dungeon, and so on.

Obviously, touch-range spells are the weakest type of spell, close-range spells are better but not extremely so, and medium- and long-range spells may as well be identical for most purposes. Given that the Enlarge Spell feat doubles a spell’s range at a cost of +1 spell level, and the Reach Spell feat from the *Advanced Player’s Guide* increases the range by one category (from touch to close, close to medium, medium to long), at a cost of +1 spell level, it’s reasonable to balance a spell by assuming a +1 increase in level corresponds to increasing the range category by one. For example, a spell that works like *cure light wounds* (normally 1st level) at close range instead of touch is appropriate for a 2nd-level spell.

DURATION

There are no hard-and-fast rules for determining how long a spell should last at a particular level; a weak spell may last hours, while a powerful one may only last a few rounds or be spent in one action. Your best bet is to compare your spell’s effect and duration to those of similar spells of its



intended level and spells one level below and above that. Make sure you are fully aware of the differences between “instantaneous” spells and “permanent” spells (see Duration on pages 216–217 of the *Core Rulebook*).

SAVING THROW

Most spells that directly affect creatures with a magical effect should allow a saving throw. Spells that create nonmagical materials that then strike or impede creatures (such as *ice storm* and *sleet storm*) do not normally require a saving throw.

Spells that require the caster to make an attack roll to hit (even if it’s a ranged touch attack) may or may not require a saving throw (*enervation* and *searing light* do not, *disintegrate* does). Attack effects that do not require rolling damage should always allow a saving throw to reduce or negate the effect; otherwise, the spell becomes an obvious choice for anyone of the level to cast it.

Tip: When deciding whether or not the spell should have a saving throw, consider how you’d feel if someone used the spell on your favorite PC. If your PC didn’t get any chance

to resist the effect with a save or to dodge it entirely because of a failed attack roll, would you be annoyed, embarrassed, or angry? If so, you should give the spell some kind of save or attack roll, just so it’s not an always-effective option.

Fortitude Saves: Spells with Fortitude saves usually physically transform the target, apply an effect you’d normally resist with a Fortitude save (such as disease or poison), or are a form of attack that sheer physical toughness is enough to resist. In general, making a successful Fortitude save means the effect hits, but the target toughs it out, like a bear shrugging off the stinky musk sprayed by a skunk. Note that if your spell only affects creatures—not objects—then nonliving creatures such as constructs and undead are immune to the spell. For example, this makes them immune to creature-oriented polymorphing spells, but not spells such as *disintegrate*, which can attack objects.

Reflex Save: Spells with Reflex saves usually create a physical burst or spread in an area, like an explosion, which the target is able to dodge with a successful saving throw. In general, making a successful Reflex save means the target dodged the effect, or the effect rolled over or around

the target with a lesser effect. Note that you shouldn't build a spell where the caster makes an attack roll and the target also makes a Reflex saving throw; doing so brings Dexterity into play twice for the same spell (once for the target's AC, once for the target's Reflex save modifier).

Will Saves: Spells with Will saves are mental, mind-affecting attacks; the target resists with pure mental power, by using evasive thoughts or noticing flaws in the spell's assault that can negate its effectiveness. A Will save is like a mental version of a Fortitude save; the effect "hits" the target, and whether or not it succeeds depends on the target's willpower. Most direct-attack Will-save spells (such as *sleep* and *phantasmal killer*) are mind-affecting effects (see Descriptors, below).

Some spells can be cast on objects, and the object only gets a saving throw if it is a magic item or is held by a creature; these spells should have "(object)" listed after the type of saving throw (see *shrink item*).

Helpful spells and spells that do not harm the target in any way either should have no saving throw, or should allow a saving throw but have "(harmless)" listed after the type of saving throw (see *fly*).

Spells that only affect the caster never require a saving throw (you'd never try to resist a beneficial spell you're casting on yourself), so you don't list a saving throw for those spells at all (see *true strike*).

SPELL RESISTANCE

Whether or not spell resistance applies to a spell depends mostly on whether or not it is an instantaneous or ongoing magical effect. Spell resistance applies to instantaneous magical effects (such as *fireball*) and ongoing magical effects (such as *wall of fire*), but not to nonmagical effects or spells that create nonmagical effects, whether instantaneous or ongoing. For example, *wall of stone* conjures an instantaneous wall of stone that cannot be dispelled; spell resistance doesn't help you walk through the spell's wall any more than it would if you tried to walk through a mortared stone wall in a castle—neither wall is magical, and both walls remain there even if you use *dispel magic* or *antimagic field* on them.

The general rule is that most spells allow spell resistance. Only when you're deliberately designing a spell that creates a nonmagical object or nonmagical effect is spell resistance likely to be irrelevant. You can use *move earth* (instantaneous duration) to create a hill, and spell resistance won't help you get over or through the hill because the spell moves the earth and thereafter stops being magical; likewise, you can use *move earth* to create a pit, and spell resistance won't help you ignore the pit because it's a nonmagical pit, just as if you had created it with a shovel. *Magic stone* adds magical power to stones, but spell resistance doesn't help protect against being hit by the stones any more than

spell resistance helps protect against a +1 *arrow* because the magic is focused on the stones, not on the creature with spell resistance.

It's a common trick to design a spell that doesn't allow spell resistance so the caster can use it against creatures who have spell resistance. In many cases, the idea behind the design is just silly, like a spell that creates a sphere of burning oil and hurls it at the intended area, where it bursts in an explosion of flame; clearly the intent is to create a nonmagical *fireball* that bypasses spell resistance. Golems in particular are often the intended targets of these spell designs, as their immunity to magic ability makes them completely immune to any effect that allows spell resistance. You should avoid letting these sorts of trick spells into your campaign, as they meddle with the balance of encounters (some monsters are designed to be harder for melee characters to fight, some are designed to be harder for spellcasters to fight, and some are just supposed to be difficult all around).

Whether or not a spell allows spell resistance is not an indicator of the spell's power; for most encounters, spell resistance isn't a factor.

If a spell's saving throw entry is marked as "(harmless)" or "(object)," the spell resistance entry should say that as well.

CASTING TIME

Almost all spells meant to be cast in combat should have a casting time of "1 standard action." Avoid the temptation to invent spells with a casting time of "1 move action," "1 swift action," or "1 immediate action," as that's just a cheesy way for spellcasters to be able to cast two spells in 1 round, and there's already a mechanism for that: the Quicken Spell feat. Making combat spells with faster casting times devalues the Quicken Spell feat; even if you design the spell to be similar to a quickened spell, including the +4 level boost, it steals from casters who actually learn that feat, and your spell would become a common combo for high-level casters who can afford extra spells of that level. For example, if you create a 5th-level quickened *magic missile* spell that acts just like a *magic missile* spell with the Quicken Spell feat, any 14th-level wizard (who has at least three 5th-level spells available) is going to be tempted to learn this spell just because it allows him to add 5d4+5 extra points of damage to any high-level combat spell he casts, which is a way to get around the spell-damage cap. Furthermore, allowing spellcasters to routinely cast two spells per round means they tend to use up their spells more quickly and push their allies to camp and rest rather than continue exploring.

Spells that summon creatures to help in combat should have a casting time of "1 round." This is to give a reasonable action cost for a character casting the spell. If the caster could summon a monster using a standard action and have

it act that same round, it's like the spell didn't cost him any actions at all.

Spells that call an outsider to serve for more than a few rounds (such as *planar ally* and *planar binding*) should have a casting time of 10 minutes; more powerful spells may have even longer casting times. Note that *gate* can be used to call creatures and only has a casting time of 1 standard action, but when used this way, it requires a 10,000 gp material component, so that faster casting time doesn't come cheaply.

COMPONENTS

For the most part, a spell's components have very little to do with its overall power level unless it requires a costly focus or material component or has no component at all. Most spells in the *Core Rulebook* have verbal and somatic components, and new spells should follow this trend.

The advantage of spells that don't require verbal components is they can be cast in an area of *silence*, and thus there is the temptation to create silent versions of common combat spells. However, doing so devalues the Silent Spell feat, just like making swift-action spells devalues Quicken Spell, though not to such a great extent (casting two spells per round is a more serious problem than having a backup spell to counteract an unexpected *silence*). If casters decide they'd rather prepare a silent *magic missile* instead of *acid arrow*, or a silent *acid arrow* instead of *fireball*, they've deliberately chosen weaker options, and that's fine.

The advantage of spells that don't require somatic components is they can be cast when bound, grappled, or when both hands are full or occupied, and arcane spell failure doesn't apply. Just as creating silent versions of spells devalues Silent Spell, making non-somatic spells devalues the Still Spell feat. The premise of the game is that most spells require words and gestures, and new spells should stick with that unless the theme of the spell suggests it wouldn't require a somatic component, or it was specifically designed to escape bindings or grapples.

The advantage of spells that don't require material components is they don't require a spell component pouch (and in the rare circumstance in which if you're grappled, you needn't already have your material components in hand to cast the spell). Most material components are part of a spell for flavor rather than to satisfy rules. The guano and sulfur material components of *fireball* are there because early gunpowder (black powder) was made from guano and sulfur. The fur and glass rod material components of *lightning bolt* come from the ability to create a buildup of static electricity by rubbing fur against a glass rod. The game could present those spells without material components at all, and it would have a negligible effect on how the game plays (as proven by the "it has whatever I need" spell component pouch, and the sorcerer class

getting Eschew Materials as a bonus feat)—they're just in the spell for fun. Balance your spell assuming it has no material components or free material components, and then add them in if the flavor seems appropriate.

Costly material components should be used to prevent overzealous players from casting the spell as often as they want, because the spell either makes adventuring too easy if everyone in the party has it (such as *stoneskin*), allows the PCs to bypass key adventuring experiences like exploring and investigating (such as *augury*, *divination*, and *commune*), or allows the PCs to trivialize certain threats (such as *raise dead* and *restoration*). Balance a spell without costly material components if possible, usually by raising the spell level if it is too good for the intended level. Sometimes the power level of a spell is on target (like *augury*, as it makes sense to have a low-level divination spell for clerics), but the spell is valuable enough that players will overuse it if it's free, so you have to apply a gp cost to moderate how often the PCs use it. Long-lasting defensive spells such as *glyph of warding* also fit into this category; if they were free, every spellcaster would cover her lair in them, casting one per day for the weeks or months of planning the NPC has before the PCs arrive. By giving *glyph of warding* a gp cost, it allows for more traditional adventuring—otherwise every square the PCs walk on is a potential trap, slowing play to a crawl as the PCs are forced to slowly and carefully search every square to notice the glyphs (given that a typical 5th-level rogue has +14 to Perception against a DC 28 glyph, meaning she fails most searches unless she takes 20).

Focus components are governed by the same rules as material components—in most cases they're just there for flavor, and are only relevant if costly. A costly focus is like a costly material component, except it's a one-time expenditure rather than a repeat expenditure, a barrier to entry that you can ignore once you've crossed the threshold. A costly focus is a good way to delay when PCs gain access to the spell, but once they have the materials, it's essentially just like any other spell without a costly focus. As with material components, balance the spell for its level, and if it seems like the spell is too good and delaying access to it would help moderate it, consider adding a costly focus component.

SCHOOL

In terms of balancing the power of a spell, its school isn't very important—a 6th-level conjuration attack spell should be about as powerful as a 6th-level evocation attack spell. Deciding on the spell's school is really about choosing what best fits the theme and effect of the spell. Spells that deal energy damage to an area are usually conjuration or evocation spells. Spells that call, summon, or create physical objects or creatures are usually conjuration spells, while those that create things made of energy or force are usually evocation spells. Spells that affect minds are

usually enchantment spells, unless they cause fear or affect undead, in which case they're necromancy spells.

BONUS TYPES

There are many types of bonuses in the game. It's tempting to look at that list of bonuses, find "holes" in the spell list that don't have spells for certain bonus types, and create a new spell that adds one of those unused bonus types to your favorite statistic or roll. Resist this temptation. Not all bonus types are equal within the game, and many bonus types are only meant for certain things. See Table 2-7: Bonus Types and Effects.

A dash entry (—) in the table indicates there are no common examples of items or spells that grant that kind of bonus. If you're designing an item or spell and want to include a certain type of bonus to a particular ability or statistic, check Table 2-7 first; if the bonus type doesn't say it can affect that ability or statistic, use one that does instead. One reason for this table is that some bonuses are better than others (deflection bonuses work against incorporeal creatures and when you are flat-footed, natural armor bonuses do not). A second reason is that allowing any kind of bonus on any roll or statistic makes it really easy to stack many small bonuses more cheaply than a larger bonus, which makes powerful magic items like a *ring of protection +5* much less interesting. A third reason is that some of these combinations just don't make sense, like a deflection bonus to Strength or a shield bonus on Knowledge checks.

DESCRIPTION

The description is the meat of the spell, and what you put here is the most important information of all.

Make sure the spell description is clear and concise. Remember that players are going to refer to the spell description in a hurry during their turn of combat, and if they have to fight their way through flowery language to figure out the details, the resulting delay will annoy other players and the GM. If the spell has several complex effects, put each effect into its own paragraph. If the spell allows the caster to choose from several options, put each option on its own line with an italicized name (see *binding* for an example).

Anything that appears in the spell stat block doesn't need to appear again in the spell description—it's redundant. For example, the *fireball* description doesn't say, "The spell can reach up to 400 feet plus 40 feet per caster level." Extraneous text like that is just more clutter for the player to sift through when looking up the spell's effects in the middle of combat.

Avoid using language that implies something that the game mechanics of the spell don't back up. For example, a spell's description shouldn't say "using the foul powers of necromancy" if the spell doesn't actually have some sort of evil effect or the evil descriptor. This sort of mistake is most common with necromancy spells, which include not only many obviously evil spells, but also a fair share of helpful ones as well (such as *astral projection*, *gentle repose*, and *undeath to death*). People who read your spell description may not know your intent, and using flavorful language can

TABLE 2-7: BONUS TYPES AND EFFECTS

Bonus Type	Can Affect	Sample Item	Sample Spell
Alchemical	Ability scores, saves	Antitoxin	—
Armor	AC	<i>Bracers of armor</i>	<i>Mage armor</i>
Circumstance	Attacks, checks	<i>Robe of blending</i>	—
Competence	Attacks, checks, saves	<i>Boots of elvenkind</i>	<i>Guidance</i>
Deflection	AC	<i>Ring of protection</i>	—
Dodge	AC	Never*	Never*
Enhancement	Ability scores, AC, attacks, damage, speed	<i>Belt of giant strength</i>	<i>Magic weapon</i>
Inherent	Ability scores	<i>Manual of bodily health</i>	<i>Wish</i>
Insight	AC, attacks, checks, saves	<i>Dusty rose prism ioun stone</i>	<i>True strike</i>
Luck	AC, attacks, checks, damage, saves	<i>Stone of good luck</i>	<i>Divine favor</i>
Morale	Attacks, checks, damage, saves, Str, Con, Dex	<i>Candle of invocation</i>	<i>Bless</i>
Natural Armor	AC	<i>Amulet of natural armor</i>	<i>Barkskin</i>
Profane	AC, checks, damage, DCs, saves	—	<i>Desecrate</i>
Resistance	Saves	<i>Cloak of resistance</i>	<i>Mind blank</i>
Sacred	AC, checks, damage, DCs, saves	—	<i>Consecrate</i>
Shield	AC	<i>Ring of force shield</i>	<i>Shield</i>
Size	Ability scores, attacks, AC	—	<i>Enlarge person</i>

* Spells and magic items should never grant dodge bonuses because dodge bonuses always stack, and it would be a simple matter to stack various low-power items or spells with small dodge bonuses and get an incredibly high Armor Class more cheaply than by achieving that AC using the armor, deflection, enhancement, and natural armor bonuses in the game.

trick readers into thinking a spell should have additional effects not explicitly spelled out in the description.

Remember that while you may be designing a spell with a particular character or class in mind, most spells are going to have a broader availability. You have to think of the spell in the hands of the biggest power gamer, and in use by a character who is very different than the one for whom it is designed. Even a simple sorcerer/wizard spell has to deal with two different types of casters: a wizard, who can learn many spells but can only cast a few per day, and a sorcerer, who knows few spells but can cast many per day. A spell that is good for a wizard may be too good when used by a sorcerer because the sorcerer can use it more times per day. Likewise, think of what happens if the PCs can access the spell in potion or scroll form—you may intend for the spell to be rare and for the PCs to not have it most of the time, but a wizard can create scrolls of rarely used spells and save them for just the right opportunity.

When you finish writing a spell description, have others look it over. They'll notice things you missed, come up with questions your spell needs to address, and find ways your spell can be abused. Use that feedback to revise the spell.

HIERARCHY OF ATTACK EFFECTS

When it comes to attack spells, there is a clear hierarchy of what kinds of effects are better than others. Here are the attack effects in order of best effect to worst, assuming all other factors (specific immunities, number of targets affected, and so on) are equal.

Control: A control spell puts an opponent under your control, turning him into an ally or at least keeping him from being an active enemy for a while. This is the best kind of attack spell because not only does it negate an opponent (the same effect as a kill or incapacitate spell), but it also creates a new ally that the caster can turn against his other opponents. Many of the more powerful enchantment spells are control spells, though their drawback is that they tend to be all-or-nothing (if the creature saves, it's completely unaffected by the spell). Examples of control spells are *charm monster*, *charm person*, *confusion*, *dominate monster*, and *dominate person*.

Kill: A kill spell kills or destroys an opponent outright, bypassing the target's depletable statistics (see sidebar), typically with a Fortitude saving throw. Kill spells are better than incapacitate spells because they don't wear off and there's no chance another enemy can easily reverse the spell (such as with *dispel magic*). The best of the kill spells still act as damage spells if the target saves, so the caster is guaranteed some effect. Examples of kill spells are *disintegrate*, *finger of death*, *phantasmal killer*, *power word kill*, *slay living*, and *wail of the banshee*.

Incapacitate: An incapacitate spell makes the target unable to act against the caster, effectively removing him

DEPLETABLE STATISTICS

Depletable statistics are any values in a creature or object's stat block that can be reduced by some form of attack and that can neutralize, kill, or destroy the creature or object when they reach a low value (typically 0). Hit points, ability scores, and levels are all depletable statistics—a creature falls unconscious below 0 hit points and eventually dies; objects, undead, and constructs are destroyed at 0 hit points; creatures are made helpless or killed by bringing an ability score to 0; creatures die when their negative levels equal their total Hit Dice. Many magical attacks and most nonmagical attacks reduce a target's depletable statistics in some way, eventually defeating the target.

However, attack bonuses, saving throw bonuses, Armor Class, hardness, CMB, CMD, initiative, speed, skill modifiers, and most other game statistics are not depletable statistics because no matter how low these statistics get, the affected creature or object is still able to take actions. For example, a spell that gives a target a -10 attack penalty has little effect on a sorcerer casting *fireball*, as would a spell that gave her a -10 penalty on her Wisdom saving throw; despite her poor attack rolls and miserable Will saves, she is still quite capable of blasting her opponents to bits, whether these penalties are -10 or -100. Similarly, a fighter with a -10 penalty on Fortitude saving throws can still swing a sword, as can one with a -10 penalty to Armor Class; the fighter is still viable despite these penalties.

"Depletable statistic" isn't an official game term, but it is a helpful concept when comparing power levels of spells—attacking depletable statistics is a war of attrition that can eventually wear down the target, whereas adding penalties to non-depletable statistics may have no effect at all, as the target may have other attacks that allow them to ignore those penalties.

from a battle for a period of time (possibly permanently) but at the risk of other opponents reversing the incapacitated target's condition. Spells that cause an enemy to flee count as incapacitate spells. Incapacitate spells are better than damage spells because they allow the caster to bypass a target's depletable statistics, sometimes disabling an opponent with a single spell. Examples of incapacitate spells are *fear*, *flesh to stone*, *hold monster*, *hold person*, *power word stun*, and *sleep*.

Damage: A damage spell reduces the target's depletable statistics, bringing the target closer to the point where that damage incapacitates it. Damage spells are reliable spells because all creatures have depletable statistics of some sort and because most nonmagical attacks affect depletable statistics (which means that the caster's fighter and rogue

allies are helping overcome the opponent). Damage spells are better than penalize spells because damage always stacks (penalties do not) and if the caster and his allies deal enough damage, they'll eventually disable an opponent, whereas it's possible to add penalties almost indefinitely and still have a somewhat viable opponent. Examples of damage spells are *cone of cold*, *fireball*, *lightning bolt*, *magic missile*, *poison*, and *sound burst*.

Penalize: A penalize spell gives the target some penalty not related to its depletable statistics, such as an attack penalty, an Armor Class penalty, restrictions on the kinds of actions it can take, and so on. Penalize spells are the weakest sort of spells because in most cases the caster can't kill an opponent with penalties and the penalties don't stack with themselves, so the caster and his allies have to deal with the penalized opponent in some other way (typically through damage spells and nonmagical attacks). Examples of penalize spells are *bane*, *blindness/deafness*, *ray of enfeeblement*, and *slow*.

There are exceptions to the above categories. For example, if dealing with a monster that has a lot of hit points and deals substantial damage but only has a moderate chance of harming the caster's allies, the caster may be better off trying to give the opponent an attack penalty (to decrease the chance of the monster hitting) than trying to wear down its hit points (because during that time the monster may be dealing a lot of damage to the caster's allies). In this case, a penalize spell that reduces its attack bonus is better than a damage spell. As another example, the PCs may need to question a defeated opponent, in which case an incapacitate spell is a better choice than a kill spell (unless the PCs have some really good magic that lets them question the dead more effectively than *speak with dead*).

Spells with variable effects may be more than one type of spell in the hierarchy depending on the results—a *confusion* spell that causes a monster to babble incoherently is an incapacitate spell, but if the spell causes it to attack one of its allies, it's a control spell. Likewise, a *summon monster III* spell that summons a fiendish constrictor snake is an incapacitate spell if the snake grapples an enemy, but it's just a damage spell if it summons a fiendish boar, which only deals damage and has no special attacks. Balancing these spells is tricky, as you have to consider their optimal usage.

CORE IS KING

When designing a new spell, you should always compare it to the spells in the *Core Rulebook* to get a sense of whether the spell is strong or weak for its level. You can compare it to spells in other books as well, but you should use the *Core Rulebook* as a baseline. This is because if a spell in another sourcebook pushes the boundaries of what's acceptable

or balanced, even just by a little bit, it's easy to push the boundaries a little more with your new spell, which means that over time, new spells end up more and more powerful compared to those in the *Core Rulebook*. The *Core Rulebook* spells are the most playtested, optimal versions of spells in the game—new spells shouldn't be significantly better than them (see also the Benchmarks section on pages 138–139).

Remember that it's acceptable to make a spell that isn't as powerful as an existing spell. Just because it's not the best spell of its level doesn't mean it won't get used by adventurers. In fact, that's why easily crafted scrolls are a significant part of the game—to allow parties access to spells they wouldn't normally prepare or learn, but may find useful in some circumstances.

MULTIPURPOSE SPELLS

A spell that gives the caster a choice of multiple options should be weaker overall than a spell that only does one thing. First, a spell that is good at two things is much better than a spell that is good at one thing, so you should reduce the power of the former spell so the two spells remain about equal. Second, because bards, oracles, and sorcerers can only learn a limited number of spells, a spell that can do multiple things is often a better choice for them because it's almost like learning multiple spells.

Examples of poorly designed spells with multiple, dissimilar options are:

- A general “emotions” spell that lets the caster project one of several emotions, each of which has a different effect on targets.
- A fire spell that lets the caster hurl a blast of fire, ignite multiple arrowheads to add fire damage, or make a protective shield of fire.
- A spell that works like *bull's strength*, but lets the caster choose which ability score it affects.
- A spell that either teleports the caster or can be used to send away an unwilling target.
- A spell that deals energy damage of a type chosen by the caster to an area.

Rather than create a multipurpose spell that gives a “shopping list” of effects the caster can choose from, keep the spell focused on one or perhaps two similar options. Note that there is a difference between a spell with multiple similar options and one with radically different options. Good examples of appropriate multipurpose spells are *alarm* (audible and mental alarms are still alarms), *beast shape I* (Small or Medium animals, specific benefits from a short list), *fire shield* (two options with basically the same mechanical effect, on par for a spell of its level), the *summon monster* spells (very versatile but of limited duration, with monsters of a lower power level than other spells of the same level).

CHOOSING DESCRIPTORS

While spell descriptors are frequently overlooked, they play an important role in the mechanics of a spell. Assigning the correct descriptors is key to finishing the spell. The follows is a list of all the descriptors in the Pathfinder Roleplaying Game, including several new ones introduced in this book.

Acid: Acid effects deal damage with chemical reactions rather than cold, electricity, heat, or vibration. This descriptor includes both actual acids and their chemical opposites, called bases or alkalines (such as ammonia and lye).

Air: Spells that create air, manipulate air, or conjure creatures from air-dominant planes or with the air subtype should have the air descriptor.

Chaotic: Spells that draw upon the power of true chaos or conjure creatures from chaos-aligned planes or with the chaotic subtype should have the chaos descriptor.

Cold: Cold effects deal damage by making the target colder, typically by blasting it with supernaturally cooled matter or energy. Cold effects also include those that create ice, sleet, or snow out of nothing. They can cause frostbite, numbness, coordination problems, slowed movement and reactions, stupor, and death.

Curse: Curse is a new spell descriptor created for this book. Curses are often permanent effects, and usually cannot be dispelled, but can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. For a list of curse spells in the *Core Rulebook* and *Advanced Player's Guide*, see "Chapter 5: Spells."

Darkness: Spells that create darkness or reduce the amount of light should have the darkness descriptor. Giving a spell the darkness descriptor indicates whether a spell like *daylight* is high enough level to counter or dispel it.

Death: Spells with the death descriptor directly attack a creature's life force to cause immediate death, or to draw on the power of a dead or dying creature. The *death ward* spell protects against death effects, and some creature types are immune to death effects.

Disease: This is a new spell descriptor created for this book. Disease effects give the target a disease, which may be an invading organism such as a bacteria or virus, an abnormal internal condition (such as a cancer or mental disorder), or a recurring magical effect that acts like one of the former. Creatures with resistance or immunity to disease apply that resistance to their saving throw and the effects of disease spells. For a list of disease spells in the *Core Rulebook* and *Advanced Player's Guide*, see "Chapter 5: Spells."

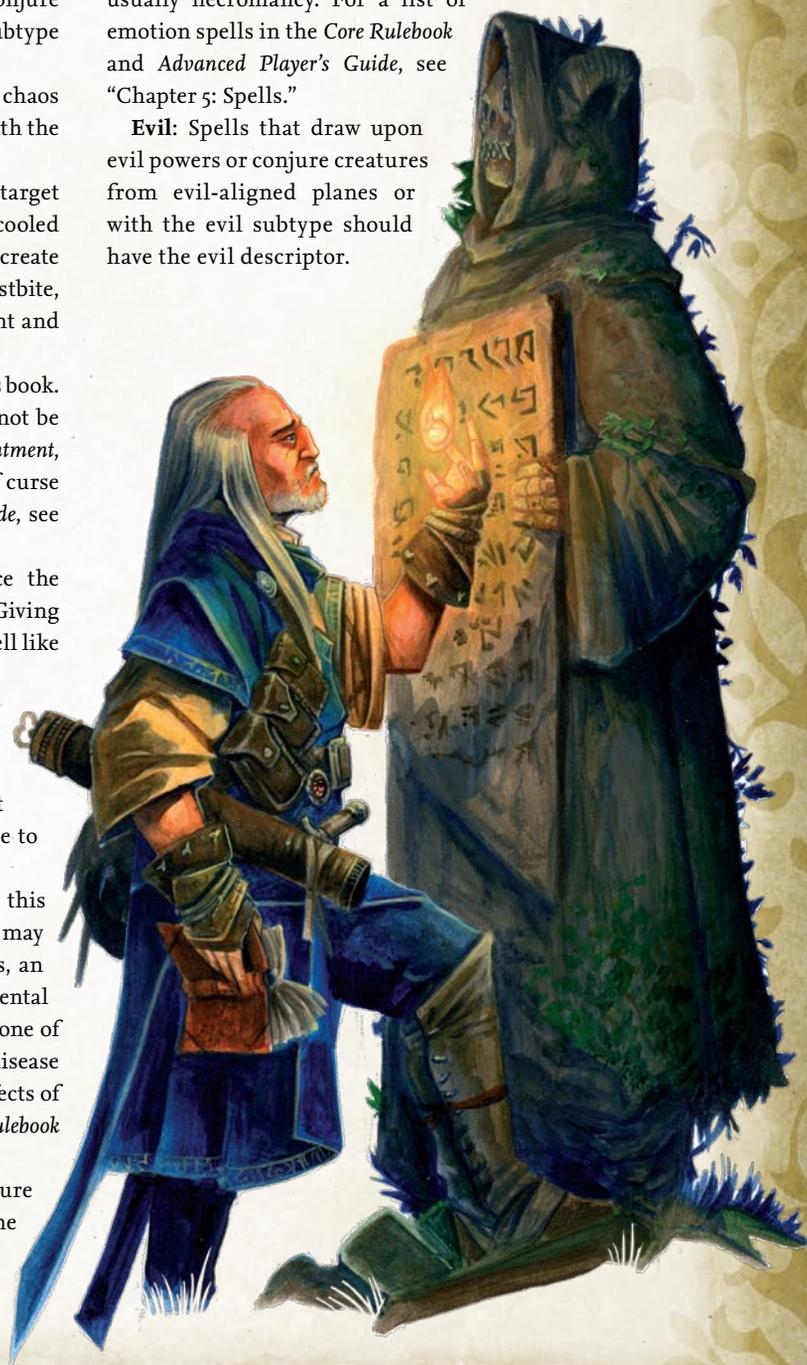
Earth: Spells that manipulate earth or conjure creatures from earth-dominant planes or with the earth subtype should have the earth descriptor.

Electricity: Electricity effects involve the presence and flow of electrical charge, whether expressed

in amperes or volts. Electricity deals damage to creatures by disrupting their biological systems. It deals damage to objects (as well as creatures) by heating the material it passes through, and thus technically many electricity spells could also be treated as fire spells, but for sake of game simplicity, it is better to just let electricity-based spells deal electricity damage. Electricity effects may stun, paralyze, or even kill.

Emotion: This is a new spell descriptor created for this book. Spells with this descriptor create emotions or manipulate the target's existing emotions. Most emotion spells are enchantments, except for fear spells, which are usually necromancy. For a list of emotion spells in the *Core Rulebook* and *Advanced Player's Guide*, see "Chapter 5: Spells."

Evil: Spells that draw upon evil powers or conjure creatures from evil-aligned planes or with the evil subtype should have the evil descriptor.



Fear: Spells with the fear descriptor create, enhance, or manipulate fear. Most fear spells are necromancy spells, though some are enchantment spells.

Fire: Fire effects make the target hotter by creating fire, directly heating the target with magic or friction. Lava, steam, and boiling water all deal fire damage. Fire effects can also cause confusion, dizziness, exhaustion, fatigue, nausea, unconsciousness, and death. Spells that manipulate fire or conjure creatures from fire-dominant planes or with the fire subtype should have the fire descriptor.

Force: Spells with the force descriptor create or manipulate magical force. Force spells affect incorporeal creatures normally (as if they were corporeal creatures).

Good: Spells that draw upon the power of true goodness or conjure creatures from good-aligned planes or with the good subtype should have the good descriptor.

Language-Dependent: A language-dependent spell uses intelligible language as a medium for communication. If the target cannot understand or hear what the caster of a language-dependent spell says, the spell has no effect, even if the target fails its saving throw.

Lawful: Spells that draw upon the power of true law or conjure creatures from law-aligned planes or with the lawful subtype should have the law descriptor.

Light: Spells that create significant amounts of light or attack darkness effects should have the light descriptor. Giving a spell the light descriptor indicates whether a spell like *darkness* is high enough level counter or dispel it.

Mind-Affecting: Mindless creatures (those with an Intelligence score of “—”) and undead are immune to mind-affecting effects.

Pain: Pain is a new spell descriptor created for this book. Pain effects cause unpleasant sensations without any permanent physical damage (though a sensitive target may suffer mental repercussions from lengthy exposure to pain). Creatures that are immune to effects that require a Fort save (such as constructs and undead) are immune to pain effects. For a list of pain spells in the *Core Rulebook* and *Advanced Player's Guide*, see “Chapter 5: Spells.”

Poison: Poison is a new spell descriptor created for this book. Poison effects use poison, venom, drugs, or similar toxic substances to disrupt and damage living creatures through chemical reactions. Technically, acids and poisons are both chemical reactions, but for the purpose of the Pathfinder Roleplaying Game, they are categorized as different effects, with acids dealing hit point damage and poisons causing ability damage, ability drain, bleeding, confusion, convulsions, nausea, paralysis, reduced healing, suffocation, unconsciousness, or death. Creatures with resistance to poison (such as dwarves) apply that resistance to their saving throws and the effects of poison spells. Creatures with immunity are immune to poisonous aspects of poison spells, but not necessarily all effects of the spell

(for example, a spell that creates a pit full of liquid poison could still trap or drown a poison-immune creature). For a list of poison spells in the *Core Rulebook* and *Advanced Player's Guide*, see “Chapter 5: Spells.”

Shadow: Shadow is a new spell descriptor created for this book. Shadow spells manipulate matter or energy from the Shadow Plane, or allow transport to or from that plane. For a list of shadow spells in the *Core Rulebook* and *Advanced Player's Guide*, see “Chapter 5: Spells.”

Sonic: Sonic effects transmit energy to the target through frequent oscillations of pressure through the air, water, or ground. Sounds that are too high or too low for the humanoid ear to detect can still transmit enough energy to cause harm, which means that these effects can even affect deafened creatures. Sound effects can cause hit point damage, deafness, dizziness, nausea, pain, shortness of breath, and temporary blindness, and can detect creatures using batlike echolocation.

Water: Spells that manipulate water or conjure creatures from water-dominant planes or with the water subtype should have the water descriptor.

BENCHMARKS

Some spells in the *Core Rulebook* are clearly the best of their spell level. Other spells are perfect examples of what a spell of that level or purpose should be able to do. These are “benchmark” spells, and when designing a new spell you should always compare your spell to the benchmark spells. If your spell is better than the benchmark spell, you should reduce its power or increase its spell level. The following is a list of benchmark spells by sorcerer/wizard spell level, with explanations of why they are benchmarks. If you create a spell and it's better than a comparable benchmark spell, your spell is too powerful.

1st Level

Burning Hands: This is the benchmark for 1st-level area attack spells. It is even better than *sleep* because it can affect up to six squares (*sleep* only affects 4 Hit Dice, which means up to 4 creatures) and affects mindless creatures and undead.

Magic Missile: Perhaps the best 1st-level spell in the game, *magic missile* may not do a lot of damage, but it requires no attack roll, has a medium range, needs no saving throw, and harms incorporeal creatures. Even if *magic missile* were 2nd-level, smart casters would still learn it.

2nd Level

Invisibility: This is one of the best spells in the game, and is only improved on by *greater invisibility* getting rid of the breaks-on-attack aspect. This spell is great for scouting, great in combat to set up attacks, and great for healers (as healing doesn't end the spell).

Resist Energy: This defensive spell works exactly like monster energy resistances, so it's a perfect example of the power level of this sort of spell. It also scales at higher caster levels, keeping it a viable spell even later in the game.

Web: This is a powerful, nonlethal spell that remains viable even at higher levels (even a lich who makes his save against a web has to deal with the difficult terrain and risks becoming stuck if he moves). It even provides cover, and can be set on fire to damage targets in the area.

3rd Level

Dispel Magic: This spell sets the standard for negating other magic without a specific counter.

Displacement: This short-duration combat spell makes attackers miss 50% of the time, setting the standard for one-target defensive spells.

Fireball: This is the definitive low-level area attack spell. Gaining this spell changes the paradigm of the game, allowing spellcasters to deal a large amount of damage to multiple targets anywhere they can see.

Fly: This is the most important movement spell, usable in combat to great effect and allowing easy maneuverability around the battlefield.

Lightning Bolt: This spell establishes that a line of this range is about the same power level as a 20-foot burst.

Stinking Cloud: Capable of neutralizing many foes at a good range, *stinking cloud* is the best multiple-target nonlethal spell of its level.

Suggestion: This is the lowest-level spell in which the caster is able to compel the target to act, yet the spell's control is still limited to "reasonable actions."

4th Level

Dimension Door: This is the lowest-level spell that lets you teleport; it has a limited range and disorients you until your next turn.

Enervation: This is the lowest-level spell that gives the target negative levels.

Phantasmal Killer: This is the lowest-level spell that can directly kill a creature, but allows two saves to resist it.

5th Level

Cloudkill: This spell is key because it automatically kills weak creatures, deals poison damage each round to stronger creatures in the area, persists for several rounds, and moves.

Cone of Cold: This spell is an interesting benchmark because it's actually a weak spell for its level; at the level you gain it, *fireball* does just as much damage and at a longer range, and *cone of cold's* damage cap is only 5 dice higher than *fireball*. If your 5th-level attack spell is weaker than this spell, you should increase its power or consider making it a 4th-level spell.

Dominate Person: This is the lowest-level spell that allows you to utterly control a hostile intelligent creature (with the exception of self-destructive orders).

Wall of Stone: This is the lowest-level spell that creates a large-scale, permanent (instantaneous) object out of nothing (compare as well to *fabricate*, which permanently reshapes raw materials into finished goods).

6th Level

Contingency: This spell lets the caster set up conditions to trigger another spell effect, whether something direct such as a protective spell or something paranoid like an escape-teleport. In many ways it models what an immediate-action Quicken Spell feat would be like. Because it lasts 1 day per level, the caster can prepare the contingency on one day and adventure the next day with a full allotment of spells.

Guards and Wards: Although not often used by PCs because they usually don't have permanent residences, this spell is important because it establishes that a large-area defensive spell can use multiple effects to protect a home and befuddle invaders.

7th Level

Limited Wish: This powerful spell lets the caster pick effects from countless available lower-levels spells at the time of casting, even those from different class lists.

Mind Blank: This spell is an example of a very narrowly focused defensive spell that is able to block even higher-level spells from affecting the target.

8th Level

Clone: This spell is the key to arcane immortality—it acts like *contingency* plus *raise dead* but costs fewer gp, and it can save characters even if all of them die unexpectedly.

Irresistible Dance: While this spell can't kill its target outright, it does prevent the target from taking actions and give the target huge penalties, and (in a way) it does so without allowing a saving throw (while the spell does technically allow a save, even a successful save applies these effects for 1 round).

9th Level

Gate: This powerful spell combines all of the *planar ally/planar binding* effects and can be used to transport many creatures between planes.

Miracle/Wish: The pinnacle of spellcasting, these spells can duplicate almost any weaker spell, obliterate most harmful effects, revive the dead, or even turn back time. If your spell is better than *wish*, you're trying to play god.

Time Stop: This is the only spell in the game that lets the caster take multiple rounds' worth of actions and simultaneously prevents anyone else from doing anything about it.



3 FEATS



*B*ones snapped and leather split as the demon's claw clamped down across the warrior's chest. With its second set of arms, the fiend seized the man's blade, squeezing till the metal bent.

"No you don't!" Ezren yelled, and let the last incantation flow from his lips, the brilliant energy launching itself from his palm. Instead of burning a hole through the creature, the ray met an invisible wall and spiderwebbed harmlessly out and around it.

Even as he readied another spell, Ezren knew it was too late. With a bubbling sigh, the soldier quit kicking and went limp.

Damn. Ezren had paid the man in advance...

FEATS

Feats represent special tricks or abilities a character has acquired through training, luck, or as a quirk of his or her birth. They grant characters abilities that others lack, giving them an edge in the right situation. While some feats specifically interact with a PC's race or class, most can be taken by anyone who meets the prerequisites. The feats in this book expand upon those in the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Advanced Player's Guide*, and other sources, introducing a new combat feat, critical feats, metamagic feats, and teamwork feats, which function only when two characters with the same feat work together.

TYPES OF FEATS

While most of the feats presented here are general and have no special rules governing them, some feats have a category associated with them that involves special rules. This category is listed after the feat name. The following types of feats can be found in this chapter.

Combat Feats

Any feat designated as a combat feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming they meet the prerequisites.

Critical Feats

Critical feats modify the effects of a critical hit by inflicting an additional condition on the victim of the critical hit. Characters without the Critical Mastery feat can only apply the effects of one critical feat to an individual critical hit. Characters with multiple critical feats can decide which feat to apply after the critical hit has been confirmed.

Metamagic Feats

Metamagic feats allow spellcasters to modify and change their spells, granting the spells new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell. For complete rules on how to apply metamagic feats to spells, see page 112 of the *Core Rulebook*.

Teamwork Feats

Teamwork feats first appeared in the *Advanced Player's Guide*. Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats

provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats. Inquisitors and cavaliers have special class abilities that allow them to use teamwork feats even when their allies don't have the feats.

FEAT DESCRIPTIONS

The new feats are summarized on Table 3–1 on the following pages. Note that the prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feat descriptions for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: This line lists the minimum ability score, any other feat or feats, the minimum base attack bonus, the minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat may have more than one prerequisite.

Benefit: The benefit is what a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated in the description.

Normal: This line indicates what a character without this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Abundant Revelations

You can plumb the depths of your mystery to use your revelations more often.

Prerequisite: Mystery class feature.

Benefit: Choose one of your revelations that has a number of uses per day. You gain 1 additional use per day of that revelation.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new revelation.

Accursed Critical (Critical)

Your spells carry an embedded curse that manifests when they strike true.

Prerequisites: Critical Focus, ability to cast *bestow curse* or *major curse*, caster level 9th.

Benefit: When you confirm a critical hit with a spell or spell-like ability, you may cast *bestow curse* or *major curse* on that target as an immediate action. This works even with ranged spells. You must have *bestow curse* or *major curse* prepared or otherwise available to cast, and using this ability casts the corresponding spell.

Accursed Hex

You can make a second attempt at failed hexes.

Prerequisite: Hex class feature.

Benefit: When you target a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

Normal: You can only target a creature with these hexes once per day.

Advanced Ranger Trap

Your ranger traps are especially difficult to notice and avoid.

Prerequisites: Trap class feature, ranger level 5th.

Benefit: Add +1 to the Difficulty Class on all Perception and Disable Device skill checks to find or disable the traps you make with your trap class feature. Add a +1 to the Difficulty Class on all saving throws against the effects of the trap you make with your trap class feature.

Antagonize

Whether with biting remarks or hurtful words, you are adept at making creatures angry with you.

Benefit: You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to the target's Hit Dice + the target's Wisdom modifier. You cannot make this check against a creature that does not understand you or has an Intelligence score of 3 or lower. Before you make these checks, you may make a Sense Motive check (DC 20) as a swift action to gain an insight bonus on these Diplomacy or Intimidate checks equal to your Charisma bonus until the end of your next turn. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Diplomacy: You fluster your enemy. For the next minute, the target takes a -2 penalty on all attacks rolls made against creatures other than you and has a 10% spell failure chance on all spells that do not target you or that have you within their area of effect.

Intimidate: The creature flies into a rage. On its next turn, the target must attempt to make a melee attack against you. The effect ends if the creature is prevented from reaching you or attempting to do so would harm it (for example, if you are on the other side of a chasm or a *wall of fire*). If it cannot reach you on its turn, you may make the check again as an immediate action to extend the effect for 1 round (but cannot extend it thereafter). The effect ends as soon as the creature makes a melee attack against you. Once you have targeted a creature with this ability, you cannot target it again for 1 day.

Blighted Critical (Critical)

With a critical hit from a spell or spell-like ability, you give the target a minor spellblight.

Prerequisites: Caster level 5th.

Benefit: Whenever you confirm a critical hit with a touch spell, ranged touch spell, or spell-like ability against an opponent, the victim gains a random minor spellblight (see page 95).

Special: You can apply the effects of only one critical feat to a given critical hit unless you possess Critical Mastery.

Blighted Critical Mastery

You control the type of spellblight your critical hits give your opponent.

Prerequisites: Blighted Critical, Critical Focus, caster level 9th.

Benefit: Whenever you apply a spellblight by way of the Blighted Critical or Greater Blighted critical feat, you can choose the spellblight you apply rather than determining it randomly.

Burning Spell (Metamagic)

You cause creatures to take extra damage when you affect them with a spell that has the acid or fire descriptor.

Benefit: The acid or fire effects of the affected spell adhere to the creature, causing more damage the next round. When a creature takes acid or fire damage from the affected spell, that creature takes damage equal to 2 × the spell's actual level at the start of its next turn. The damage is acid or fire, as determined by the spell's descriptor. If a burning spell has both the fire and acid descriptor, the caster chooses what kind of damage is dealt by the burning spell effect. A burning spell uses up a slot two levels higher than the spell's actual level.

Channeled Shield Wall

You draw upon your channel energy to enhance the protective ability of your shield and those of allies while they are adjacent to you.

Prerequisites: Channel energy, 3d6 proficiency with a shield.

Benefit: As a swift action, you can spend a use of your channel energy to grant yourself a +2 deflection bonus while using a shield. This bonus lasts 1 minute per cleric level or effective cleric level. While you benefit from this bonus, allies with shields also gain a +2 deflection bonus while they are adjacent to you.

Concussive Spell (Metamagic)

You cause creatures to be disoriented when you affect them with a spell that has the sonic descriptor.

Benefit: With sonic damage comes a concussive wave of energy that rattles creatures affected by the spell.

TABLE 3-1: FEATS

Feat	Prerequisites	Benefits
Abundant Revelations	Mystery class feature	Use a single revelation more times each day
Accursed Critical	Critical Focus, ability to cast <i>bestow curse</i> or <i>major curse</i> , caster level 9th	Confirm a critical hit and cast a curse as part of the attack
Accursed Hex	Hex class feature	Target a creature with a hex a second time that day if it made its save the first time
Advanced Ranger Trap	Trap class feature, ranger level 5th	Add +1 to the Disable Device and Perception check DCs for your ranger traps
Antagonize	—	Use Diplomacy or Intimidate to goad creatures
Blighted Critical	Critical Focus, Caster level 5th	Confirm a critical hit with a spell or spell-like ability to inflict a random minor spellblight
Greater Blighted Critical	Critical Focus, Greater Blighted Critical, caster level 12th	Confirm a critical hit with a spell or spell-like ability to inflict a random major spellblight
Blighted Critical Mastery	Blighted Critical, Critical Focus, caster level 9th	Pick the spellblight inflicted by a critical
Channeled Shield Wall	Channel energy 3d6, proficiency with shield	Enhance your shield and the shields of allies adjacent to you
Create Reliquary Arms and Shields	Craft Magic Arms and Armor, ability to cast <i>hallow</i> or <i>unhallow</i>	Make your shield or weapon a holy symbol
Create Sanguine Elixir	Cha 15, Brew Potion, Craft (alchemy) 12 ranks, sorcerer level 3rd	Create an elixir that allows another to use a bloodline power
Defending Eidolon	Shield ally class feature	Your eidolon sacrifices its attacks to defend you
Deny Death	Ki pool, Endurance	Use <i>ki</i> to stave off death
Detect Expertise	Int 13; ability to cast <i>detect chaos</i> , <i>detect evil</i> , <i>detect good</i> , <i>detect law</i> , or <i>detect magic</i>	Detect a creature's magical abilities
Die for Your Master	Tumor familiar alchemist discovery	Tumor familiar dies in place of its master
Divine Interference	Divine spellcaster, caster level 10th	Sacrifice a spell to force an enemy to reroll a successful attack against your ally
Dragonbane Aura	Aura of courage class feature, caster level 8th	Aura of courage expands and grants protection against dragon breath weapons
Eldritch Heritage	Cha 13, Skill Focus in bloodline skill, character level 3rd	Gain a bloodline power
Improved Eldritch Heritage	Cha 15, Eldritch Heritage, character level 11th	Gain an additional bloodline power
Greater Eldritch Heritage	Cha 17, Eldritch Heritage, Improved Eldritch Heritage, character level 17th	Gain a higher-level sorcerer bloodline power
Evolved Familiar	Int 13, Cha 13, familiar class feature	Familiar gains a summoner evolution
Exploit Lore	Monster lore class feature, base attack bonus +11	Use your lore to gain attack and damage bonus against a single creature
Extra Arcana	Magus arcana class feature	Gain an additional magus arcana
Extra Arcane Pool	Arcane pool class feature	Arcane pool increases by 2
Extended Bane	Bane class feature	Bane is extended a number of rounds equal to your Wisdom
Extra Cantrips or Orisons	Ability to cast cantrips or orisons	Gain 2 additional cantrips or orisons known
Extra Evolution	Eidolon class feature	Eidolon adds 1 point to its evolution pool
Extra Ranger Trap	Trap class feature	Set traps two additional times a day
Extra Summons	Ability to cast <i>summon monster</i> as a spell-like ability, summoner level 1st	Gain 1 extra use of <i>summon monster</i> per day
Eyes of Judgment	Detect alignment ability class feature, caster level 6th	Determine target's exact alignment after 3 rounds of observation
Fast Empathy	Handle Animal 5 ranks, wild empathy class feature	Use wild empathy as a standard action

Feat	Prerequisites	Benefits
Favored Judgment	Wis 13, judgment class feature	Judgments have greater effect on creatures of a specific type, chosen from the ranger's favored enemy list
Fearless Aura	Aura of courage class feature, caster level 8th	Aura of courage expands and makes allies immune to fear effects
Fire Music	Spellcraft 5 ranks, ability to cast bard spells, ability to cast at least one arcane fire spell from another class	Replace bard spell damage with fire damage, summoned monsters gain fire attacks
Focused Eidolon	Shield ally class feature	Gain +4 on concentration checks while adjacent to your eidolon
Gliding Steps	Dodge, Mobility, Nimble Moves, ki pool	Use ki to provoke fewer attacks of opportunities while moving
Grant Initiative	Cunning initiative class feature	Grant bonus to initiative to ally
Greater Mercy	Cha 13, lay on hands class feature, mercy class feature	Lay on hands heals extra hit points if the target doesn't need a mercy
Ultimate Mercy	Cha 19, Greater Mercy, lay on hands, mercy class feature	Expend 10 uses of lay on hands to bring a dead creature back to life
Greater Wild Empathy	Knowledge (nature) 5 ranks, wild empathy class feature	Use wild empathy to intimidate and expand the creatures it can affect
Implant Bomb	Heal 5 ranks, delayed bomb alchemist discovery	Implant a bomb in a willing or helpless creature
Improved Monster Lore	Monster lore class feature	Gain a sacred bonus on monster lore checks
Insightful Gaze	Stern gaze class feature, Sense Motive 5 ranks	When using Sense Motive, roll twice and take the higher roll
Intimidating Gaze	Stern gaze class feature, Intimidate 5 ranks	When using Intimidate, roll twice and take the higher roll
Judgment Surge	Judgment class feature, judgment twice per day class feature	Gain improved versions of your judgments
Ki Stand	Ki pool	Stand up as a swift action, and spend 1 ki point to not provoke attacks of opportunity when you do so
Learn Ranger Trap	Survival 5 ranks	Learn a single ranger trap
Life Lure	Channel positive energy class feature	Channel positive energy to fascinate undead
Moonlight Summons	Spell Focus (conjuration), ability to cast <i>summon nature's ally</i>	Summoned creatures are immune to confusion and sleep effects, and their natural weapons are treated as silver
Mystic Stride	Dex 15, Nimble Moves, woodland stride class feature	Move at full speed even through magically enhanced foliage
Oracular Intuition	Mystery class feature	Gain bonuses to Sense Motive and Spellcraft to identify magic item properties
Painful Anchor	Anchoring aura class feature	Deal damage to an anchored evil outsider
Planar Preservationist	Preservationist alchemist archetype	With every <i>summon nature's ally</i> extract you learn, learn a corresponding <i>summon monster</i> extract
Powerful Shape	Wild shape class feature, druid level 8th	While in wild shape, you are treated as one size category larger
Prodigy	—	Gain a +2 bonus on two Craft, Perform, or Profession skills
Prophetic Visionary	Mystery class feature	Once per day, enter a deep trance and gain a prophetic vision
Pure Faith	Divine health class feature	Gain a +4 sacred bonus against poison
Quarterstaff Master*	Weapon Focus (quarterstaff), base attack bonus +5	Use a quarterstaff one-handed



Feat	Prerequisites	Benefits
Tripping Staff*	Int 13, Combat Expertise, Improved Trip, Weapon Focus (quarterstaff), base attack bonus +6	Treat a quarterstaff as if it had the trip weapon special feature
Tripping Twirl*	Int 13, Combat Expertise, Improved Trip, Tripping Staff, Weapon Focus (quarterstaff), Weapons Specialization (quarterstaff), base attack bonus +12	Use a quarterstaff to make a trip attempt against all adjacent enemies
Quick Channel	Knowledge (religion) 5 ranks, channel energy class feature	Channel energy faster by expending more uses
Quick Wild Shape	Wild shape class feature, caster level 8th	Wild shape quickly into a less powerful form
Radiant Charge	Lay on hands class feature	Expend uses of lay on hands to deal extra damage, bypassing evil creatures' resistances and immunities
Remote Bomb	Delayed bomb discovery	Increase the delay on your bombs and detonate bombs remotely
Resilient Eidolon	Eidolon class feature	When you are knocked unconscious, fall asleep, or are killed, your eidolon remains with you
Reward of Grace	Lay on hands class feature	With each use of lay on hands, gain a +1 sacred bonus on attack rolls
Reward of Life	Lay on hands class feature	With each use of lay on hands, gain hit points equal to your Charisma
Ricochet Splash Weapon	Dex 13, Throw Anything	Make an attack roll with a splash weapon if it misses and lands in another creature's square
Sacred Summons	Aura class feature, ability to cast <i>summon monster</i>	Summon monsters whose alignment subtype matches yours as a standard action
Sense Link	Bond senses class feature	Gain a +4 bonus on Perception checks when sharing your eidolon's senses
Shaping Focus	Knowledge (nature) 5 ranks, wild shape class feature	Count other class levels as druid levels for the purpose of wild shape
Sin Seer	Detect undead class feature	Gain the ability to detect evil
Skeleton Summoner	Spell Focus (necromancy), ability to cast <i>summon monster</i>	Summon skeletons instead of living creatures with <i>summon monster</i>
Sorcerous Bloodstrike	Cha 13, sorcerer bloodline class feature	Regain a bloodline power when you reduce a creature to 0 or fewer hit points
Spell Bluff	Bluff 5 ranks, Spellcraft 5 ranks	Bluff other spellcasters, increasing the DC needed to identify your spell
Spell Hex	Major hex class feature	Cast a 1st-level spell as a hex
Spell Specialization	Int 13, Spell Focus	Pick one spell and cast it as if you were higher level
Greater Spell Specialization	Int 13, Spell Focus, Spell Specialization, ability to cast 5th-level spells	Sacrifice a spell to cast your specialized spell
Spellsong	Cha 13, bard performance class feature, ability to cast 1st-level spells	Combine spellcasting and bardic performance
Split Hex	witch level 10th	A targeted hex can affect two creatures
Split Major Hex	Split Hex, caster level 18th	A targeted major hex can affect two creatures
Spontaneous Metafocus	Cha 13, one metamagic feat, ability to spontaneously cast spells	Apply metamagic to one spell and keep the standard casting time
Starlight Summons	Spell Focus (conjuration), ability to cast <i>summon nature's ally</i>	Summoned creatures gain a bonus on Perception and Stealth checks
Sunlight Summons	Spell Focus (conjuration), ability to cast <i>summon nature's ally</i>	Summoned creatures glow and are immune to blinding and dazzling effects
Superior Summoning	Augment Summoning, caster level 3rd	When summoning more than one creature, summon an extra one





Feat	Prerequisites	Benefits
Theurgy	Wis 13, Int or Cha 13, ability to cast 1st-level arcane spells, ability to cast 1st-level divine spells	Augment arcane spells with divine energy and divine spells with arcane energy
Thoughtful Discernment	<i>Discern lies</i> class feature	Detect lies in a statement you heard, even hours after it has been uttered
Ultimate Resolve	Aura of resolve class feature	Aura of resolve expands and does not fall when you do
Uncanny Alertness	Alertness	+1 on Perception and Sense Motive checks and a +2 bonus on saving throws against sleep and charm effects
Uncanny Concentration	Combat Casting	Don't make concentration checks for violent movement, gain a +2 bonus on all other concentration checks
Undead Master	Spell focus (necromancy), ability to cast <i>animate dead</i> or <i>command undead</i>	Animate and command more undead
Unsanctioned Detection	<i>Detect evil</i> class feature	Use <i>detect evil</i> to gain bonuses on Perception and Sense Motive checks
Unsanctioned Knowledge	Int 13, must be able to cast 1st-level paladin spells	Add spells to your paladin spell list
Versatile Channeler	Channel energy class feature, worship a neutral deity or neutral alignment and no deity	Channel both positive and negative energy
Vigilant Eidolon	Eidolon class feature	+4 bonus on Perception checks when your eidolon is within arm's reach, conscious, and not helpless
Voice of the Sibyl	Cha 15	Gain bonus to Bluff, Diplomacy, and Perform (oratory) checks
Warrior Priest	Ability to cast divine spells, domain or mystery class feature	+1 bonus to initiative and +2 on concentration checks when casting defensively
Wild Speech	wild shape class feature, druid level 6th	Speak while in wild shape
Witch Knife	Witch class	Use dagger as focus for witch patron spells
Word of Healing	Lay on hands class feature	Use lay on hands from a distance
Metamagic Feats	Prerequisites	Benefits
Burning Spell	—	Spell with the acid or fire descriptor deals extra damage the next round
Concussion Spell	—	Spell with the sonic descriptor gains a debilitating concussive effect
Echoing Spell	—	Cast a spell a second time
Flaring Spell	—	Spell with the fire, light, or electricity descriptor dazzles creatures it affects
Piercing Spell	—	Affected spell treats creatures with SR as having an SR of 5 lower
Rime Spell	—	Spell with the cold descriptor also entangles creatures if the spell damages them
Thanatopic Spell	Knowledge (religion) 6 ranks, Spell Focus (necromancy)	Affected spell's death effects, energy drain, and negative levels affect undead
Threnodic Spell	Knowledge (religion) 6 ranks, Spell Focus (enchantment)	Change a mind-affecting spell so it can affect undead, but not living creatures
Toppling Spell	—	Spell with the sonic descriptor knocks targets prone
Teamwork Feats	Prerequisites	Benefits
Ensemble	Perform 5 ranks	Nearby performers can aid your perform checks

* This is a combat feat and can be selected as a fighter bonus feat



A concussive spell causes creatures that take damage from a spell that has the sonic descriptor to take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for a number of rounds equal to the actual spell level of the spell. A concussive spell only affects spells with the sonic descriptor. A concussive spell uses up a spell slot two levels higher than the spell's actual level.

Create Reliquary Arms and Shields

Your magical creations are infused with divine power.

Prerequisites: Craft Magic Arms and Armor, ability to cast *consecrate* or *desecrate*.

Benefit: When you craft a magic weapon, magic armor, or magic shield, you may add one casting of *consecrate* or *desecrate* as part of the item crafting process. The item becomes a reliquary and can be used as a holy (or unholy) symbol divine focus of your deity. If you cast *consecrate* or *desecrate*, your reliquary counts as a permanent fixture for that spell while it remains in the spell's area.

Create Sanguine Elixir

You can condense a fraction of your bloodline's power into a powerful elixir.

Prerequisites: Cha 15, Brew Potion, Craft (alchemy) 12 ranks, sorcerer level 3rd.

Benefit: Once per day, when you clear your mind to regain spell slots, you can create a sanguine elixir. When you do, pick one of your bloodline powers. You transfer that power into a small potion that any creature can drink to temporarily gain the benefit of your bloodline power. Creating a sanguine elixir takes 1 hour, and requires special oils and distillates worth 100 gp, and when you make the sanguine elixir, you lose access to the bloodline power until the next time you clear your mind to regain spell slots.

When a creature drinks a sanguine elixir, it can activate the bloodline power anytime before the end of its next turn, as if it had access to that bloodline power. A creature that drinks the elixir cannot gain the benefit if its character level does not equal or exceed the minimum level of the bloodline power. Any level-dependent effects use the character level of the creature that drinks the sanguine elixir, or your sorcerer level, whichever is lower. Drinking a sanguine elixir is just like drinking a potion. A sanguine elixir is treated as a magic item with your caster level.

Sanguine elixirs are extremely unstable. They lose their potency 1 day after they are created.

Defending Eidolon

You have trained your eidolon to protect you.

Prerequisite: Shield ally feature.

Benefit: Whenever you are adjacent to your eidolon, you can choose for the eidolon to take a –1 penalty on melee

attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your eidolon's base attack bonus reaches +5, and for every +5 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You must choose to use this feat when your eidolon is making an attack or full-attack action with melee or natural weapons, and its effect lasts until your eidolon's next turn, or until you are no longer adjacent to the eidolon, whichever occurs first.

Deny Death

Your *ki* is so strong that it can deny death.

Prerequisite: *Ki* pool, Endurance

Benefit: As long as you have 1 *ki* point in your *ki* pool, when you fail your Constitution check to stabilize, you do not lose 1 hit point. If you succeed at the check, you can spend 1 *ki* point to heal 1d6 hit points. If you roll a natural 20 on the check to stabilize, you can spend 1 *ki* point to heal 2d6 hit points of damage instead.

Detect Expertise

You can detect the mystic specialty of a foe.

Prerequisites: Int 13; ability to cast *detect chaos*, *detect evil*, *detect good*, *detect law*, or *detect magic*.

Benefit: When you use any of the spells listed in this feat's prerequisites to detect a creature's alignment or its magic, you have a chance of detecting what spellcasting expertise it has. After you observe a creature with the detect spell for 3 rounds, it must make a Will save (DC 10 + 1/2 your caster level + your Intelligence modifier). If it fails the saving throw, you learn what bloodlines, domains, hexes, schools, or mysteries (if any) the creature possesses. If the creature makes its save, it is immune to the effects of this feat for 24 hours.

Die for Your Master

Your tumor familiar goes to any length to save your life.

Prerequisites: Tumor familiar alchemist discovery.

Benefit: If your tumor familiar is attached, and you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the familiar throws itself in the way of the attack as an immediate action. If it makes a Reflex saving throw (DC = damage dealt), it takes all the damage from the attack; if it fails, it takes half damage and you take half damage.

The familiar must be aware of the attack and able to react to it in order to use this ability, and it can only do this once per day—if it is denied its Dexterity bonus to AC, it can't use this ability. Since this effect would not normally allow the familiar to make a Reflex save for half damage, its improved evasion ability does not apply on this saving throw.

Divine Interference

You can convert a spell to interfere with an enemy's attack.

Prerequisites: Divine spellcaster, caster level 10th.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Dragonbane Aura

Those within your dragonbane aura gain the same protection that you do.

Prerequisites: Aura of courage class feature, caster level 8th.

Benefit: When fighting dragons, your aura of courage expands to a 20-foot-radius emanation, and allies in the aura gain a morale bonus on saving throws against dragon breath equal to your aura of courage's bonus against fear effects.

Normal: The aura of courage is a 10-foot-radius emanation, and grants a +4 morale bonus on fear effects.

Echoing Spell (Metamagic)

You have learned how to release most, but not all, of a spell's potential when you cast it.

Benefit: When you cast an echoing spell, it does not disappear entirely from memory, and you can cast it one additional time during that day. If you prepare spells, this second casting does not require you to prepare it in another spell slot. If you spontaneously cast spells, this second casting does not expend another available spell slot. An echoing spell uses up a spell slot three levels higher than the spell's actual level.

Eldritch Heritage

You are descended from a long line of sorcerers, and some portion of their power flows in your veins.

Prerequisites: Cha 13, Skill Focus with the class skill of bloodline selected for this feat (see below), character level 3rd.

Benefit: Select one sorcerer bloodline. You must have Skill focus in the class skill that bloodline grants to a sorcerer at 1st level (for example, Heal for the celestial bloodline). This bloodline cannot be a bloodline you already have. You gain the first-level bloodline power for the selected bloodline. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

Ensemble (Teamwork)

You can create an ensemble of skilled and amateur performers to aid you in your performance.

Prerequisites: Perform 5 ranks

Benefit: When you are performing, allies within 20 feet who also have this feat can aid you with your Perform checks (including those made as part of bardic performance) as if they were aiding another as an immediate action. The allies make their aid another rolls before you make your check. No more than four allies can grant you a bonus with aid another. Allies aiding you do not need to use the same category of the Perform skill that you are using in order to aid you.

Special: If you possess one or more levels of the bard class, you can choose any one ally within 20 feet to be part of the ensemble. The ally is considered to have the ensemble teamwork feat for the purposes of aiding your performance.

Evolved Familiar

Your familiar is different from others of its kind.

Prerequisites: Int 13, Cha 13, familiar class feature.

Benefit: Select an evolution from the list of 1-point evolutions available to a summoner's eidolon. Your familiar has this evolution. The familiar must conform to any limitations of the evolution. For instance, no familiars can benefit from the mount evolution and only familiars with wings can take the wing buffet evolution.

If you gain a new familiar, your old familiar loses all evolutions, and you can select a new 1-point evolution for the new familiar.

Special: You can gain this feat multiple times. Its effects stack, granting a new 1-point evolution to your familiar each time you gain this feat.

Exploit Lore

You can use your knowledge of a creature's weaknesses to deliver a driving and relentless assault against it.

Prerequisites: Monster lore class feature, base attack bonus +11.

Benefit: Once per day, when you successfully identify all abilities and weaknesses of a creature using the appropriate Knowledge check, you gain a +2 bonus on attack and damage rolls against that creature for 1 minute. If you identify the abilities and weaknesses of numerous creatures, you must pick one creature to be the target of this effect.

Extra Arcana

You have unlocked the secret of a new magus arcana.

Prerequisite: Magus arcana class feature.

Benefit: You gain one additional magus arcana. You must meet all the prerequisites for this magus arcana.

Special: You can gain this feat multiple times. Its effects stack, granting a new arcana each time you gain this feat.

Extra Arcane Pool

You have learned how to draw more power from your arcane pool.

Prerequisite: Arcane pool class feature.

Benefit: Your arcane pool increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your arcane pool each time you take this feat.

Extended Bane

Your dedication knows no limit. Your wrath dies hard.

Prerequisite: Bane class feature.

Benefit: Add your Wisdom bonus to the number of rounds per day that you can use your bane ability.

Extra Cantrips or Orisons

You are a master of minor spells.

Prerequisites: Ability to cast cantrips or orisons.

Benefit: Add two cantrips to your cantrips known or two orisons to your orisons known.

Special: You can take this feat multiple times. Each time you do, add two cantrips or orisons to your spells known.

Extra Evolution

Your eidolon has more evolutions.

Prerequisite: Eidolon class feature.

Benefit: Your eidolon's evolution pool increases by 1.

Special: You can gain Extra Evolution multiple times, but only once for every five summoner levels you possess.

Extra Ranger Trap

You can use ranger traps more often.

Prerequisite: Trap class feature.

Benefit: You can set ranger traps two additional times per day.

Extra Summons

You can summon monsters more often each day.

Prerequisites: Ability to cast *summon monster* as a spell-like ability, summoner 1st.

Benefit: You gain 1 additional use of your *summon monster* spell-like ability per day.

Special: You can take this feat multiple times, but it can only be taken once for every five summoner levels you possess.

Eyes of Judgment

The true motives of creatures cannot escape your discerning gaze.

Prerequisites: Detect alignment class feature, caster level 6th.

Benefit: When using your detect alignment class feature, you may spend 3 rounds studying a creature within 60 feet.

You cannot take any other actions while doing this. After that time has passed, you learn the alignment of the creature.

Fast Empathy

Your empathic attunement to nature connects you swiftly with bestial minds.

Prerequisites: Handle Animal 5 ranks, wild empathy class feature.

Benefit: Using wild empathy is a standard action for you.

Normal: Using wild empathy requires 1 minute.

Favored Judgment

Your judgment against a particular type of creature is particularly harsh.

Prerequisites: Wis 13, judgment class feature.

Benefit: Select a favored race from the ranger's favored enemies chart. Any sacred or profane bonus you gain from a judgment is 1 higher for attacks you make against or take from creatures that match the selected favored enemy.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different favored enemy.

Fearless Aura

Your aura of courage becomes more potent, as your steadfast resolve is also manifested by your allies.

Prerequisites: Aura of courage class feature, caster level 8th.

Benefit: Your aura of courage expands to a 20-foot-radius emanation. Allies within the aura are immune to fear effects.

Normal: The aura of courage affects each ally within 10 feet, and grants a +4 morale bonus on saving throws against fear effects.

Fire Music

Your ability to command fire and bardic music has created a strange blend of both magics.

Prerequisites: Spellcraft 5 ranks, ability to cast bard spells, ability to cast an arcane fire spell from some other spellcasting class.

Benefit: When you cast a bard spell that deals damage, you may replace the spell's normal damage with fire damage or split the spell's damage so that half of it is the normal damage type and half is fire damage.

If you cast a *summon monster* spell as a bard spell, you may choose to give the summoned creature a fiery appearance, which gives it fire resistance 5 and adds +1 fire damage to all of its natural attacks. The creature sheds dim light in a 5-foot radius. This aspect of the feat has no effect if the creature already has the fire subtype.

When you use this feat, the affected spell gains the fire descriptor.



Flaring Spell (Metamagic)

You dazzle creatures when you affect them with a spell that has the fire, light, or electricity descriptor.

Benefit: The electricity, fire, or light effects of the affected spell create a flaring that dazzles creatures that take damage from the spell. A flare spell causes a creature that takes fire or electricity damage from the affected spell to become dazzled for a number of rounds equal to the actual level of the spell. A flaring spell only affects spells with a fire, light, or electricity descriptor. A flaring spell uses up a spell slot one level higher than the spell's actual level.

Focused Eidolon

Your bond with your eidolon helps to focus your concentration.

Prerequisite: Shield ally class feature.

Benefit: While you are adjacent to your eidolon, you receive a +4 bonus on concentration checks.

Gliding Steps

You skate across the surface of the earth as if gliding on ice.

Prerequisites: Dodge, Mobility, Nimble Moves, *ki* pool.

Benefit: If you have at least one *ki* in your *ki* pool, when you move you do not provoke attacks of opportunity when leaving the first square of that movement. You can spend 1 *ki* point to avoid provoking attacks of opportunity during that entire move.

Grant Initiative

Not only are you a master at taking the initiative, but you can also grant it to someone else.

Prerequisites: Cunning initiative class feature.

Benefit: At the start of each encounter, you can either choose to keep the bonus granted to you by your Wisdom modifier on initiative checks or choose to give that bonus to one of your allies that you can see. You must make this choice before you or the ally you are granting the bonus to makes the initiative check.

Greater Blighted Critical (Critical)

Your critical hit from a spell or spell-like ability afflicts the target with a major spellblight.

Prerequisites: Blighted Critical, Critical Focus, caster level 12th.

Benefit: Whenever you confirm a critical hit with a touch spell, ranged touch spell, or spell-like ability against an opponent, the victim gains a random major spellblight (see page 96).

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Greater Eldritch Heritage

Your discovered bloodline power reaches its zenith.

Prerequisites: Cha 17, Eldritch Heritage, Improved Eldritch Heritage, character level 17th.

Benefit: You gain an additional power from the bloodline you selected with the Eldritch Heritage feat. You gain a 15th-level (or lower) sorcerer bloodline power that you do not already have. For purposes of using that power, treat your character level as your sorcerer level for all your sorcerer bloodline powers granted by this feat, Eldritch Heritage, and Improved Eldritch Heritage.

Greater Mercy

Your mercy has incredible recuperative properties.

Prerequisites: Cha 13, lay on hands class feature, mercy class feature.

Benefit: When you use your lay on hands ability and the target of that ability does not have any conditions your mercies can remove, it instead heals an additional +1d6 points of damage.

Greater Spell Specialization

You can sacrifice a prepared spell in order to spontaneously cast your specialized spell.

Prerequisites: Int 13, Spell Focus, Spell Specialization, able to prepare 5th-level spells.

Benefit: By sacrificing a prepared spell of the same or higher level than your specialized spell, you may spontaneously cast your specialized spell. The specialized spell is treated as its normal level, regardless of the spell slot used to cast it. You may add a metamagic feat to the spell by increasing the spell slot and casting time, just like a cleric spontaneously casting a *cure* or *inflict* spell with a metamagic feat.

Greater Wild Empathy

Your natural empathy stretches across the world of nature.

Prerequisites: Knowledge (nature) 5 ranks, wild empathy class feature.

Benefit: You gain a +2 insight bonus on wild empathy checks, and you may use wild empathy to duplicate an Intimidate check rather than a Diplomacy check. In addition, choose one of the following creature types: elementals, fey, lycanthropes, plants, or vermin. You may influence creatures of that type with wild empathy, if their

Intelligence score is 1 or 2. Once you choose the type of creature, it cannot be changed.

Special: You may select this feat more than once. Each time, you may choose an additional creature type to influence.

Implant Bomb

You can attach a bomb to a creature that explodes when the creature dies or after 24 hours.

Prerequisites: Heal 5 ranks, delayed bomb alchemist discovery.

Benefit: You may implant a bomb in a willing or helpless creature (a mindless creature under your control, such as a zombie, counts as willing for this purpose). This takes 1 hour and expends 1 use of your bomb ability for the day. When the implanted creature dies or is destroyed, the bomb detonates in the creature's square as if it were a delayed bomb set by you (though you can set the bomb's damage to less than your normal bomb damage). You can use any bomb-affecting discoveries on this implanted bomb (acid bomb, frost bomb, smoke bomb, and so on) as normal. The bomb automatically detonates 24 hours after you implant it in the creature.

If you expend 150 gp worth of alchemical reagents per die of the bomb's damage (for example, 750 gp for a 5d6 bomb), the bomb does not automatically detonate after 24 hours, and only detonates if the creature dies or is destroyed (24 hours after implantation, this bomb no longer counts toward your daily total).

Implanting a bomb is as invasive as using the Heal skill to treat deadly wounds and leaves surgical scars unless the creature is healed by magic or abilities such as regeneration or fast healing. Some creatures (such as oozes, elementals, and creatures with the incorporeal quality) cannot have bombs implanted in them. Removing an implanted bomb requires a Heal check to treat deadly wounds, followed by a *dispel magic* spell or Disable Device check to neutralize the bomb (DC = 11 + alchemist's caster level).

Improved Eldritch Heritage

The power of your discovered bloodline continues to grow.

Prerequisites: Cha 15, Eldritch Heritage, character level 11th.

Benefit: You gain either the 3rd-level or the 9th-level power (your choice) of the bloodline you selected with the Eldritch Heritage feat. For purposes of using that power, treat your sorcerer level as equal to your character level – 2, even if you have levels in sorcerer. You do not gain any of the other bloodline abilities.

Special: You may select this feat multiple times. Its effects do not stack. Each time you select the feat, it applies to a different bloodline power for that bloodline available at sorcerer level 3 or 9.

Improved Monster Lore

You are obsessed with the abilities and weaknesses of monsters.

Prerequisite: Monster lore class feature.

Benefit: You gain a sacred bonus on all skill checks to identify the abilities and weaknesses of creatures equal to 1/2 your level in classes that grant you the monster lore class feature.

Insightful Gaze

In your personal interactions, you notice what others don't. It's hard to get anything past you.

Prerequisites: Stern gaze class feature, Sense Motive 5 ranks.

Benefit: Whenever you make a Sense Motive check to oppose someone's Bluff check, you can roll two dice and take the higher result.

Intimidating Gaze

There is something in your eyes that scares people.

Prerequisites: Cha 13+, stern gaze class feature, Intimidate 5 ranks.

Benefit: Once per day, as a free action, when making an Intimidate skill check, you can roll two dice and take the higher result.

Judgment Surge

Once per day, the power of your faith surges, further empowering your judgments.

Prerequisites: Judgment class feature.

Benefit: Once per day, you can treat your class level for your judgment class feature as if it were 3 higher than normal. If you have multiple judgments active at the same time, this benefit applies to all of them.

Ki Stand

If an opponent knocks you down, you swiftly rebound with an attack.

Prerequisite: Ki pool.

Benefit: While you have at least 1 ki point in your ki pool, you can stand up as a swift action that provokes attacks of opportunity.

You may spend 1 point of your ki pool to stand up as a swift action without provoking attacks of opportunity.

Learn Ranger Trap

You learn how to create one kind of ranger trap.

Prerequisites: Survival 5 ranks.

Benefit: Select one ranger trap (see page 64). You may use this trap a number of times per day equal to your Wisdom bonus (minimum 1). The DC for your trap is equal to 10 + 1/2 your character's level + your Wisdom bonus, and it lasts 1 day per two character levels.

If you are not a ranger, you can only set extraordinary traps with this feat; like all extraordinary ranger traps, this decreases the trap DC by 2.

Special: A ranger may use ranger traps a number of times per day equal to 1/2 his ranger level plus his Wisdom bonus. See the description of ranger traps for durations.

Life Lure

Your channeled positive energy is irresistibly sweet to nearby undead.

Prerequisite: Channel positive energy class feature.

Benefit: As a standard action, you can channel positive energy to fascinate all undead within 30 feet for a number of rounds equal to your Charisma modifier (minimum of 1). Undead that succeed at a Will save (DC 10 + 1/2 your cleric level + your Charisma modifier) are unaffected. Channeling energy for this purpose does not heal or harm creatures.

Moonlight Summons

Your summoned minions are infused with the power of the moon.

Prerequisites: Spell Focus (conjunction), able to cast *summon nature's ally*.

Benefit: Creatures you summon shed light as a *light* spell. They are immune to confusion and sleep effects, and their natural weapons are treated as silver for the purposes of overcoming damage reduction.

Mystic Stride

Enchanted vegetation does not bar your path.

Prerequisites: Dex 15, Nimble Moves, woodland stride class feature.

Benefit: You can move at full speed even through thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, even if those areas confer the entangled condition.

Normal: Woodland stride does not apply to thorns, briars, and overgrowth areas that are enchanted or magically manipulated.

Oracular Intuition

You are highly sensitive to magic and changes in a person's demeanor.

Prerequisite: Mystery class feature.

Benefit: You get a +2 bonus on Sense Motive checks and Spellcraft checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Painful Anchor

Evil outsiders take damage when they attempt to connect to other planes.

Prerequisite: Anchoring aura class feature.

Benefit: When an evil outsider uses a calling, summoning, or teleportation effect, or any ability that physically transports a creature to or from another plane (such as *blink* or *etherealness*) within your anchoring aura, it takes damage equal to 4d8 + your Charisma modifier. This damage comes from holy power and is not subject to damage reduction, energy immunities, or energy resistances.

Piercing Spell (Metamagic)

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing spell uses up a spell slot one level higher than the spell's actual level.

Planar Preservationist

You know how to preserve and reconstitute extraplanar monsters as well as normal animals.

Prerequisite: Preservationist alchemist archetype.

Benefit: For every *summon nature's ally* extract you know, you learn the equivalent *summon monster* spell as an extract. If you later learn other *summon nature's ally* extracts, you automatically learn the equivalent *summon monster* spell as an extract.

Powerful Shape

Your wild shapes are mighty and muscular.

Prerequisites: Wild shape class feature, druid level 8th.

Benefit: When in wild shape, treat your size as one category larger for the purpose of calculating CMB, CMD, carrying capacity, and any size-based special attacks you use or that are used against you (such as grab, swallow whole, and trample).

Prodigy

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new skills.

Prophetic Visionary

Your oracular abilities give you a glimpse into the future.

Prerequisite: Mystery class feature.

Benefit: Once per day, you can enter a deep trance to receive a vision of the future. The trance lasts for

10 minutes, during which time you can take no other actions. If you are interrupted, you must begin again. When you come out of the trance, you know whether a particular action in the immediate future will bring good or bad results, as an *augury* spell with a 70% chance of success.

Pure Faith

Not only are you immune to disease, like most paladins, but you also are highly resilient to poisons.

Prerequisite: Divine health class feature.

Benefit: You gain a +4 sacred bonus to saving throws against poison.

Quarterstaff Master (Combat)

You can wield a quarterstaff as either a two-handed or one-handed weapon.

Prerequisites: Weapon Focus (quarterstaff), base attack bonus +5.

Benefit: By employing a number of different stances and techniques, you can wield a quarterstaff as a one-handed weapon. At the start of your turn, you decide whether or not you are going to wield the quarterstaff as a one-handed or two-handed weapon. When you wield it as a one-handed weapon, your other hand is free, and you cannot use the staff as a double weapon. You can take the feat Weapon Specialization in the quarterstaff even if you have no levels in fighter.

Quick Channel

Your divine energies flash with dazzling speed.

Prerequisites: Knowledge (religion) 5 ranks, channel energy class feature.

Benefit: You may channel energy as a move action by spending 2 daily uses of that ability.

Quick Wild Shape

You sacrifice power for speed in changing form.

Prerequisites: Wild shape class feature, caster level 8th.

Benefit: You can wild shape as a move action or a swift action. However, you are limited to forms available to a druid two levels lower when changing form as a move action, or four levels lower as a swift action.

Radiant Charge

When you charge, you do so with the power of faith.

Prerequisite: Lay on hands class feature.

Benefit: When you hit with a charge attack, you can expend all of your remaining uses of lay on hands to deal extra damage equal to 1d6 per use of lay on hands expended + your Charisma bonus. This damage comes from holy power and is not subject to damage reduction, energy immunities, or energy resistances.

Remote Bomb

You can set off your delayed bombs at great distances.

Prerequisite: Delayed bomb discovery.

Benefit: The maximum delay for your delayed bombs increases to a number of minutes equal to your level.

If you have line of effect to your delayed bomb, you may detonate it earlier than its preset time by making a DC 20 Intelligence check; the DC increases by +1 for every 10 feet of distance between you and the bomb.

Resilient Eidolon

Your link with your eidolon is strong enough that it can remain with you for a short time after you fall unconscious or are killed.

Prerequisite: Eidolon class feature.

Benefit: If you are knocked unconscious, fall asleep, or are killed, your eidolon remains for a number of rounds equal to your summoner level before it is banished. If you are brought back to consciousness before this duration expires, your eidolon is not banished. If the duration expires before you are brought back to consciousness, your eidolon is banished normally.

Normal: An eidolon is immediately banished when its summoner is unconscious, asleep, or killed.

Reward of Grace

When you lay on hands, divine energy ripples through you, granting you grace.

Prerequisite: Lay on hands class feature.

Benefit: Each time you use your lay on hands ability, you gain a +1 sacred bonus on all attack rolls for 1 round.

Reward of Life

When you lay on hands, you are also healed.

Prerequisite: Lay on hands class feature.

Benefit: Each time you use your lay on hands ability to heal a creature other than yourself, you heal a number of hit points equal to your Charisma bonus. This ability has no effect if you use lay on hands to harm undead.

Ricochet Splash Weapon

Even when your thrown splash weapons miss, they are especially dangerous.

Prerequisites: Dex 13, Throw Anything.

Benefit: Whenever your splash weapon misses and the misdirection roll indicates it lands in a square occupied by a creature, you may make an attack roll (at a –5 penalty) as if you had thrown the splash weapon at that creature. If this attack roll succeeds, the splash weapon hits and the creature takes full damage instead of splash damage. Squares adjacent to this creature still take splash damage as normal.

Normal: A thrown splash weapon that misses deals splash damage in the square where it lands and in adjacent squares.

Rime Spell (Metamagic)

Creatures damaged by your spells with the cold descriptor become entangled.

Benefit: The frost of your cold spell clings to the target, impeding it for a short time. A rime spell causes creatures that takes cold damage from the spell to become entangled for a number of rounds equal to the original level of the spell.

This feat only affects spells with the cold descriptor. A rime spell uses up a spell slot one level higher than the spell's actual level.

Sacred Summons

The minions of your divine patrons stand ready to answer your call.

Prerequisites: Aura class feature, ability to cast *summon monster*.

Benefit: When using *summon monster* to summon creatures whose alignment subtype or subtypes exactly match your aura, you may cast the spell as a standard action instead of with a casting time of 1 round.

Sense Link

When you and your eidolon share senses, your combined minds grant you exceptional powers of observation.

Prerequisite: Bond senses class feature.

Benefit: When sharing the senses of your eidolon, you gain a +4 competence bonus on Perception checks for the duration of your bond senses ability.

Shaping Focus

Your powers of shapeshifting outstrip your dabbling in the druidic faith.

Prerequisites: Wild shape class feature, Knowledge (nature) 5 ranks.

Benefit: If you are a multiclassed druid, your wild shape ability is calculated as though your druid level were four higher, to a maximum level equal to your character level.

Special: This feat has no effect if you are not a multiclassed druid.

Sin Seer

Unlike others who have taken the oath against undeath (see page 60), your preoccupation with the undead does not cloud your view of good and evil.

Prerequisite: Detect undead paladin class feature.

Benefit: You gain the *detect evil* class feature. You may use it or the *detect undead* class feature, but not at the same time.

Skeleton Summoner

The walking dead respond to your call.

Prerequisites: Spell Focus (necromancy), ability to cast *summon monster*.

Benefit: Add “human skeleton” to the list of creatures you can summon with *summon monster I* and “human skeletal champion” to the list of creatures you can summon with *summon monster III*.

Once per day, when you cast *summon monster*, you may summon a skeletal version of one of the creatures on that spell’s summoning list (apply the skeleton template to that creature to create this monster).

Sorcerous Bloodstrike

You can regain power when you kill a creature.

Prerequisites: Cha 13, sorcerer bloodline class feature.

Benefit: Once per day, as an immediate action upon reducing a creature to 0 or fewer hit points with one of your sorcerer spells, you can regain one usage of a sorcerer bloodline power that has a limited number of uses per day. The slain creature must have at least half as many Hit Dice as your sorcerer level. You cannot use this feat to gain another usage of a bloodline power that you have not yet used today.

Spell Bluff

You know the principles of arcane dueling, and when fighting other spellcasters, you have learned to hide the true nature of your spells until the last possible moment.

Prerequisites: Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: If another spellcaster tries to counterspell your casting, she adds +4 to her Spellcraft DC when trying to determine your spell.

Because you have studied how to mask the recognizable elements of your spellcasting, you gain a +2 bonus on your Spellcraft checks to identify and counter an opponent’s spell if it is a spell you know or have in your spellbook.

Spell Hex

You can transform a 1st-level spell into a hex.

Prerequisite: Major hex class feature.

Benefit: Select one 1st-level spell in the class that grants you the major hex class feature. You can learn that spell as a hex, and can use that hex three times per day. This is a spell-like ability. You use your class level in the major-hex-granting class as your caster level for the spell hex. The spell hex uses your hex DC instead of its original spell DC.

If the spell is a touch spell and you miss the creature, you cannot target the creature with that spell hex again for 24 hours. If the spell allows a saving throw to negate or take a partial effect from the spell, and the target succeeds at that saving throw, it cannot be affected by the spell hex for 24 hours, even if it is in the area of the spell hex.

Spell Specialization

Select one spell. You cast that spell with greater than normal power.

Prerequisites: Int 13, Spell Focus.

Benefit: Select one spell of a school for which you have taken the Spell Focus feat. Treat your caster level as being two higher for all level-variable effects of the spell.

Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

Spellsong

You can blend the power of your performance and spellcasting.

Prerequisites: Cha 13, bardic performance class ability, able to cast 1st-level spells.

Benefit: You can combine your bardic performance and your spellcasting in two ways.

First, you can conceal the activity of casting a bard spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 round of your bardic performance ability, regardless of the spell’s casting time.

Second, as a move action, you can use 1 round of bardic performance to maintain a bard spell with a duration of concentration. You can cast another spell in the same round you are using bardic magic to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the bardic performance the spell is part of.

Split Hex

You can split the effect of one of your targeted hexes, affecting another creature you can see.

Prerequisite: Witch level 10th.

Benefit: When you use one of your hexes (not a major hex or a grand hex) that targets a single creature, you can choose another creature within 30 feet of the first target to also be targeted by the hex.

Split Major Hex

You can split the effect of one of your targeted hexes, affecting another creature you can see.

Prerequisites: Split hex, caster level 18th.

Benefit: When you use one of your major hexes (not a grand hex) that targets a creature, you can choose another

creature within 30 feet of the first target to also be targeted by the major hex.

Spontaneous Metafocus

You can focus to combine one of your known spells and metamagic feats.

Prerequisites: Cha 13, one metamagic feat, able to spontaneously cast spells.

Benefit: Pick a single spell that you are able to cast spontaneously. When you apply metamagic feats to that spell, you can cast the spell using the normal casting time instead of at the slower casting time.

Special: You can take this feat multiple times. Each time you select this feat, choose a new spell that you can cast spontaneously; the feat applies to that spell.

Starlight Summons

Your summoned minions slink along under the shadows of the stars.

Prerequisites: Spell Focus (conjunction), able to cast *summon nature's ally*.

Benefit: Creatures you summon gain the Blind-Fight feat, a +5 bonus to Perception and Stealth checks in dim light or darkness, and their natural weapons are treated as cold iron for overcoming damage reduction.

Sunlight Summons

Your summoned minions shine with the power of the sun.

Prerequisites: Spell Focus (conjunction), able to cast *summon nature's ally*.

Benefit: Creatures that you summon shed light as a *light* spell. They are immune to blinding or dazzling effects, and their natural weapons are treated as magical for overcoming damage reduction.

Superior Summoning

You can summon more creatures.

Prerequisites: Augment Summoning, caster level 3rd.

Benefit: Each time you cast a summoning spell that conjures more than one creature, add one to the total number of creatures summoned.

Thanatopic Spell (Metamagic)

Your spells can pierce wards against negative energy and even affect undead targets.

Prerequisites: Knowledge (religion) 6 ranks, Spell Focus (necromancy).

Benefit: A thanatopic spell pierces defenses and immunities that protect against death effects, negative levels, and energy drain, affecting the target as if the protective barrier did not exist.

For example, you could cast a thanatopic *vampiric touch* or *enervation* spell on a target under the effects of *death*

ward, and the target would suffer the normal effect of the spell. Saving throws and SR (if any) still apply.

Undead are susceptible to spells augmented by this feat, as it retunes the negative energy to be harmful to them. A thanatopic spell that would kill a living creature (such as by giving it negative levels equal to its Hit Dice) destroys an undead (though undead such as ghosts, lichs, and vampires may reform as normal). Undead affected by thanatopic spells that give negative levels automatically make their saving throws to remove negative levels after 24 hours.

A thanatopic spell uses up a spell slot two levels higher than the spell's actual level.

Normal: Defenses such as *death ward* negate death effects, negative levels, and energy drain. Undead are immune to these attacks.

Theurgy

You can blend the power of arcane and divine magic.

Prerequisites: Wis 13, Int or Cha 13, able to cast 1st-level arcane spells, able to cast 1st-level divine spells.

Benefit: You can augment the power of your divine spells with arcane energy and augment your arcane spells with divine energy.

When casting a divine spell, you may sacrifice an arcane spell slot or arcane prepared spell of that spell's level or higher as a swift action. The caster level for that divine spell increases by +1.

When casting an arcane spell, you may sacrifice a divine spell slot or prepared divine spell of the same or higher level as a swift action. Half the damage dealt by the arcane spell becomes holy (if you channel positive energy) or unholy (if you channel negative energy).

Thoughtful Discernment

Thinking back, you discover a lie in what you once thought to be words of truth.

Prerequisite: Discern lies class feature.

Benefit: Once per day as a free action, you can think back about a single statement you heard in the last day and determine if it was a lie. This acts like the *discern lies* spell, but instead of affecting a creature, it affects a single statement a creature has made.

For example, if the king told you, "My daughter is in the monster's dungeon" before you left to find her, as long as the king said that to you within the past day, you can use this feat to determine whether or not the king deliberately and knowingly lied to you when he made that statement.

Threnodic Spell (Metamagic)

You can convert mind-affecting magic to necromantic power capable of controlling undead.

Prerequisites: Knowledge (religion) 6 ranks, Spell Focus (necromancy).

Benefit: This feat only works on mind-affecting spells. A threnodic spell affects undead creatures (even mindless undead) as if they weren't immune to mind-affecting effects, but has no effect on living creatures. A threnodic spell uses up a spell slot two level higher than the spell's actual level.

Normal: Undead are immune to mind-affecting effects.

Toppling Spell (Metamagic)

Your spells with the force descriptor knock the affected creatures prone.

Benefit: The impact of your force spell is strong enough to knock the target prone. If the target takes damage, fails its saving throw, or is moved by your force spell, make a trip check against the target, using your caster level plus your casting ability score bonus (Wisdom for clerics, Intelligence for wizards, and so on). This does not provoke an attack of opportunity. If the check fails, the target cannot attempt to trip you or the force effect in response.

A toppling spell only affects spells with the force descriptor. A toppling spell uses up a spell slot one level higher than the spell's actual level.

Tripping Staff (Combat)

You can make a trip attack with your quarterstaff.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Weapon Focus (quarterstaff), base attack bonus +4.

Benefit: You treat quarterstaves as if they had the trip special feature.

Special: If you are a magus with the staff magus archetype, you can use spellstrike on any trip combat maneuver you make with the staff.

Tripping Twirl (Combat)

You can make a trip attack with a quarterstaff on all adjacent enemies.

Prerequisites: Int 13, Combat Expertise, Improved Trip, Tripping Staff, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff), base attack bonus +12.

Benefit: As a full-round action, while wielding a quarterstaff two-handed, you can attempt a trip combat maneuver against each enemy adjacent to you.

Special: If you are a magus with the staff magus archetype, you can use spellstrike on any one trip combat maneuver you make with the staff.

Ultimate Mercy

By using lay on hands, you can bring the dead back to life.

Prerequisites: Cha 19, Greater Mercy, lay on hands, mercy class feature.

Benefit: You can expend 10 uses of lay on hands to bring a single dead creature you touch back to life as a *raise dead* spell with a caster level equal to your paladin level. You must provide the material component for *raise dead* or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

Ultimate Resolve

Your aura of resolve does not fall with you.

Prerequisite: Aura of resolve class feature.

Benefit: Your aura of resolve is a 20-foot emanation, and does not end if you fall unconscious.

Normal: The aura of resolve affects each ally within 10 feet, and ends when you fall unconscious.

Uncanny Alertness

Your research into arcana and the nature of reality has given you heightened senses.

Prerequisite: Alertness.

Benefit: This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Uncanny Concentration

You have learned to enter a deeper state when casting spells, allowing you to shrug off distractions, damage, weather effects, and even the effects of other spells.

Prerequisite: Combat Casting.

Benefit: You do not need to make concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other concentration checks.

Undead Master

You can marshal vast armies of the undead to serve you.

Prerequisites: Spell focus (necromancy), the ability to cast *animate dead* or *command undead*.

Benefit: When you cast *animate dead* or use the Command Undead feat, you are considered to be four levels higher when determining the number of Hit Dice you animate. When you cast *command undead*, your duration is doubled.

Unsanctioned Detection

You can focus your ability to detect evil for more practical or mundane purposes

Prerequisite: *Detect evil* class feature.

Benefit: As a swift action, you can focus the clarity granted by your *detect evil* ability to heighten your awareness of other things. This gives you a +10 sacred bonus on Perception and Sense Motive checks for one

round. This expends your use of the *detect evil* class ability for the next 24 hours.

Unsanctioned Knowledge

You have searched though forbidden texts and are privy to powerful but proscribed magic.

Prerequisites: Int 13, ability to cast 1st-level paladin spells.

Benefit: Pick one 1st-level spell, one 2nd-level spell, one 3rd-level spell, and one 4th-level spell from the bard, cleric, inquisitor, or oracle spell lists. Add these spells to your paladin spell list as paladin spells of the appropriate level. Once chosen, these spells cannot be changed.

Versatile Channeler

You can choose to channel positive and negative energy.

Prerequisites: Channel energy class feature, necromancer or neutrally aligned cleric (see below).

Benefit: You may make a choice whenever you use your channel energy class feature.

If you normally channel positive energy, you may choose to channel negative energy as if your effective cleric level were 2 levels lower than normal.

If you normally channel negative energy, you may choose to channel positive energy as if your effective cleric level were 2 levels lower than normal.

Having this feat means you qualify for feats and abilities that have “channel positive energy” or “channel negative energy” as a prerequisite (for example, you qualify for the Command Undead feat and the Turn Undead feat).

Note: This feat only applies to necromancers, neutral clerics who worship neutral deities, or neutral clerics who do not worship a deity—characters who have the channel energy class ability and have to make a choice to channel positive or negative energy at 1st level. Clerics whose alignment or deity makes this choice for them cannot select this feat.

Vigilant Eidolon

Your eidolon is highly observant, and its link with you increases your own watchfulness.

Prerequisite: Eidolon class feature.

Benefit: While your eidolon is within your reach, you gain a +4 bonus on Perception checks. If you have 10 or more ranks in Perception, this bonus increases to +8. This does not apply if your eidolon is helpless or unconscious.

Voice of the Sibyl

Your voice is strangely compelling.

Prerequisite: Cha 15.

Benefit: You get a +1 bonus on all Bluff, Diplomacy, and Perform (oratory) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +3 for

that skill. You do not get these bonuses if you do not use your voice when using the skill (such as using Bluff to feint in combat).

Warrior Priest

Your religion is both a shield and a weapon in battle.

Prerequisites: Ability to cast divine spells, domain or mystery class feature.

Benefit: You gain a +1 bonus on initiative checks and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

Wild Speech

You speak with the tongue of men and beasts.

Prerequisites: Druid level 6th, wild shape class feature.

Benefit: When using wild shape to take the form in which you cannot speak (such as an animal), you are able to speak normally in any language you know. This allows you to cast spells with verbal components, speak command words, and activate spell completion and spell trigger items. However, it does not give you the ability to cast spells requiring somatic components unless you also have the Natural Spell feat, or cast spells with material components merged into your form.

When using wild shape to take the form of an animal, you may use *speak with animals* to communicate with animals of your assumed form. This is a spell-like ability with a caster level equal to your druid level, and you may use it for a number of minutes per day equal to your druid level. These minutes do not have to be consecutive, but must be used in one-minute increments.

Witch Knife

You empower your witch spells by incorporating the use of a special ceremonial knife during your castings.

Prerequisite: Witch class.

Benefit: Each day, when you prepare your spells, you can select a masterwork or magical dagger, transforming it into a witch knife, which serves as an additional focus component for witch patron spells. Add +1 to the DC of all your patron spells.

Word of Healing

Using the same divine energy as your lay on hands ability, you can heal others at a distance.

Prerequisite: Lay on hands class feature.

Benefit: You may use your lay on hands to heal another creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target heals half the amount they would have healed if you had touched them, but gains the benefits of your mercies as normal.



4 WORDS OF POWER



The dragon drew in breath for a second blast, the snow whipping up around Alahazra in a blizzard. Her linen wrappings—so comfortable in the desert heat—crackled as freezing sweat starched them into stiff sheets.

She'd been lucky. The dragon was too old, too crafty—only the shock of her sudden appearance had slowed it long enough for her to fling herself sideways, out of range of its breath.

There were spells for this sort of situation, but Alahazra didn't know them. In their place, she felt a single word, blazing inside her and begging for release.

Fire...

WORDS OF POWER

Most spellcasters spend their entire careers learning and mastering the spells that make up their calling, but there is another way. Some turn their backs on the rote memorization and formulae that traditional spellcasters use to create magic, and instead unlock the power behind the spells themselves, the fundamental building blocks of magic. Such a spellcaster learns the words of power, and through them, learns to control the very forces underlying magic, shaping and wielding them like no other.

While they function in much the same way as every other spellcaster, words of power spellcasters (or wordcasters, as they tend to call themselves) have a great deal of flexibility in how they prepare and cast their spells, which they call wordspells. Each wordcaster learns a number of words of power and, with some restrictions, can combine these words to create any effect he can dream up.

Becoming a Wordcaster

When a character gains the ability to cast spells from a class, he must decide whether to become a wordcaster or a normal spellcaster in that class. Once made, this choice cannot be changed. A character who elects to be a wordcaster in a spellcasting class typically cannot use the spells of that class (though there are feats that allow a wordcaster to learn and use a limited number of spells; see the sidebar on page 166), but he can utilize spell trigger and spell completion items just as if he were an ordinary spellcaster of that class.

Learning Words of Power

For a wordcaster, learning new words of power is akin to unlocking the secret laws of reality. Each word represents a new source of power that falls under the wordcaster's control. Words of power fall into three categories: target words, effect words, and meta words. Wordcasters arrange these words of power to cast powerful and diverse incantations known as wordspells. It should come as no surprise that most wordcasters obsessively learn as many words of power as their minds can comprehend.

Regardless of class, each wordcaster begins play knowing all of the target words—even those that they cannot yet use due to the level restriction—as well as the *boost* meta word. These words are learned as part of their most basic training. For arcane casters using a spellbook, formula book, or familiar, these words do not have a cost to scribe and take up one page each.

In addition to the basic allotment, each wordcaster also begins play knowing a number of effect and meta words equal to the number of spells they would normally be

allowed to know at 1st level, and gain additional words at the normal rate. Wordcasters select effect words from the word lists associated with their class, found on pages 189–193. For each class, use the following guidelines.

Alchemist: An alchemist begins play knowing a number of 1st-level effect or meta words equal to 2 + the alchemist's Intelligence modifier. Whenever he gains another level of alchemist, he adds one new effect or meta word to his formula book. He may learn new words as normal, adding them to his formula book for the same time and cost as it would take to add a spell of the same level.

Bard, Inquisitors, Oracles, Sorcerers, and Summoners: These spellcasters begin play knowing a number of effect or meta words equal to the number indicated on their respective Spells Known tables. Whenever they gain a level in their respective classes or a level of spellcasting in those classes, they gain new effect or meta words based on the same table. They may exchange words for other words, using the same rules they use for exchanging spells, except that they may not exchange target words.

Clerics, Druids, Rangers, and Paladins: These casters know all of the effect and meta words of power assigned to their respective classes and may arrange wordspells using any words that their spell slots can use.

Magi, Witches, and Wizards: Witches and wizards begin play knowing all 0-level effect and meta words for their respective classes and a number of 1st-level effect or meta words equal to 3 + the witch's or wizard's Intelligence modifier. Magi begin play with a number of 1st-level effect or meta words in their spellbooks equal to 2 + their Intelligence modifier. Whenever witches, wizards, or magi gain another level in their respective classes, they add 2 additional words to their spellbook or familiar, of any level they can cast. They can add new effect or meta words to their spellbooks or familiars for the same time and cost as it would take to add a spell of the same level.

Class-Specific Rules

Some classes interact with these rules a little differently from the others. From sorcerer bloodlines to cleric domains, each of these specific rules are discussed here.

Alchemist: The alchemist only learns the *personal* and *selected* target words. He uses words to create extracts as normal, but they can only target the drinker (in most cases, the alchemist himself).

Clerics: A cleric chooses her domains as normal, and must use her domain spell slot to prepare a domain spell from one of her chosen domains. She cannot use that slot to prepare a wordspell. A cleric can spontaneously cast a wordspell containing an effect word from the Healing group or the Wounding group, but the spell cannot contain any other effect words. She can cast such wordspells by sacrificing an arranged and prepared wordspell (not a

domain spell) of a level equal to the level of the spell she wishes to cast. Good clerics can only spontaneously cast wordspells with effect words from the Healing group, whereas evil clerics can only spontaneously cast wordspells with effect words from the Wounding group. Neutral clerics can elect to cast wordspells with either Healing or Wounding effect words, but once they have chosen, they cannot spontaneously cast spells with effect words from the other group, and this choice cannot be changed.

Druids: A druid who selects a domain with the nature bond class feature must prepare a spell from her chosen domain spell list in her domain bonus spell slots. A druid can spontaneously cast a wordspell containing a word from the Summoning word group, but the spell cannot contain any other effect words. A druid can cast such a spell by sacrificing an arranged and prepared wordspell (not a domain spell) of a level equal to the level of the wordspell with the Summoning effect she wishes to cast.

Oracles and Sorcerers: Oracle and sorcerer wordcasters gain bonus spells from their mysteries or bloodlines respectively, just like their spellcasting counterparts, and can cast these spells in addition to their wordspells by using up the appropriate spell slots. They can exchange effect words for new effect words according to their normal progression, but may not exchange their mystery or bloodline bonus spells.

Witches: A witch receives bonus patron spells as normal and can prepare these spells using her spell slots. These spells are stored in her familiar, just like her target and effect words.

Wizards: A wizard who belongs to an arcane school receives an additional spell slot of each level to prepare a wordspell of his chosen school. Such wordspells may only contain effect words from his chosen school. The wizard must also select two other schools to act as his opposition schools. He can prepare word spells using effect words from these schools, but each such spell fills two of his slots as normal.

Multiclassing: Multiclass wordcasters must keep their words separate for each class. A multiclass cleric/wizard cannot use her cleric words with wizard spells, or vice versa.

Arranging Words of Power

A wordcaster still has spell slots, just like other members of his class, but he uses them differently. Each spell slot holds a wordspell or allows a wordcaster to arrange a number of words of power into one. The level of the wordcaster's wordspell is determined by the arrangement of words. Each word of power has a level associated with it and, in some cases, restrictions on what other words can be arranged in a wordspell with it. The level of a word is also the minimum level of the spell slot that can be used to arrange that word into a wordspell.

If a wordcaster belongs to a class that prepares spells, he must arrange his words of power into wordspells when

OPTIONAL

Words of power are an optional subsystem for the Pathfinder Roleplaying Game. Before making a wordcaster, check with your GM to make sure her campaign allows them. **Warning:** Words of power spellcasting is a complicated subsystem that, in the hands of players suffering from bouts of analysis paralysis, may slow down game play. But in the right hands, the system creates a fun, flexible play experience for fans of free-form spellcasting that works either alone or with standard Pathfinder spellcasters.

he prepares his spells, deciding in advance the exact combination of words that will occupy each of his available spell slots and the wordspells that arrangement makes. If a wordcaster belongs to a class that spontaneously casts spells, such as a sorcerer, he can arrange his wordspells as he casts them.

Each wordspell is made up of an arrangement of two or more words of power, including one target word, one or more effect words, and possibly a number of meta words.

Target Word: This word determines the range of a wordspell, how the wordspell manifests, and what it can affect. If the wordspell has an area, it affects every creature in the area defined by the target word. If it has targets, it affects the specific targets described by its word. A wordspell can have only one target word.

Effect Word: Effect words determine what effect a wordspell has when cast. They also determine the schools of the wordspell and its duration, saving throw, and spell resistance, if any. A wordspell can have more than one effect word, even ones from different schools of magic. In this case, the spell counts as both schools of magic. The maximum level of the effect words contained within a wordspell depends on the level of the spell slot used and the number of words arranged in the wordspell, as noted on Table 4-1: Effect Word Combinations. For example, a 5th-level wordspell might include one 5th-level effect word, two 3rd-level effect words, or three 2nd-level effect words. Alternatively, the wordspell might include one 4th-level effect word and one 2nd-level effect word, or one 3rd level effect word and two 1st-level effect words.

Effect words are split into groups of similar words. A wordspell typically cannot have more than one effect word from the same group, but there are exceptions. A wordspell can have more than one effect word from the Detection group, but cannot have a wordspell with an effect word from the Detection group and an effect word from any other group.

Meta Word: This word modifies the wordspell in some way, often by increasing either its duration, range, or

WORDS OF POWER IN THE WORLD

Words of power represent a primal form of magic used in ages past. As such, use of the words of power system is rare these days, and its practitioners tend to be masters of esoteric lore. Words of power constitute a root system, from which all modern magic descends. Although powerful, this system is more primitive in some ways than modern magic. Flexible, but lacking the refinement of modern spells, this system allows spellcasters to shape magic in ways they never could before, while simultaneously preventing them from producing the same sort of incredibly specific effects that ordinary spellcasters master. It is not surprising that most magical institutions and centers for learning treat words of power as an archaic art, to be studied along with other historical matters, but not actually practiced. Those who delve into the lore of words of power often find themselves lost in an ancient art that they alone might now know. There is power there, but each wordcaster must find it alone.

components. It can also boost certain target or effect words, changing the wordspell's overall effect. Unlike with other words, a wordcaster can only use meta words a number of times per day equal to half his caster level in his wordcasting class (minimum 1). A wordspell does not need to contain a meta word.

A wordspell can have multiple meta words arranged within it so long as each target word and each effect word are modified by only one meta word apiece. For example, a wordspell arranged with two effect words could have up to three meta words, so long as each meta word modifies a different target and effect word.

TABLE 4-1: EFFECT WORD COMBINATIONS

Word Level	One Effect Word	Two Effect Words	Three Effect Words
0	0	—	—
1st	1	—	—
2nd	2	0/0	—
3rd	3	1/1 or 2/0	0/0/0
4th	4	2/2 or 3/1	1/1/1 or 2/0/0
5th	5	3/3 or 4/2	2/2/2 or 3/1/1
6th	6	4/4 or 5/3	3/3/3 or 4/2/2
7th	7	5/5 or 6/4	4/4/4 or 5/3/3
8th	8	6/6 or 7/5	5/5/5 or 6/4/4
9th	9	7/7 or 8/5	6/6/6 or 7/5/5

Casting Wordspells

Casting a wordspell is similar to casting a standard spell. Each wordspell is assumed to have a material, somatic, and

verbal component. Divine casters using this system must provide a divine focus instead of a material component. Unless otherwise noted, the material component can easily be found in a spell component pouch.

Wordspells take one standard action to cast and provoke attacks of opportunity as normal unless the caster casts the wordspell defensively. The DC for casting a wordspell defensively is the same as it is for a spell of the same level.

The DC for any saving throw called for by the wordspell is calculated the same way as for any other spell of that level. A wordcaster uses the same ability score to determine her wordspell DC as an ordinary spellcaster of her class.

Casting a wordspell is almost exactly the same as casting an ordinary spell. A wordspell can be dispelled and disrupted, and casting one provokes attacks of opportunity, just like any other spell, unless the wordcaster casts the wordspell on the defensive, which also requires a concentration check as normal.

There are two major differences to casting a wordspell: counterspelling and schools.

Counterspelling Wordspells: If a wordcaster is attempting to counter another wordspell, she can make a Spellcraft skill check as normal to identify the wordspell as it is being cast and then cast an identical wordspell to counter it. This means that the opposing wordcaster must know all of the effect words of the wordspell and either have an identical wordspell prepared or have an available spell slot of an equal or higher level. If the wordspell contains multiple effect words, but the opposing caster only knows one of the words (or only has a wordspell with one of the effect words prepared), that caster can still attempt to counter the wordspell, but this functions as if using *dispel magic* and does not come with the guarantee of success. The opposing caster must make a dispel check to counter the wordspell. She must still expend a spell of the same or higher level containing at least one word of the wordspell to be countered.

If a wordcaster is attempting to counter the spell of a normal spellcaster, she must make a Spellcraft skill check to identify the school of the spell being cast. She can then counter that spell using any wordspell so long as it is of an equal or higher level than the spell being cast and contains at least one effect word of the same school as the spell. This works like a *dispel magic* counterspell attempt, and the wordcaster must make a dispel check to counter the spell. If a spellcaster attempts to counter a wordspell, she must use a spell of an equal or higher level that is of the same school as one or more of the effect words in the wordspell being cast. This too works like a *dispel magic* counterspell attempt, and the spellcaster must make a dispel check to counter the wordspell.

Wordspell Schools: If a wordspell has more than one effect word, it can belong to more than one school, although it never benefits from effects based on school

(such as Spell Focus) more than once. It can take penalties based on school more than once; for example, if a target has a bonus on saving throws against necromancy and illusion spells, that character would add both bonuses on the saving throw if the wordspell is of both schools.

Wordspell Saving Throws: The type of saving throw for a wordspell is determined by the highest-level effect word used that allows a saving throw. If the save is successful, it applies to both effect words, but the result for each word can vary based on the individual word. If the save fails, the target takes the full effect of both effect words. The save DC is equal to 10 + the wordspell's level (not the effect word's level) + the wordcaster's spellcasting ability score modifier (Intelligence for wizards; Wisdom for clerics, druids, and rangers; and Charisma for bards, paladins, and sorcerers). For example, if a 5th-level wordspell contains a 2nd-level effect word that allows a Reflex save for half and a 4th-level effect word that allows a Will save to negate, targets of the wordspell make a Will save with a DC of 15 + the caster's ability score modifier. If the save is successful, the target takes half the normal effect from the 2nd-level word and negates the 4th-level word. If the save fails, the target takes the full effect of both effect words.

Wordspells and Spell Resistance: If the wordspell uses more than one effect word, and any of those words allow spell resistance, the resistance applies to all of the effect words of the wordspell. A wordspell only ignores spell resistance if all effect words ignore spell resistance.

Multiple Effect Words and Damage: If more than one effect word causes the wordspell to deal damage, the total number of dice of damage the wordspell can deal can be no greater than the wordspell's caster level. The caster can decide which dice belong to which effect word, in any combination, so long as the total number does not exceed his wordcaster level and the number of dice allocated to a specific effect word does not exceed its maximum.

Multiple Effect Words and Duration: If a wordspell has more than one effect word, the shortest of all the effect words' durations is used for all of the effect words.

Magic Item Creation

It is possible to create magic items using the words of power system, but since the caster meets none of the spell prerequisites, this process is more difficult than the standard method of magic item creation. To avoid all of the penalties associated with not knowing the proper spells, a wordcaster must sacrifice a spell slot of the matching level for each spell required by the item as part of its construction requirements, just as if he were preparing the proper spells. The spells needed must appear on his class's spell list. Finally, the DC of the check needed to create the item increases by +2 for each spell listed in the requirements that the wordcaster must substitute in this way.

A wordcaster can create potions, scrolls, and wands using wordspells. Potions follow the normal rules for potions and cannot contain a wordspell higher than 3rd level. The wordspell must use the *selected* target word—it targets the drinker of the potion. Potions cannot use meta words.

Wands cannot contain wordspells higher than 4th level. Scrolls can hold wordspells of any level. Note that scrolls and wands cannot use meta words other than *boost*, and can only use *boost* if it increases the level of the effect words in the wordspell.

Examples

To help explain these rules, the following section includes a number of sample wordspells that could be created using the words of power system.

Burst Fire Blast (magus 3, sorcerer/wizard 3): This simple wordspell does 1d6 points of fire damage per caster level (maximum 10d6) to anything caught in a 10-foot-radius burst. If the wordcaster boosts the target word, this wordspell more closely resembles *fireball*, dealing damage in a 20-foot-radius burst. The targets receive a Reflex saving throw to halve the damage.

Selected Ice Blast Life Leech (magus 6, sorcerer/wizard 6, witch 6): This wordspell causes the target to take 10d6 points of cold damage and 1d4 temporary negative levels, and to become entangled for 1d4 rounds. The target receives either a Fortitude save or a Reflex save, chosen by the caster. If the save is successful, the target takes half the cold damage, takes no negative levels, and is not entangled. A sorcerer, witch, or wizard can boost the target word to make this spell affect multiple targets, but doing so increases the spell's overall level to 9th.

Selected Alignment Shield Enhance Form Grave Bane (cleric 6): This wordspell grants the target a number of bonuses. First, it grants the target a +2 bonus to AC and on saving throws when it is attacked by creatures of one alignment type (chosen by the wordcaster). The wordspell also grants a +4 enhancement bonus to Strength, Dexterity, or Constitution (chosen by the wordcaster). Finally, the wordspell grants an additional +4 sacred bonus on saving throws made against death spells and death magic effects; the subject cannot gain negative levels while this wordspell is in effect, and the target is automatically stabilized if brought below 0 hit points. All of these effects last for 1 round per level, as that is the duration of the effect word with the shortest duration. Note that alignment shield is only 1st level, and could be replaced with a 2nd-level effect word without changing the overall level of the spell.

TARGET WORDS

Target words establish the way in which a spell determines its targets. Some effect words restrict the type of target words that can be used in wordspells that contain them.

WORDCASTER FEATS

Metamagic feats, such as Empower Spell and Quicken Spell, work on wordspells just like they would on ordinary spells. The increase to the spell's level means that the spell uses up a higher-level spell slot, but retains the word arrangement of the affected spell. For example, a 3rd-level wordspell modified by the Empower Spell feat would use up a 5th-level spell slot, but could not contain words with a level higher than 3rd.

In addition, wordcasters can take the following feats to augment their casting capabilities.

EXPERIMENTAL SPELLCASTER

Despite casting spells, you dabble in the art of wordcasting.

Prerequisites: Ability to cast spells.

Benefit: Select one class that grants you the ability to cast spells. You can now use the slots from that class to cast a limited number of words of power spells. Add all of the target words to your spell list and your spellbook, familiar, or list of spells known. In addition, add the *boost* meta word and one effect word of any level you can cast in the chosen class.

Special: You can take this feat multiple times. Each additional time you select this feat, add two effect or meta words to your spellbook, familiar, or list of spells known.

EXTRA WORD

You have uncovered a new word of power.

Prerequisites: Caster level 1st, ability to cast wordspells, see Special.

Benefit: Add one effect word from your class's word list to your list of words known. This is in addition to the number of words normally gained at each level in your class. You may instead add two words from your class's word list to your list of words known, but both of these words must be at least one level lower than the highest-level wordspell you can cast in that class. Once made, these choices cannot be changed.

Special: You can only take this feat if you possess levels in a class whose spellcasting relies on a limited list of words known, such as the bard, oracle, or sorcerer. You can take this feat multiple times.

META WORD MASTERY

You are skilled at using meta words to enhance your wordcasting ability.

Prerequisites: Ability to cast wordspells.

Benefit: You can use meta words three additional times per day. In addition, select one additional meta word and add it to your spellbook, familiar, or list of words known.

A wordspell contains only one target word. Target words use the following format.

Name: This is the name of the target word. It is used as part of the wordspell's complete title.

Level: This line lists the minimum level for a wordspell containing this target word.

Range: This line describes the range of a wordspell containing this target word.

Target: This paragraph describes how a wordspell using this target word determines its targets or area of effect. This could be a selection of targets by the caster or the creation of an area of effect, in which case all the creatures in the area are automatically targets of the spell. It might also create an effect that has no specific targets, instead just causing the effect word to occupy the listed space.

Boost: If the target word can be boosted by the *boost* meta word, the effects are listed here. See the meta word section for more details.

PERSONAL

Level 0

Range no range

A wordspell with this target word only affects the caster. Effect words that are restricted to this word can be combined with other effect words, but the caster is the only target, regardless of other target possibilities.

SELECTED

Level 0

Range close (25 ft. + 5 ft./2 levels)

A wordspell with this target word affects a single target within range. If the wordspell deals energy damage, this word creates a ray that requires a ranged touch attack to hit, or it can be used as a melee touch attack with no range (decided by the wordcaster when the wordspell is cast). If it is used as a melee touch attack and the attack misses, the wordcaster can hold the charge and try again with subsequent attacks.

Boost: Instead of one target, the wordspell affects up to one target per caster level, no two of which can be more than 30 feet apart. The range increases to medium (100 ft. + 10 ft./level). If used with an effect word that deals energy damage, the wordcaster must make multiple ray attacks for each target (they cannot be made as melee touch attacks). This boosted target word increases the level of all the effect words in the spell by 3 levels.

BARRIER

Level 3

Range close (25 ft. + 5 ft./2 levels)

A wordspell with this target word creates a visible barrier that is 10 feet long per caster level and 10 feet high. Creatures touching or passing through the barrier are

subject to the spell's effect. The barrier does not hinder creatures passing through it unless noted in the spell effect. Creatures occupying the space of the barrier when it forms are subject to the spell's effect. The wall is 1 foot wide and must be anchored on a solid surface. The wall must be straight when formed.

Boost: The wall is 20 feet long per caster level and up to 20 feet high. The wall can take on any shape desired by the caster, but it must remain a vertical surface.

BURST

Level 1

Range close (25 ft. + 5 ft./2 levels)

A wordspell with this target word affects everything it catches in a 10-foot-radius burst. Some effect words that use the *burst* target word are instead emanations, taking up the same area as the burst. These effect words typically have a longer duration and cannot be moved once created. They are noted by the word "emanation" in parentheses after the *burst* target restriction.

Boost: The spell affects everything in a 20-foot-radius burst. Its range increases to medium (100 ft. + 10 ft./level). Boosting this effect word increases its level by 2.

Boost: The spell affects everything in a 40-foot-radius burst. Its range increases to long (400 ft. + 40 ft./level). Boosting this effect word increases its level by 4.

CONE

Level 0

Range 10 ft.

A wordspell with this target word affects everything in a cone-shaped burst.

Boost: The range increases to 20 feet. Boosting this effect word increases its level by 2.

Boost: The range increases to 40 feet. Boosting this effect word increases its level by 4.

LINE

Level 1

Range 20 ft.

A wordspells with this target word affects everything in a 20-foot line.

Boost: The range increases to 60 feet. Boosting this effect word increases its level by 1.

Boost: The range increases to 120 feet. Boosting this effect word increases its level by 2.

EFFECT WORDS

Effect words determine the overall outcome of a wordspell. A wordspell can contain more than one effect word, and it is possible for their effects to counteract one another. Effect words use the following format.

Name: This is the name of the effect word. Each word belongs to a group of similar words, noted in parentheses.

Unless otherwise noted, an individual wordspell cannot contain two effect words from the same group.

School: This entry lists the school of magic that the effect word belongs to.

Level: This entry lists the classes that can learn the effect word and what level the word is for members of that class. Note that an individual wordspell can contain no words of a level higher than the wordspell.

Duration: This line lists the duration of the effect word.

Saving Throw: If the effect allows a saving throw, it is noted here along with the effect of a successful save.

Spell Resistance: If the effect word allows spell resistance, it is noted here.

Target Restrictions: Some effect words can only be combined with specific target words when arranging wordspells. If this is the case, the specific target words are noted here.

Description: This paragraph describes the effects of the word when arranged in a wordspell.

Boost: If the effect word can be boosted by the *boost* meta word, the effects are listed here. See the meta word section for more details.

EFFECT WORD DESCRIPTIONS

Acid Words

These words create caustic acid that scorches and burns all that it comes in contact with.

ACID BURN (ACID)

School conjuration (creation) [acid]; **Level** druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

A wordspell with this effect word deals 1d3 points of acid damage. If the wordspell has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

CORROSIVE BOLT (ACID)

School conjuration (creation) [acid]; **Level** magus 2, sorcerer/wizard 2

Duration 2 rounds

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

A wordspell with this effect word deals 1d4 points of acid damage per level of the wordcaster (maximum 5d4). On the following round, the target takes this damage again. Hitting a target with a wordspell with this effect word requires a ranged touch attack.

ACID WAVE (ACID)

School conjuration (creation) [acid]; **Level** magus 4, sorcerer/wizard 4

Duration 2 rounds

Saving Throw Reflex half and partial (see below); **Spell Resistance** no

A wordspell with this effect word deals 1d6 points of acid damage per caster level (maximum 10d6). Targets damaged by this effect word are sickened for 1 round per caster level, or 1 round if the saving throw against the wordspell with this effect word was successful.

CAUSTIC CLOUD (ACID)

School conjuration (creation) [acid]; **Level** sorcerer/wizard 7, witch 6

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** no

Target Restrictions *burst*

A wordspell with this effect word creates a cloud of noxious green vapor that obscures vision. Creatures caught in the cloud take 1d6 points of acid damage per caster level (maximum 20d6) and are fatigued. Creatures caught in the cloud receive a Fortitude save to halve the damage and to negate the fatigued effect. Creatures that remain in the cloud take a cumulative –2 penalty on the save each round they remain in the cloud, but spending just 1 round outside the cloud’s area resets this penalty. Creatures in the cloud that are fatigued become exhausted on a failed saving throw. A strong wind, such as that created by a *gust of wind*, disperses this cloud immediately.

Alignment Words

Words from this family deal specifically with alignment, detecting, damaging, or protecting creatures based on their moral compass.

ALIGNMENT SHIELD (ALIGNMENT)

School abjuration; **Level** cleric 1, inquisitor 1, paladin 1, sorcerer/wizard 1

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

When a wordspell with this effect word is cast, the wordcaster selects one alignment: good, evil, chaotic, or lawful. The target of this wordspell is protected from that alignment and receives a +2 deflection bonus to AC on attacks made from creatures of that alignment and a +2 resistance bonus on saving throws made on spells and effects from creatures of that alignment. The target of a wordspell with this effect word can choose to end this effect as an immediate action to reroll any one saving throw made against a spell or effect from the chosen alignment, but must take the second result, even if it is worse.

ALIGNMENT ASSAULT (ALIGNMENT)

School evocation; **Level** cleric 5, inquisitor 5, paladin 4

Duration instantaneous, see text

Saving Throw Will partial; **Spell Resistance** yes

Target Restrictions *burst, cone, line*

If a wordspell with this effect word is cast, the wordcaster selects one alignment: good, evil, chaotic, or lawful. All creatures of that alignment take 1d8 points of damage per two caster levels (maximum 8d8). Outsiders of that alignment take 1d6 points of damage per caster level (maximum 15d6). In addition, creatures of the affected alignment are staggered for 1 round per caster level if they fail their saving throws.

ALIGNMENT AURA (ALIGNMENT)

School abjuration; **Level** cleric 8

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

A wordspell with this effect word functions as *alignment shield*, but the bonus to AC and on saving throws increases to +4. In addition, the creature gains SR 25 against spells cast by creatures of the chosen alignment. Finally, creatures of the chosen alignment find it painful to touch the warded creature, taking 2d6 points of damage for each successful hit with a melee weapon or natural weapon.

Animal Words

Words from this family speak directly to wild creatures, soothing and controlling them.

NATURE’S CALM (ANIMAL)

School enchantment (charm) [mind-affecting]; **Level** druid 1, ranger 1, witch 1

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word becomes calm and docile. Though the target will not attack while subject to this effect, the wordspell immediately ends if the target is attacked. Creatures affected by this effect word do not flee, but they are not helpless. This effect word only affects creatures of the animal or magical beast type, although magical beasts receive a +4 bonus on the saving throw.

WILD LURE (ANIMAL)

School enchantment (charm) [mind-affecting]; **Level** druid 2, ranger 2, witch 2

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word treats the caster as a trusted ally. The creature will defend the caster and will not attack her allies while this effect persists. If at any time the target of a wordspell with this effect word is attacked by the wordcaster or her allies, the wordspell’s duration ends



immediately. A wordspell with this effect word only affects creatures of the animal or magical beast type, although magical beasts receive a +4 bonus on the saving throw.

NATURE'S COMMAND (ANIMAL)

School enchantment (compulsion) [mind-affecting]; **Level** druid 4, ranger 4, summoner 5, witch 4

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word obeys any simple commands given by the caster. These commands are sent through a mental link that does not require speech, but they must be able to be understood by the target. The target ignores any commands that are suicidal or self-destructive. A wordspell with this effect word only affects creatures of the animal or magical beast type, although magical beasts receive a +4 bonus on the saving throw.

Armor Words

These words create translucent armor made of solid magic, protecting without weight or obstruction.

FORCE BLOCK (ARMOR)

School abjuration; **Level** cleric 0, magus 0, sorcerer/wizard 0, summoner 0

Duration 1 round

Saving Throw Will negates (harmless); **Spell Resistance** no

Target Restrictions *personal, selected*

The target of a wordspell with this effect word receives a +1 armor bonus to its AC. This armor is made of force and provides protection against the attacks of incorporeal creatures.

Boost: A wordspell with this effect word can be cast as an immediate action. In this case, the effect lasts until the end of your next turn. This boost cannot be used if the wordspell includes another effect word (unless that word can also be cast as an immediate action). This boost increases this effect word's level by 1.

FORCE SHIELD (ARMOR)

School abjuration; **Level** alchemist 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

Target Restrictions *personal, selected*

The target of a wordspell with this effect word receives a +4 armor bonus to its AC. This armor is made of force and provides protection against the attacks of incorporeal creatures.

FORCE ARMOR (ARMOR)

School abjuration; **Level** cleric 3, magus 3, sorcerer/wizard 3, witch 3

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no

Target Restrictions *personal, selected*

The target of a wordspell with this effect word receives a +4 armor bonus to its AC + 1 point for every four levels of the caster. This armor is made of force and provides protection against the attacks of incorporeal creatures. If the target has a greater armor bonus from another source, a wordspell with this effect word instead increases that armor bonus by +1 and allows it to provide protection against the attacks of incorporeal creatures.

FORCE WARD (ARMOR)

School abjuration; **Level** magus 6, sorcerer/wizard 6

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no

Target Restrictions *personal, selected*

This effect word functions as *force armor*, but it grants a +6 armor bonus to AC + 1 point for every four levels of the caster. If the target has greater armor bonus from another source, a wordspell with this effect word increases that armor bonus by +2.

Binding Words

Words from this family cause objects to become stationary and creatures to become paralyzed.

LOCK WARD (BINDING)

School abjuration; **Level** sorcerer/wizard 1

Duration permanent

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

This effect word causes one unattended object to close, such as a door, chest, or book. If the object possesses a lock, the object is also locked. If the wordspell includes other effect words, the effects of those words are suspended until a creature other than the wordcaster attempts to unlock or otherwise open the object. That creature becomes the target of the other effect words, as if those effect words had the *selected* target word. Only consider the other effect words when determining the duration of this secondary effect.

PARALYZE HUMANOID (BINDING)

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 3, witch 2

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word is paralyzed and cannot move. It is aware and can breathe normally, but cannot take any actions. At the end of each of the creature's turns, it can attempt a new saving throw to end the effect. Flying creatures that rely on wings to fly fall, and swimmers cannot swim and may drown. Wordspells with this effect word only affect creatures of the humanoid type.

PARALYZE CREATURE (BINDING)

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, druid 4, inquisitor 4, sorcerer/wizard 5, summoner 5, witch 5

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

This effect word functions as the *paralyze humanoid* word except that it can affect creatures of any type.

PERMANENT PARALYSIS (BINDING)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, summoner 6, witch 8

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

This effect word functions as the *paralyze humanoid* word except that it can affect creatures of any type and the duration is permanent. A creature affected by a wordspell with this effect word receives one additional Will saving throw at the end of its first turn after initially failing the save. This saving throw is made to relieve this word's effects, not any others included in the original wordspell. If this save fails as well, the effect of this word can only be undone with *greater dispel magic*, *miracle*, or *wish*.

Body Words

Body words enhance the form of their targets, making them stronger, more agile, and more resilient.

FORTIFY (BODY)

School abjuration; **Level** alchemist 1, cleric 1, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 1, summoner 1

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal, selected*

The target of a wordspell with this effect word receives a +1 resistance bonus on saving throws. In addition, the target receives a number of temporary hit points equal to its Hit Dice.

ENERGY RESISTANCE (BODY)

School abjuration; **Level** alchemist 2, cleric 2, druid 2, inquisitor 2, paladin 2, ranger 1, sorcerer/wizard 2, summoner 2

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal, selected*

The target of a wordspell with this effect word gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic). The target still suffers any other side effects that might accompany the energy damage.

Boost: The target gains resistance 20 to one energy type.

ENHANCE FORM (BODY)

School transmutation; **Level** alchemist 2, bard 2, cleric 2, druid 2, magus 2, paladin 2, ranger 2, sorcerer/wizard 2, summoner 2

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal, selected*

The target of a wordspell with this effect receives a +4 enhancement bonus to either Strength, Dexterity, or Constitution (caster's choice). The target can end a wordspell with this effect word prematurely as a swift action, gaining a +8 enhancement bonus to the ability score until the end of the target's turn.

PERFECT FORM (BODY)

School transmutation; **Level** alchemist 4, bard 4, cleric 4, druid 4, magus 4, sorcerer/wizard 4, summoner 4

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal, selected*

The target of a wordspell with this effect word receives a +4 enhancement to Strength, Dexterity, and Constitution.

ENERGY IMMUNITY (BODY)

School abjuration; **Level** alchemist 6, cleric 6, druid 6, inquisitor 6, sorcerer/wizard 6, summoner 6

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal, selected*

The target of a wordspell with this effect word gains immunity to one energy type (acid, cold, electricity, fire, or sonic). The target still suffers any other side effects that might accompany the energy damage.

Change Words

Words from this family change the target's form, granting special attacks and powers.

ALTERED FORM (CHANGE)

School transmutation (polymorph); **Level** alchemist 3, druid 3, magus 3, sorcerer/wizard 3, witch 3

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal*

The target of a wordspell with this effect word receives a +2 size bonus to Strength and two of the following benefits: a pair of claw attacks that each deals 1d6 points of damage if Medium (1d4 if Small), a bite attack that deals 1d8 points of damage if Medium (1d6 if Small), a climb speed of 30 feet, a swim speed of 30 feet, darkvision out to 60 feet, low-light vision, scent, or a +2 natural armor bonus.

Boost: The target receives three benefits instead of two.

Boost: This wordspell can use the *selected* target word.

Boosting this effect word increases its level by 1.

BESTIAL FORM (CHANGE)

School transmutation (polymorph); **Level** alchemist 4, druid 4, magus 4, sorcerer/wizard 4

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal*

This effect word functions as *altered form* except that the target of this wordspell receives a +4 size bonus to Strength and can select three benefits. In addition to those available in *altered form*, the target can select from among the following benefits: a fly speed of 30 feet (average maneuverability), grab, pounce, trip, or a +4 natural armor bonus.

Boost: The target receives four benefits instead of three.

Boost: This wordspell can use the *selected* target word.

Boosting this effect word increases its level by 1.

MONSTROUS FORM (CHANGE)

School transmutation (polymorph); **Level** alchemist 5, druid 5, magus 5, sorcerer/wizard 5

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restriction *personal*

This effect word functions as *bestial form* except that the target of this wordspell receives a +6 size bonus. In addition to those benefits available in *altered form* and *bestial form*, the target can select from the following: a burrow speed of 30 feet, blindsense out to a range of 30 feet, constrict, ferocity, resist 20 against one energy type, or a +4 natural armor bonus.

Boost: The target receives four benefits instead of three.

Boost: This wordspell can use the *selected* target word.

Boosting this effect word increases its level by 1.

Cold Words

Spells using these words drain the warmth from the surrounding environment, leaving everything frozen and rimed with frost.



COLD SNAP (COLD)

School evocation [cold]; **Level** druid 0, magus 0, sorcerer/wizard 0

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A wordspell with this effect word deals 1d3 points of cold damage. If the wordspell with this effect word has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

FROST FINGERS (COLD)

School evocation [cold]; **Level** druid 2, magus 2, sorcerer/wizard 2

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A wordspell with this effect word deals 1d6 points of cold damage per caster level (maximum 5d6). A target that fails its saving throw is also staggered for 1 round.

ICE BLAST (COLD)

School evocation [cold]; **Level** druid 4, magus 4, sorcerer/wizard 4, witch 4

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect deals 1d6 points of cold damage per caster level (maximum 10d6). A target that fails its saving throw is entangled by the ice for 1d4 rounds.

WINTER'S WRATH (COLD)

School evocation [cold]; **Level** druid 8, sorcerer/wizard 8

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** yes

Target Restrictions *burst*

A wordspell with this effect word creates an area of blizzardlike conditions. Anyone inside the area when it forms, and at the start of the caster's turn, takes 1d6 points of cold damage per caster level (maximum 20d6) and 1d4 points of Dexterity damage. A Fortitude save halves this damage and negates the Dexterity damage. Creatures immune to cold damage do not take the Dexterity damage. Because of the heavy snow and winds, visibility is reduced to 5 feet inside the blizzard. Effects that deal fire damage do not harm anyone inside this blizzard unless they are of a level equal to or higher than the wordspell with this effect word.

Command Words

These words demand action from those that hear them, with near-irresistible force.

FRIENDSHIP (COMMAND)

School enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1, witch 1

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word treats the caster as a trusted ally. The creature will defend the caster and will not attack the caster's allies while the wordspell persists. If the creature is attacked by the caster or his allies, this effect immediately ends (though other effects of the wordspell may continue). A wordspell with this effect word only affects creatures of the humanoid type; targets receive a +4 bonus on the saving throw if a wordspell with the effect word has its target boosted to affect more than one creature.

SIMPLE ORDER (COMMAND)

School enchantment (compulsion) [language-dependent, mind affecting]; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word must follow one of five simple commands to the best of its ability on its next turn. If the target cannot take the specified action on its next turn, this effect of the wordspell fails. The possible commands are as follows.

Approach: The target must move toward the caster as quickly and directly as possible, provoking attacks of opportunity as normal. The target avoids obvious hazards, such as fire, pits, or traps that it is aware of (other creatures do not count).

Drop: The target drops whatever it is holding and does not pick up anything this round. It can otherwise act normally.

Fall: The target falls to the ground and remains prone until its next turn. It can otherwise act normally.

Flee: The target moves away from the caster as quickly and directly as possible. This otherwise functions as approach.

Halt: The target does not move and takes no other action on its turn, although it is not considered flat-footed or helpless.

Boost: This wordspell can use any target word. Boosting this effect word increases its level by 3.

COMPLEX ORDER (COMMAND)

School enchantment (compulsion) [language-dependent, mind affecting]; **Level** bard 3, sorcerer/wizard 3, witch 4

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word must follow the wordcaster's instructions. The wordcaster must be able to convey the orders within 1 round and the actions must be possible to complete within the wordspell's duration. The instructions cannot include anything that is obviously dangerous or harmful to the target. The instructions do not have to take the entire duration, and once completed, a



wordspell with this effect word ends. If the instructions are not completed by the time the duration expires, the target is under no compulsion to finish enacting them.

CRUSH WILL (COMMAND)

School enchantment (compulsion) [language-dependant, mind-affecting]; **Level** bard 4, sorcerer/wizard 5, witch 5

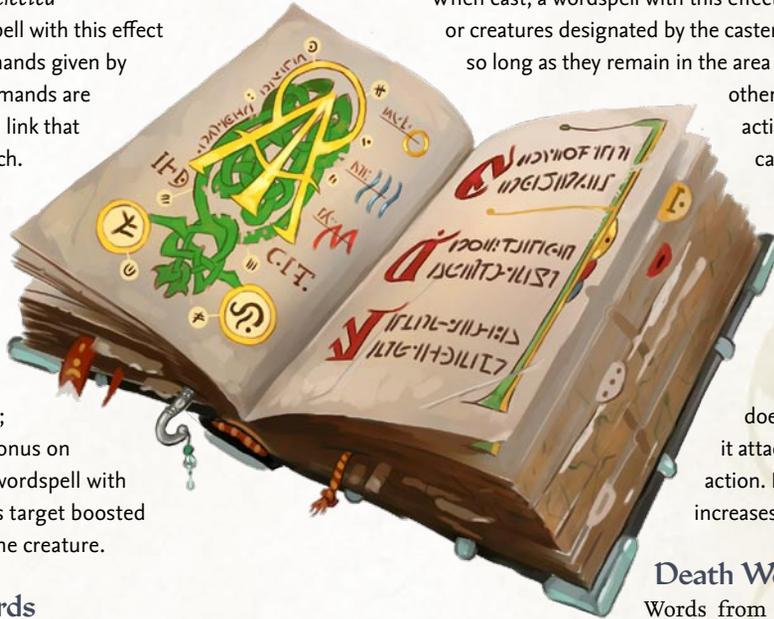
Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word obeys any commands given by the caster. These commands are sent through a mental link that does not require speech.

The target ignores any commands that are suicidal or self-destructive. A wordspell with this effect word only affects creatures of the humanoid type; targets receive a +4 bonus on the saving throw if a wordspell with the effect word has its target boosted to affect more than one creature.



Concealing Words

Words from this family hide creatures and objects from observation and detection.

FADE (CONCEALING)

School illusion (glamer); **Level** alchemist 1, bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Duration 1 round

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word becomes invisible until the beginning of the caster's next turn. If the target attacks or otherwise takes an offensive action, this effect ends.

Boost: The target does not become visible if it attacks or takes an offensive action.

DISAPPEAR (CONCEALING)

School illusion (glamer); **Level** alchemist 2, bard 2, inquisitor 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

This effect word functions as *fade*, but with a longer duration.

Boost: The target does not become visible if it attacks or takes an offensive action. Boosting this effect word increases its level by 2.

UNSEEN SHELL (CONCEALING)

School illusion (glamer); **Level** bard 4, sorcerer/wizard 4, witch 4

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *burst* (emanation)

When cast, a wordspell with this effect word makes any objects or creatures designated by the caster within the area invisible so long as they remain in the area and do not attack or

otherwise take offensive actions. All possessions carried by the creatures remain invisible as long as they remain in the area, so an arrow fired from a bow would become visible when it leaves the area.

Boost: The target does not become visible if it attacks or takes an offensive action. Boosting this effect word increases its level by 2.

Death Words

Words from this family destroy life and create undead abominations.

UNDEATH (DEATH)

School necromancy [evil]; **Level** cleric 2, sorcerer/wizard 3

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word can only target the corpses of dead creatures. These creatures rise as either skeletons or zombies, as decided by the caster. These undead follow the caster's commands to the best of their limited ability. They remain undead creatures until destroyed. The caster can create at most 2 Hit Dice worth of undead per caster level with each casting of a wordspell with this effect word. The caster can control more than 4 HD per caster level of undead creatures. If additional undead are created, the caster chooses which undead to lose control of to get back under the limit.

GRAVE BANE (DEATH)

School necromancy; **Level** cleric 4, druid 5, inquisitor 5, paladin 4

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word receives a +4 sacred bonus on saves against all death spells and magic death effects. The subject cannot gain any negative levels while the wordspell with this effect word persists, but any existing before this wordspell is cast remain. The subject automatically stabilizes if brought below 0 hit points and is not slain.

LIFE LEECH (DEATH)

School necromancy [evil]; **Level** magus 4, sorcerer/wizard 4, witch 4

Duration 1 hour/level

Saving Throw Fortitude negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word takes 1d4 temporary negative levels. If these negative levels cause the subject to die, it rises as a ghost 1d4 days later unless buried in consecrated ground.

Boost: The negative levels from a wordspell with this effect word are permanent. Boosting this effect word increases its level by 5.

SLAY (DEATH)

School necromancy [death, evil]; **Level** cleric 6, druid 7, sorcerer/wizard 6, witch 6

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word takes 10 points of damage per caster level, to a maximum of 150 points of damage. If the save is successful, the target instead takes 3d6 points of damage + 1 per caster level (maximum +15). A wordspell with this effect word only affects living creatures.

Destruction Words

These words cause catastrophe when they are uttered, breaking and destroying all they encounter.

DAMAGE (DESTRUCTION)

School evocation; **Level** bard 3, cleric 3, sorcerer/wizard 2

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes

Target Restrictions *selected*

This effect word causes one object within range to lose half of its maximum hit points and gains the broken condition. This item can weigh no more than 10 pounds per caster level. Magic items gain a +4 bonus on the saving throw to resist this effect + their normal bonus. Items in another creature's possession use the save of the creature or the item, whichever is better. Artifacts are not affected by this word.

RUMBLE (DESTRUCTION)

School evocation [earth]; **Level** cleric 8, druid 8

Duration 1 round

Saving Throw see text; **Spell Resistance** no

Target Restrictions *burst* (emanation)

This effect word causes the ground within the area to shake and rumble, like an earthquake. Each creature in the area must make a Reflex save or be knocked prone and take 8d6 points of damage. If the creature makes its save, it takes half damage and is not knocked prone. Caves, cliffs, tunnels, and other natural surfaces collapse in this area, triggering a landslide and possibly burying creatures underneath. Structures take 100 points of damage from this effect, typically enough to cause wooden and masonry buildings to collapse, but not stone or reinforced masonry buildings. See page 429 of the *Core Rulebook* for more information on landslides and collapses.

CATASTROPHE (DESTRUCTION)

School evocation [air]; **Level** cleric 9, druid 9, witch 9

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

Target Restrictions *burst* (emanation)

This effect word causes heavy clouds to form in the sky above the area of wordspell with this effect word. The area is pelted by heavy rain and hail, obscuring vision and making ranged attacks impossible. Melee attacks take a 20% miss chance. Creatures in the area take 4d6 points of damage from pounding hail at the start of their turn. In addition, the caster can call down a bolt of lightning once per turn that deals 1d6 points of electricity damage per caster level. The caster can split this bolt to hit as many targets as she likes and can divide the damage dice up among the targets as she sees fit. The targets receive a Reflex save to halve the damage. Targets that fail are also knocked prone by the force of the blast. The ground in the area of a wordspell with this effect word is considered difficult terrain for the duration, but not for the caster.

Detection Words

Detection words are used to learn things that simple observation cannot. They reveal secrets and uncover hidden things. Detection words are special in that they can be combined with other words from the Detection group in the same wordspell. Detection words cannot be combined with any other group's effect words within the same wordspell.

SENSE MAGIC (DETECTION)

School divination; **Level** bard 0, cleric 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Target Restrictions *cone*

A wordspell with this effect word detects magic auras. By concentrating each round, the caster can determine the number and location of each aura in the target area. He can make a Knowledge (arcana) skill check to determine the school

of each aura (one check per aura, the DC of this check is 15 + the spell level or 15 + 1/2 the caster level for a nonspell effect). If the aura radiates from a magic item, the caster can attempt to identify the item's properties as if using *detect magic* (see Spellcraft). If the aura emanates from a spell of 7th level or higher, or is a nonspell effect with a caster level of 12th or higher, the caster knows that the aura is strong, even if the Knowledge check to identify the school is unsuccessful.

SENSE ALIGNMENT (DETECTION)

School divination; **Level** cleric 1, inquisitor 1, paladin 1

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Target Restrictions cone

This effect word detects one or more alignments. When cast, the wordcaster selects one of the following alignments: chaos, evil, good, or law. By concentrating, he can sense the presence and source of that alignment in the wordspell area. If the source is a creature with more than 25 Hit Dice, an outsider, cleric, or paladin with more than 4 Hit Dice, or a magic item or spell with a caster level greater than 16th, the caster knows that aura is strong.

Boost: The caster can select two alignments to detect. Boosting this effect word increases its level by 1.

Boost: The caster can detect all four alignments (although this does not allow him to detect neutral objects or creatures). Boosting this effect word increases its level by 2.

SENSE THOUGHTS (DETECTION)

School divination; **Level** alchemist 2, bard 2, inquisitor 2, sorcerer/wizard 2, summoner 2, witch 2

Duration concentration, up to 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** no

Target Restrictions cone

This effect word allows the caster to detect the surface thoughts of creatures in the target area. By focusing on one creature in the area, the caster can read the surface thoughts of that creature. The caster must be otherwise aware of the creature to focus on it. A Will save prevents the caster from reading the creature's thoughts for the duration of a wordspell with this effect word. If the target has an Intelligence score at least 10 higher than the caster and it makes its Will save, the target can instead read the surface thoughts of the caster for the duration of the of the wordspell with this effect word, while the wordcaster receives no insight. Each round, the caster can focus on a new creature if he desires.

SENSE HIDDEN (DETECTION)

School divination; **Level** alchemist 2, bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, summoner 2, witch 2

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Target Restrictions cone

This effect word allows the caster to see invisible creatures and

objects. The caster can sense that the objects and creatures are hidden in this way, but he can still see them normally.

Boost: The caster can see through illusions, see the true form of polymorphed creatures and objects, and locate creatures protected by spells and effects that grant concealment. The caster also receives a +4 circumstance bonus on saves against illusion spells and effects. Boosting this effect word increases its level by 4.

Dispelling Words

Dispelling words have the power to unmake magic or suppress its effects.

SUPPRESS (DISPELLING)

School abjuration; **Level** bard 2, cleric 2, druid 2, inquisitor 2, magus 2, paladin 2, sorcerer/wizard 2, summoner 2, witch 2

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions selected

The caster of a wordspell with this effect word selects one spell effect that affects a willing target. The caster must then make a caster level check with a DC of 11 + the caster level of the spell effect. If successful, that spell effect is suppressed for the duration of this spell. If the suppressed spell has a limited duration, that duration continues to expire while this spell is in effect.

Boost: The caster can target creatures that are not willing. The targets receive a saving throw to negate this effect word, and the caster must overcome the target's spell resistance. Boosting this effect word increases its level by 1.

RESIST ARCANA (DISPELLING)

School abjuration; **Level** alchemist 5, cleric 5, inquisitor 5, sorcerer/wizard 6, summoner 6

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions selected

The target of a wordspell with this effect word gains spell resistance equal to 12 + the caster's level.

UNMAKE (DISPELLING)

School abjuration; **Level** bard 5, cleric 5, druid 5, inquisitor 6, magus 6, sorcerer/wizard 5, summoner 6, witch 5

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

Target Restrictions selected

The caster of a wordspell with this effect word unravels all of the magic effects affecting the target of the wordspell with this effect word. The caster must make a caster level check. The result of this check is compared to the caster level + 11 of every spell affecting the target. If successful, that spell effect immediately ends. The target can make a Will saving throw.



If successful, this wordspell only attempts to unmake the highest-level spell affecting the target.

NEGATION (DISPELLING)

School abjuration; **Level** cleric 8, sorcerer/wizard 6

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *burst*

This effect word creates an area in which magic does not function. All magic effects are suppressed while inside the area. As a result, this word cannot be combined with other effect words. Magic effects cannot cross through the area. Time spent within the field counts against the duration of the suppressed effects. Summoned and incorporeal creatures cannot enter the area and are immediately forced to the nearest edge if inside the area when it forms. Objects still maintain their function while in the area, so a sword still cuts, even if it loses its magical properties.

Divination Words

Words from this family uncover answers and scry across vast distances.

BEACON (DIVINATION)

School divination; **Level** bard 0, druid 0, ranger 1

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

When a wordspell with this effect word is cast, the exact location of the caster becomes a fixed point. For the duration of the wordspell, the caster always knows the direction and distance to the point where this wordspell was cast. If this word is cast again, the original casting immediately ends. This effect does not instruct the caster on how to reach the point, but rather merely indicates the direction to the point, even if that direction leads through solid objects and other hazards.

FAR SIGHT (DIVINATION)

School divination (scrying); **Level** bard 3, cleric 3, druid 3, sorcerer/wizard 3, witch 3

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The caster of a wordspell with this effect word creates an invisible eye at any point within 400 feet + 40 feet per caster level. This sensor cannot move, but for the duration of the wordspell, the caster can look through this eye as if it were her own. The eye uses her senses, including magical ones, to allow her to see, including darkvision, low-light vision, or other effects, such as *sense magic*. The eye can view in all directions and cannot be destroyed if discovered.

Boost: This sensor can be placed anywhere on the same plane of existence as the caster, with no limit to range. The caster can place it to within 10 feet of a creature that is known

to the caster, but the target gets a Will save to negate the effect in this case and the caster must overcome the target's spell resistance. Boosting this effect word increases its level by 2.

LOCATE (DIVINATION)

School divination; **Level** bard 6, cleric 6, druid 6, inquisitor 6, witch 6

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The caster of a wordspell with this effect word can name any location she has visited before or any object she has held before. For the duration of this wordspell, she always knows the direction of the named location or object. The direction is always the swiftest path to travel, leading her perfectly through mazes or other obstacles by the method the wordcaster is currently traveling, irrespective of danger.

Electricity Words

Spells using electricity words crackle with life and leap from target to target in arcs of burning light.

SPARK (ELECTRICITY)

School evocation [electricity]; **Level** druid 0, magus 0, sorcerer/wizard 0, witch 0

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d4 points of electricity damage. If the wordspell with this effect word has only a single target, it requires a melee or ranged touch attack and does not allow a saving throw.

SHOCK ARC (ELECTRICITY)

School evocation [electricity]; **Level** magus 1, sorcerer/wizard 1, witch 1

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d4 points of electricity damage per caster level (maximum 5d4).

LIGHTNING BLAST (ELECTRICITY)

School evocation [electricity]; **Level** druid 3, magus 3, sorcerer/wizard 3, witch 3

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of electricity damage per caster level (maximum 10d6).

BALL LIGHTNING (ELECTRICITY)

School evocation [electricity]; **Level** druid 5, magus 5, sorcerer/wizard 5, witch 6

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

Target Restrictions *selected*



This effect word deals 1d8 points of electricity damage per caster level (maximum 15d8 to one target + 1/2 that damage to any other targets included in the effect).

THUNDER STRIKE (ELECTRICITY)

School evocation [electricity]; **Level** druid 8, sorcerer/wizard 8, witch 9

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d8 points of electricity damage per caster level (maximum 20d8). In addition, a target that fails its saving throw against this damage is deafened for 1 round per caster level.

Fear Words

These words conjure a primal terror in all that hear them.

SPOOK (FEAR)

School necromancy [fear, mind-affecting]; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Duration 1d4 rounds

Saving Throw Will negates; **Spell Resistance** Yes

Target Restrictions *selected*

This effect word causes the target to become frightened for the duration. This word has no effect on targets with 5 or more Hit Dice.

TERROR (FEAR)

School necromancy [fear, mind-affecting]; **Level** bard 3, inquisitor 4, sorcerer/wizard 4, witch 4

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** Yes

This effect word causes the targets to become frightened for the duration. A target that succeeds at its saving throw is shaken for 1 round.

HORROR (FEAR)

School necromancy [fear, mind-affecting]; **Level** sorcerer/wizard 7, witch 7

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** Yes

Target Restrictions *selected*

This effect word causes the target to take 10 points of damage per caster level. If the save succeeds, the target instead takes 3d6 points of damage + 1 per caster level.

Fire Words

Spells using fire words burn with a hungry flame that consumes all it encounters.

FLAME JET (FIRE)

School evocation [fire]; **Level** druid 0, magus 0, sorcerer/wizard 0

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** Yes

This effect word deals 1d4 points of fire damage. If the wordspell with this effect has only a single target, it requires a melee or ranged touch attack to hit and does not allow a saving throw.

BURNING FLASH (FIRE)

School evocation [fire]; **Level** druid 2, inquisitor 2, magus 1, sorcerer/wizard 1, witch 1

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d4 points of fire damage per caster level (maximum 5d4). If the wordspell with this effect word has only a single target, it requires a ranged touch attack to hit and does not allow a saving throw.

Boost (sorcerer/wizard only): This spell does 1d6 points of fire damage per caster level, maximum 5d6. Boosting this effect word increases its level by 1.

FIRE BLAST (FIRE)

School evocation [fire]; **Level** magus 3, sorcerer/wizard 3

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of fire damage per caster level (maximum 10d6).

CINDER STORM (FIRE)

School evocation [fire]; **Level** cleric 5, druid 5, inquisitor 5, magus 5, sorcerer/wizard 5, summoner 5

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of fire damage per caster level (maximum 15d6).

INFERNO (FIRE)

School evocation [fire]; **Level** druid 8, sorcerer/wizard 8

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d8 points of fire damage per caster level (maximum 20d8).

TRUE FIRE (FIRE)

School evocation [fire]; **Level** druid 9, sorcerer/wizard 9

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word deals 1d6 points of fire damage per caster level (maximum 20d6).

Flight Words

These words allow those who know them to soar through the heavens—slowing falls with weaker wordspells, but gaining true flight with the greatest one.

GLIDE (FLIGHT)

School transmutation; **Level** alchemist 1, bard 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word falls at a rate of 20 feet per round, and for every 5 feet fallen in this way, can move horizontally 20 feet, up to a maximum of 80 feet per round. Regardless of the circumstances, the target can never gain elevation with this effect, and the wordspell with this effect word immediately ends the next time the target lands on a solid surface. If the spell ends while the subject is still gliding, the subject falls as normal.

FLOAT (FLIGHT)

School transmutation; **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2, witch 2

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word can float in the air, rising or falling at a rate of 30 feet per round as a

move action. This effect only allows for vertical movement, but other forces might allow the target to move horizontally as well. The caster has no control over this movement, but can end a wordspell with this effect word prematurely as an immediate action.

SOAR (FLIGHT)

School transmutation; **Level** alchemist 3, cleric 4, magus 3, sorcerer/wizard 3, summoner 3, witch 3

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word gains a fly speed of 60 feet with average maneuverability (40 feet if encumbered or wearing medium or heavy armor). The target also receives an insight bonus on Fly skill checks equal to 1/2 the caster's level.

Force Words

These words use raw magic to create pure force.

FORCE BOLT (FORCE)

School evocation [force]; **Level** magus 2, sorcerer/wizard 2

Duration instantaneous

Saving Throw none; **Spell Resistance** Yes

Target Restrictions *selected*

This effect word deals 1d4 points of force damage per caster level (maximum 5d4). This effect is treated like a *magic missile* for the purposes of spells that negate or absorb force effects.

FORCE BLAST (FORCE)

School evocation [force]; **Level** magus 5, sorcerer/wizard 5

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** Yes

This effect word deals 1d6 points of force damage per caster level (maximum 10d6).

Gravity Words

Words from the gravity family use an unseen force to manipulate objects and creatures.

LIFT (GRAVITY)

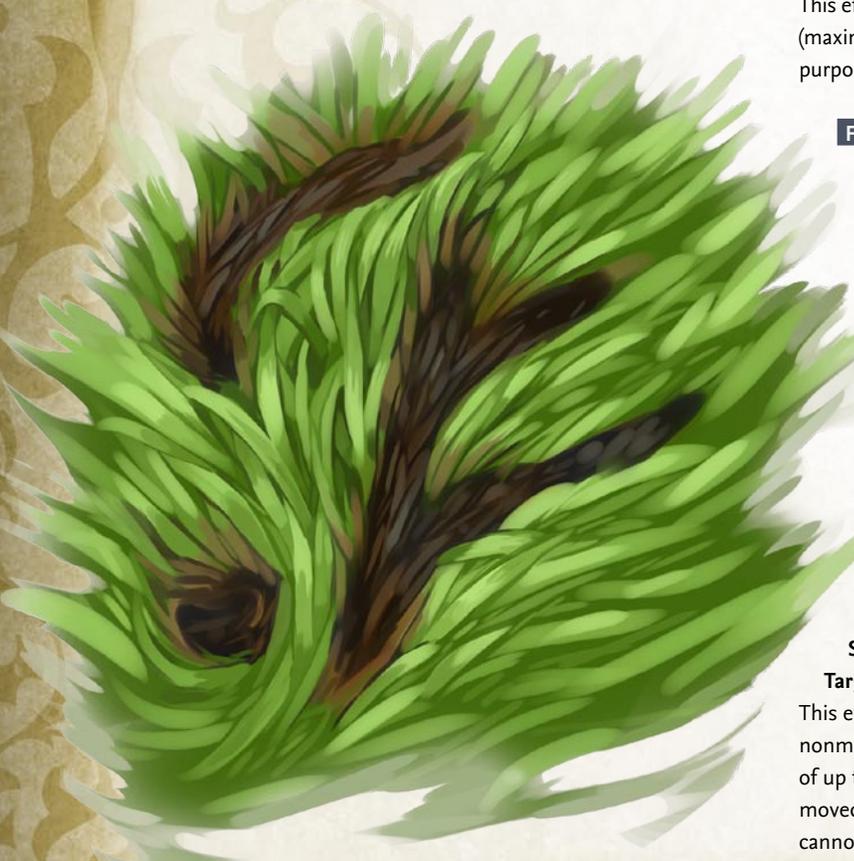
School transmutation; **Level** bard 0, magus 0, sorcerer/wizard 0, summoner 0

Duration concentration

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

This effect word grants the caster the ability to lift and move nonmagical objects weighing up to 5 pounds at a distance of up to 25 feet + 5 feet per two levels of the caster. Objects moved by this effect can be moved up to 15 feet per round and cannot be used to make attacks.



UNFETTER (GRAVITY)

School transmutation; **Level** druid 7, sorcerer/wizard 6

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

This effect word makes the bonds of gravity work in reverse for the targets, causing them to fall up for the duration. They treat up as down and down as up. This can cause the creatures to take falling damage when they hit the ceiling or another surface above them. This effect applies to the targets and all of their gear, so long as it remains on their person. Thrown and missile weapons interact with gravity normally, but the disorientation caused by unfetter means the target takes a -4 penalty on such attacks. When a wordspell with this effect word ends, the targets fall to the ground unless they have some means of staying aloft.

REPULSE (GRAVITY)

School transmutation; **Level** cleric 9, druid 9, sorcerer/wizard 8, summoner 6, witch 8

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Target Restrictions *burst* (emanation)

This effect word creates an area of impossible gravity, where all creatures and objects not securely fastened to the ground fall away from the center of the burst, to its exterior edge. Creatures inside the area when it forms are immediately moved toward its nearest edge. If, because of an obstacle, they cannot reach the edge, they strike the barrier and take falling damage. While a wordspell with this effect word persists, objects cannot enter the area unless they possess the ability to fly. Any flying creatures that rely on wings and enter the area must immediately make a DC 25 Fly skill check or be repelled by the area, unable to enter this turn. Missile weapons that pass through this area automatically miss their target. The caster is immune to this effect and may enter the area freely.

Boost: The caster may designate a number of creatures equal to his level that are not affected by the wordspell.

Healing Words

Healing words knit the flesh and soothe the body, repairing even the most grievous harm.

SOOTHING TOUCH (HEALING)

School conjuration (healing); **Level** cleric 0, druid 0, inquisitor 0, paladin 1, witch 0

Duration instantaneous

Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *personal, selected*

If the target of a wordspell with this effect word is dying, it is automatically stabilized.

Boost: The target of a wordspell with this effect word is cured of the shaken, sickened, or fatigued condition (caster's choice). Boosting this effect word increases its level by 1.

LESSER CURE (HEALING)

School conjuration (healing); **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 2, witch 1

Duration instantaneous

Saving Throw Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

Target Restrictions *personal, selected*

The target of a wordspell with this effect word is cured of 1d6 points of damage + 1 point per caster level (maximum +5). Undead are damaged by this effect word instead, but can attempt a Will save for half damage and spell resistance as normal.

Boost: The target is cured of 1d8 points of damage + 1 point per caster level (maximum +5).

MODERATE CURE (HEALING)

School conjuration (healing); **Level** alchemist 2, bard 2, cleric 2, druid 3, inquisitor 2, paladin 3, ranger 3, witch 2

Duration instantaneous

Saving Throw Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

Target Restrictions *personal, selected*

The target of a wordspell with this effect word is cured of 2d6 points of damage + 1 point per caster level (maximum +10). Undead are damaged by this effect word, but can attempt a Will save for half damage and spell resistance as normal.

Boost: The target is cured of 2d8 points of damage + 1 point per caster level (maximum +10).

GREATER CURE (HEALING)

School conjuration (healing); **Level** alchemist 3, bard 3, cleric 3, druid 4, inquisitor 3, paladin 4, ranger 4, witch 4

Duration instantaneous

Saving Throw Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

Target Restrictions *personal, selected*

The target of a wordspell with this effect word is cured of 3d6 points of damage + 1 point per caster level (maximum +15). Undead are damaged by this effect word, but can attempt a Will save for half damage and spell resistance as normal.

Boost: The target is cured of 3d8 points of damage + 1 point per caster level (maximum +15).

ELDER CURE (HEALING)

School conjuration (healing); **Level** alchemist 4, bard 4, cleric 4, druid 5, inquisitor 4, witch 5

Duration instantaneous

Saving Throw Will half (harmless) or Will half; **Spell Resistance** yes (harmless)

Target Restrictions *personal, selected*

The target of a wordspell with this effect word is cured of 4d6 points of damage + 1 point per caster level (maximum +20). Undead are damaged by this effect word, but can attempt a Will save for half damage and spell resistance as normal.

Boost: The target is cured of 4d8 points of damage + 1 point per caster level (maximum +20).

Illusion Words

These words deceive the senses, leaving those that witness them unsure of the world around them.

ECHO (ILLUSION)

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

Target Restrictions *burst* (emanation)

This effect word targets a single location, creating a sound that rises, recedes, or remains constant for the duration. The sound's volume increases with the caster's level. The base Perception DC to notice this sound is 0, but the DC is reduced by 1 per caster level (although it can be higher if the caster desires). This means that the sound starts out as loud as a creature talking, but by 10th level, it is as loud as creatures engaged in a noisy battle. The sound can resemble anything the caster desires, except it cannot replicate speech or language. Once cast, the type of sound within the emanation cannot be changed.

GLIMMERING (ILLUSION)

School illusion (figment); **Level** bard 2, sorcerer/wizard 3

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

Target Restrictions *burst* (emanation)

This effect word creates a visual illusion centered on a target space within range. The illusion must be contained within the burst radius. This illusion only contains visual elements, and while it can move, its movements are repeated once per round. It can otherwise have any appearance the caster desires. The caster can change the illusion's movements by concentrating, but it cannot leave its initial area.

Illumination Words

Illumination words can either create light or siphon it away, instead creating darkness.

RADIANCE (ILLUMINATION)

School evocation; **Level** bard 1, cleric 1, druid 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *burst* (emanation)

The area of a wordspell with this effect word radiates light like a torch for the duration, shedding normal light in the wordspell's area and increasing the light level for an additional 20 feet by one step, up to normal light.

GLOOM (ILLUMINATION)

School evocation; **Level** bard 2, cleric 2, magus 2, sorcerer/wizard 2, witch 2

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *burst* (emanation)

The target of a wordspell with this effect word radiates darkness out to a range of 20 feet, negating all natural light sources and all magical light sources of a level lower than the wordspell. It reduces the natural light level by one step. A wordspell with this effect word has no effect on an area that is already dark.

SUNSHINE (ILLUMINATION)

School evocation; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *burst* (emanation)

The target of a wordspell with this effect word radiates shining white light for the duration of the spell, shedding bright light in the wordspell's area and increasing the light level for an additional 30 feet by one step, up to bright light. Creatures that take penalties in bright light take those penalties while in the wordspell's area, but it is not true sunlight and does not damage or destroy creatures vulnerable to real sunlight.

Language Words

Words from this family deal with language and help with communication.

DECIPHER (LANGUAGE)

School divination; **Level** alchemist 1, bard 0, cleric 0, druid 0, inquisitor 0, magus 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The target of a wordspell with this effect word can read text written in one particular language, including the language of magic. The caster picks the language when the wordspell is cast. For the duration, the target can read that language as if fluent in it. If the caster chooses magic as the language, the target can decipher scrolls, glyphs, and other magic writing without triggering them. A wordspell with this effect word does not impart the ability to determine what a given language is based on its appearance; the caster must already know the

language or guess what language the writing is in to do so.

Boost: This effect word can use the *selected* target word. Boosting this effect word increases its level by 1.

TRANSLATE (LANGUAGE)

School divination; **Level** alchemist 3, bard 2, cleric 4, sorcerer/wizard 3, witch 3

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word can read, write, speak, and understand one particular language, chosen by the caster. The language can be any that the caster is aware of, even racial languages.

FAR CASTING (LANGUAGE)

School divination; **Level** bard 5, cleric 5, sorcerer/wizard 5, witch 5

Duration concentration

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The target of a wordspell with this effect word can reach out to another willing creature that the target knows of and that is on the same plane of existence as the target. As long as the wordcaster concentrates, the target can communicate verbally with the willing creature, and the willing creature can communicate back. The target and the willing creature do not need to share a language to communicate in this way.

Boost: This word can use the *selected* target word. Boosting this effect word increases its level by 1.

Life Words

Spells using these words can restore life to the dead and heal the most serious of afflictions.

PURIFY (LIFE)

School conjuration (healing); **Level** alchemist 4, bard 4, cleric 4, druid 4, inquisitor 4, paladin 4, ranger 4

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

Target Restrictions *personal, selected*

When a wordspell with this effect word is cast, the wordcaster chooses one type of affliction: curses, diseases, or poisons. The target of a wordspell with this effect word receives a new saving throw to immediately end all such afflictions of the chosen type currently affecting the target. The DC of this save is equal to the original DC of the affliction. The target must roll a saving throw for each affliction individually. If the affliction does not allow a saving throw, this effect word cannot remove that affliction.

Alternatively, a wordspell with this effect word can be used to remove 1d4 temporary negative levels possessed by the target, or 1 permanent negative level.

REVIVE (LIFE)

School conjuration (healing); **Level** cleric 5, druid 5, witch 5

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

Target Restrictions *selected*

This effect word restores life to a living creature that has died within up to 1 hour per caster level. The soul of the target receives a clear image of the caster, and can choose not to return, causing the wordspell to fail. If the soul is willing, the target does not receive a saving throw.

The target is restored to life with 1 hit point, unless another effect word adds to this total. In addition, the target loses 50% of any prepared spells or spell slots it had before it died (determined randomly). Coming back from the dead in this way is an ordeal, and the target gains three permanent negative levels from the experience (if the target does not have at least 4 Hit Dice, a wordspell with this effect word has no effect).

While this effect word undoes any mortal wounds the target might possess, its body must otherwise be whole for the effect word to function. Any missing parts are still missing when the creature is restored. Normal poisons and diseases are cured as well, but magical afflictions remain. Undead creatures are unaffected by a wordspell with this effect word, as are the dead bodies of creatures that were undead. Constructs and outsiders cannot be restored to life by this effect word. Targets that died as a result of old age cannot be restored to life by this effect word.

LIFE TOUCH (LIFE)

School conjuration (healing); **Level** cleric 8, witch 8

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

Target Restrictions *selected*

This effect word functions as *revive*, but it can be used on a creature that has been dead for up to 1 day per caster level. The creature is restored with half its original hit points, and its body does not need to be whole (just a piece of the creature is required). Any parts of the creature that were missing before its death are not restored by this effect word. The creature gains only one permanent negative level from being restored by this effect word, and this negative level fades after 24 hours (although it can be removed early as normal). The creature retains all of the prepared spells and slots it had when it died.

Pain Words

The mere sound of these words causes agony in those unfortunate enough to hear them.

CRAMP (PAIN)

School necromancy; **Level** bard 0, cleric 0, inquisitor 0, sorcerer/wizard 0, witch 0

Duration 1 round



Saving Throw Fortitude negates; **Spell Resistance** yes
The targets of a wordspell with this effect word have their base speed reduced by half (minimum 10 feet).

WRACK (PAIN)

School necromancy; **Level** bard 1, cleric 1, inquisitor 1, sorcerer/wizard 1, witch 1

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes
The targets of a wordspell with this effect word are sickened.

TORTURE (PAIN)

School necromancy; **Level** bard 3, inquisitor 3, sorcerer/wizard 3, witch 3

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes
The targets of a wordspell with this effect word are nauseated; they receive another save at the end of their turn to end this effect.

Power Words

Perhaps the most primal effect words, power words draw upon raw magic, using it to cripple and even kill the wordcaster's foes.

BLIND (POWER)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

Duration varies, see text

Saving Throw none; **Spell Resistance** yes

Target Restrictions *selected*

This effect word causes a living creature to become blinded, whether or not the creature can hear the wordspell. This effect word's duration depends on the target's current hit point total. Any creature that currently has 201 hit points or more is unaffected.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

STUN (POWER)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8

Duration varies, see text

Saving Throw none; **Spell Resistance** yes

Target Restrictions *selected*

This effect word causes a living creature to become stunned, whether or not the creature can hear the wordspell with this effect word. This effect word's duration depends on the target's current hit point total. Any creature that currently has 151 hit points or more is unaffected.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

KILL (POWER)

School enchantment (compulsion) [death, mind-affecting]; **Level** sorcerer/wizard 9

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Target Restrictions *selected*

This effect word slays one living creature, whether or not the creature can hear the wordspell with this effect word. Any creature that currently has 101 hit points or more is unaffected.

Sonic Words

Sonic words utilize sound to deafen and damage those that hear them.

DISCORDANT NOTE (SONIC)

School evocation [sonic]; **Level** bard 2, cleric 2, magus 2

Duration instantaneous

Saving Throw Fortitude half and partial; **Spell Resistance** yes

This effect word deals 1d4 points of sonic damage per caster level (maximum 5d4) and causes the targets to become staggered for 1 round. A successful Fortitude save halves the damage and negates the staggered condition.

SOUND BLAST (SONIC)

School evocation [sonic]; **Level** bard 4, magus 4, sorcerer/wizard 4

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This effect word deals 1d6 points of sonic damage per caster level (maximum 10d6).

DESTRUCTIVE VIBRATION (SONIC)

School evocation [sonic]; **Level** bard 6, sorcerer/wizard 7

Duration instantaneous, 1 round/level, see text

Saving Throw Fortitude half and negates; **Spell Resistance** yes

Target Restrictions *line*

This effect word deals 1d6 points of sonic damage per caster level (maximum 15d6) and causes the targets to become deafened for 1 round per level. A successful Fortitude save halves the damage and negates the deafened condition.

Summoning Words

These words summon creatures from other planes of existence to do the caster's bidding.

SERVITOR I (SUMMONING)

School conjuration (summoning); **Level** bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1



Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

A wordspell with this effect word summons a creature to do your bidding. This creature attacks your opponents to the best of its ability each turn if able. If you can communicate with the creature, you can direct its attacks or instruct it to perform other actions. A wordspell with this effect word summons one creature from Table 10–1 on pages 351–352 of the *Core Rulebook* from the 1st-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 on page 353 of the *Core Rulebook* from the 1st-level list.

A summoned creature cannot summon or conjure other creatures, nor can its use teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using a wordspell with this effect word cannot use spells or spell-like abilities with expensive material components.

If a wordspell with this effect word is used to summon a creature with an alignment or elemental subtype, it is a wordspell of that type. Creatures marked with an asterisk (*) are summoned with the celestial template if you are good, and the fiendish template if you are evil. If you are neutral, you may choose which template to apply. Creatures summoned using a wordspell with this effect word that lack an alignment or elemental subtype always have an alignment that matches yours, regardless of their usual alignment.

If you combine this word with any other effect words, the summoned creature is the only target for these words. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR II (SUMMONING)

School conjuration (summoning); **Level** bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 2nd-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 2nd-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR III (SUMMONING)

School conjuration (summoning); **Level** bard 3, cleric 3, druid 3, ranger 3, sorcerer/wizard 3, witch 3

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 3rd-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 3rd-level list. If the target word is boosted, a spell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR IV (SUMMONING)

School conjuration (summoning); **Level** bard 4, cleric 4, druid 4, ranger 4, sorcerer/wizard 4, summoner 3, witch 4

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*



This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 4th-level list. If a wordspell with this effect word is cast by a ranger or druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 4th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR V (SUMMONING)

School conjuration (summoning); **Level** bard 5, cleric 5, druid 5, sorcerer/wizard 5, witch 5

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 5th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 5th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR VI (SUMMONING)

School conjuration (summoning); **Level** bard 6, cleric 6, druid 6, sorcerer/wizard 6, summoner 4, witch 6

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 6th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 6th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR VII (SUMMONING)

School conjuration (summoning); **Level** cleric 7, druid 7, sorcerer/wizard 7, summoner 5, witch 7

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 7th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 7th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR VIII (SUMMONING)

School conjuration (summoning); **Level** cleric 8, druid 8, sorcerer/wizard 8, witch 8

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I*, except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 8th-level list. If a wordspell with this effect spell is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 8th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

SERVITOR IX (SUMMONING)

School conjuration (summoning); **Level** cleric 9, druid 9, sorcerer/wizard 9, summoner 6, witch 9

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *selected*

This effect word functions as *servitor I* except that it summons one creature from Table 10–1 in the *Core Rulebook* from the 9th-level list. If a wordspell with this effect word is cast by a druid, it instead summons a creature from Table 10–2 in the *Core Rulebook* from the 9th-level list. If the target word is boosted, a wordspell with this effect word summons 1d4+1 of the chosen creatures.

Teleportation Words

Teleportation words transport the targets to other places, or even other planes of existence.

DIMENSIONAL HOP (TELEPORTATION)

School conjuration (teleportation); **Level** bard 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

A wordspell with this effect word teleports willing targets to another location within line of sight of the wordcaster and within range of the wordspell.

DIMENSIONAL JUMP (TELEPORTATION)

School conjuration (teleportation); **Level** magus 5, sorcerer/wizard 5, summoner 5, witch 5

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

A wordspell with this effect word teleports willing targets to another location on the same plane of existence. The wordcaster must be one of the targets of a wordspell with this effect word and the destination must be a place he has visited in the past.

DIMENSIONAL SHIFT (TELEPORTATION)

School conjuration (teleportation); **Level** cleric 5, sorcerer/wizard 7, witch 7

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

A wordspell with this effect word teleports willing targets to another plane of existence. The caster must be one of the targets of a wordspell with this effect word. The wordcaster cannot precisely control the destination, except for specifying the plane and having the targets arrive within 5–500 miles of the intended location.

DIMENSIONAL GATE (TELEPORTATION)

School conjuration (teleportation); **Level** cleric 8, sorcerer/wizard 9

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *burst* (emanation)

A wordspell with this effect word creates a gateway between the wordcaster's current plane and another plane of existence. While this gate is open, creatures, spells, effects, and objects from either plane can freely pass between the planes through the gateway, which takes the form of an archway dividing the emanation in half. The wordcaster cannot control the destination on the other plane and the target will arrive within 5–500 miles of the intended location.

Time Words

Spells containing time words alter the flow of time, speeding it up or slowing it down.

FLEET (TIME)

School transmutation; **Level** druid 1, ranger 1

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The target of a wordspell with this effect word has its base land speed increased by 10 feet for the duration of this effect word.

DASH (TIME)

School transmutation; **Level** alchemist 1, bard 1, inquisitor 1, magus 1, sorcerer/wizard 1, summoner 1

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The target of a wordspell with this effect word has its base land speed increased by 30 feet for the duration of this effect word.

ACCELERATE (TIME)

School transmutation; **Level** alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word can take one additional move action each turn. This move action can come before, after, or between other actions, but not during a full-round action.

Boost: If the target takes a full-attack action, it can, instead of taking an extra move action, make one additional attack at its highest attack bonus.

DECELERATE (TIME)

School transmutation; **Level** bard 2, magus 2, sorcerer/wizard 2, summoner 2

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word is staggered for this effect word's duration. The target is allowed a new saving throw against this effect word at the end of each of its turns; a successful save ends the duration of this effect word.

Boost: The target of a wordspell with this effect word does not receive any additional saving throws to end the effect. If the target fails the first saving throw, it is staggered for the entire duration.

PREDICT (TIME)

School divination; **Level** cleric 2, witch 2

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

The target of a wordspell with this effect word can look into the future of one particular action that will happen within the next hour and determine whether or not it is likely to have good or bad results. This prediction is not guaranteed; there is only a 70% chance of receiving an accurate prediction + 1% per caster level. If this check fails, the results are incorrect. The only information the target receives is "weal" for a good outcome, "woe" for a bad outcome, or both for outcomes that are both good and bad, or that are or neutral in regard to the caster. Additional castings concerning the same course of action always reveal the same results.

BORROW FUTURE (TIME)

School transmutation; **Level** alchemist 4, bard 4, magus 4, sorcerer/wizard 4, summoner 4

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

The target of a wordspell with this effect word takes either a standard action and a move action or a full-round action immediately after a wordspell with this effect word is cast. The target skips its next turn, but any effects that would occur



on its turn or spell effects that would expire on its turn occur normally. The target is not helpless on its next turn, but can take no actions.

Boost: Instead of losing its next turn, the target of a wordspell with this effect word is staggered on its next turn.

CONTROL TIME (TIME)

School transmutation; **Level** sorcerer/wizard 9

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Target Restrictions *selected*

Time around the target of a wordspell with this effect word comes to a halt, allowing the target to take 1d4 standard actions before time resumes. All other creatures and objects are immune to the target during these additional actions. Other creatures cannot even be targeted while time is stopped in this way. The target can cast spells and use items on his person at the time of the casting as normal.

Wall Words

Wall words create large barriers that impede and harm those who pass through them.

WIND WALL (WALL)

School evocation [air]; **Level** cleric 3, druid 3, magus 3, ranger 3, sorcerer/wizard 3, summoner 3

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Target Restrictions *barrier*

This effect word creates a vertical wall of swirling wind. This wind does not obscure sight, but missile weapons that pass through the wall automatically miss (with the exception of large missiles, such as giant-thrown rocks and siege weapons). Creatures that pass through the wall treat it as difficult terrain and must make a DC 10 Strength check. Failure indicates that the creature cannot pass through the wall this round, but may try again in future rounds. Gases, gaseous breath weapons, and creatures in *gaseous form* cannot pass through the wall.

FIRE WALL (WALL)

School evocation [fire]; **Level** druid 4, magus 4, sorcerer/wizard 4, summoner 4

Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** yes

Target Restrictions *barrier*

This effect word creates a vertical wall of crackling flame. Creatures in the space of the wall when it forms or that

attempt to pass through the wall take 2d6 points of fire damage + 1 point of fire damage per level of the wordcaster (maximum +20). A Reflex save halves this damage. The wall blocks line of sight.

ICE WALL (WALL)

School evocation [cold]; **Level** druid 4, magus 4, sorcerer/wizard 4, summoner 4

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Target Restrictions *barrier*

This effect word creates a vertical wall of solid ice. The wall must be a smooth, uninterrupted surface when formed. The wall is 1 inch thick per caster level and has 3 hit points per inch of thickness. The wall blocks line of sight.



STONE WALL (WALL)

School conjuration (creation); **Level** cleric 5, druid 6, magus 5, sorcerer/wizard 5, summoner 5

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Target Restrictions *barrier*

This effect word creates a vertical wall of solid stone. The wall must be a smooth, uninterrupted surface when formed. The wall is 1 inch thick per caster level, has hardness 8, and has 15 hit points per inch of thickness. The wall blocks line of sight.

BLADE WALL (WALL)

School conjuration (creation); **Level** cleric 6, summoner 5

Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** yes

Target Restrictions *barrier*

This effect word creates a vertical wall of whirling blades that deals 1d6 points of damage per level to any creature that comes in contact with it. If a creature is in the area of the wall when it forms, that creature can make a Reflex save to avoid the damage entirely. Creatures that pass through the wall can make a Reflex save to halve the damage. Regardless of the outcome of their roll, they still move through the wall. This wall provides cover to creatures on the other side, but does not block line of sight.



Weather Words

Words from the weather family control the forces of nature, summoning wind, rain, and snow.

FOG BANK (WEATHER)

School conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1



Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

Target Restrictions *barrier, burst* (emanation)

This effect word creates a thick fog in its area of effect. It obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, whereas creatures farther away have total concealment. A moderate wind or fire effect removes the fog in the affected area. The fog is stationary.

Boost: If a wordspell with this effect word uses the *burst* target word, it can be directed to move up to 10 feet each round by the caster as a swift action.

WIND BLAST (WEATHER)

School evocation [air]; **Level** druid 2, sorcerer/wizard 3

Duration 1 round

Saving Throw Fortitude negates; **Spell Resistance** yes

Target Restrictions *line*

This effect word creates a blast of air that can knock over or hinder those in its path. When a wordspell with this effect word is cast, any Large or smaller creature within the area of the wordspell must make a Fortitude save or be knocked prone and pushed back 10 feet. Any creature wishing to move through the line of air must make a DC 20 Strength check. Failure means the creature wastes 5 feet of movement, but is otherwise unhindered and can continue to move (so long as it does not move through the line of air). The DC increases to 30 if the creature attempts to move toward the source of the wind. Flying creatures take a -4 penalty on saves and Strength checks made against this effect.

BLIZZARD (WEATHER)

School conjuration (creation); **Level** druid 3, magus 3, sorcerer/wizard 3, witch 3

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Target Restrictions *burst* (emanation)

This effect word causes heavy snow to fall in the area of effect. This provides concealment as the *fog bank* effect word, but it cannot be removed by wind. In addition, the ground in the area of effect is treated as difficult terrain for the duration and as being very slippery for the purposes of Acrobatics and Climb skill checks.

Boost: Each creature in the area of effect takes 2d6 points of cold damage each round at the end of its turn. Boosting this effect word increases its level by 1.

STORM MASTER (WEATHER)

School transmutation; **Level** cleric 7, druid 7, sorcerer/wizard 7, witch 7

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

Target Restrictions *personal*

A word spell with this effect word grants the target the ability

to alter the weather around it in a 1-mile radius. The target can change the conditions by shifting the weather one step at a time up or down a scale of weather effects. The scale is as follows: freezing cold, blizzard, snow, cold rain, cold wind, calm, warm wind, warm rain, thunderstorm, tornado, extreme heat. Each change takes 10 minutes to fully take effect. Thus if the weather currently features warm wind and the caster wanted to change that to cold wind, she would need to first change the weather to calm, and then to cold wind. The target cannot control the specifics of the weather, merely what type of weather is occurring (the target cannot, for example, make lightning strike a house, but it can cause lightning to strike within the area).

Boost: Each change in the weather takes only 5 minutes.

Wounding Words

Wounding words afflict the target with cuts and bruises, causing pain and tearing at its flesh.

BLEEDING WOUNDS (WOUNDING)

School necromancy; **Level** cleric 0, inquisitor 0, sorcerer/wizard 0, witch 0

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Target Restrictions *selected*

If the target of a wordspell with this effect word is dying, it takes 1 hit point of bleed damage each turn.

Boost: The target of a wordspell with this effect takes 1d3 hit points of bleed damage. Boosting this effect word increases its level by 1.

LESSER WOUND (WOUNDING)

School necromancy; **Level** cleric 1, inquisitor 1, witch 1

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word takes 1d6 points of damage + 1 point per wordcaster level (maximum +5). Undead are instead healed by this effect and do not receive a saving throw or spell resistance.

Boost: The target of a wordspell with this effect takes 1d8 points of damage + 1 point per wordcaster level (maximum +5).

MODERATE WOUND (WOUNDING)

School necromancy; **Level** cleric 2, inquisitor 2, witch 2

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word takes 2d6 points of damage + 1 point per wordcaster level (maximum +10). Undead are instead healed by this wordspell and do not receive a saving throw or spell resistance.

Boost: The target takes 2d8 points of damage + 1 point per caster level (maximum +10).

GREATER WOUND (WOUNDING)

School necromancy; **Level** cleric 3, inquisitor 3, witch 3

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word takes 3d6 points of damage + 1 point per wordcaster level (maximum +15). Undead are instead cured by this effect and do not receive a saving throw or spell resistance.

Boost: The target takes 3d8 points of damage + 1 point per caster level (maximum +15).

ELDER WOUND (WOUNDING)

School necromancy; **Level** cleric 4, inquisitor 4, witch 4

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

Target Restrictions *selected*

The target of a wordspell with this effect word takes 4d6 points of damage + 1 point per wordcaster level (maximum +20). Undead are instead healed by this effect and do not receive a saving throw or spell resistance.

Boost: The target takes of 4d8 points of damage + 1 point per caster level (maximum +20).

META WORDS

These words specifically modify other word elements. Meta words use the following format.

Name: This is the name of the meta word.

Level: This line lists the minimum level of a wordspell that can contain this meta word. Spells of a lower level cannot use this meta word.

Description: This paragraph describes what the meta word modifies and how it changes the wordspell.

BOOST

Level 0

This meta word allows an effect or target word to use its boosted description. Some boosted descriptions increase the level of the effect word or target word, and can only be used if the wordspell is of a high enough level to accommodate the new level. If a word has more than one boosted description, the caster can choose which to use (but never more than one per word). This meta word can be applied to a spell multiple times—once to the target word and once for each effect word.

CAREFUL

Level 1

A wordspell with this meta word does not require a somatic component.

DISTANT

Level 0

This word increases a wordspell's range, as determined by

its target word. If the word has a close range, it increases to medium (100 ft. + 10 ft./level). If the word has a medium range, it increases to long (400 ft. + 40 ft./level). This word has no effect on target words with a range other than close or medium.

IRRESISTIBLE

Level 5

Targets of a wordspell with this meta word must roll their saving throws twice and take the worse result. This meta word increases the level of all the effect words in the wordspell that allow a saving throw by two levels.

LENGTHY

Level 0

A wordspell with this meta word doubles its duration. This meta word has no affect on effect words with a duration of instantaneous. The effect of this word does not stack with the effect of the Extend Spell feat.

MANIFESTATION

Level 4

This word changes the saving throw type of certain effect words used in this spell. If the effect word requires a Will saving throw, it instead requires a Fortitude saving throw. This change does not affect whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

MIND WARP

Level 4

This word changes the saving throw type of certain effect words used in this spell. If the effect word requires a Fortitude saving throw, it instead requires a Will saving throw. This change does not affect whether or not a successful save negates the effect, reduces it, or has some other effect; it simply alters the type of saving throw required.

PENETRATING

Level 5

The caster of a wordspell containing this meta word can roll twice to overcome any spell resistance the targets might possess, taking the better result. This meta word increases the level of all of the effect words in the spell that allow for spell resistance by one level. It can modify a target word or an effect word.

QUIET

Level 1

A wordspell with this meta word does not require a verbal component. This meta word can modify a target word or an effect word.

SIMPLE

Level 1

A wordspell with this meta word does not require a material component. This meta word can modify a target word or an effect word.

CLASS WORD LISTS

Words marked with an asterisk (*) are boosted versions of lower level words. A wordcaster only needs to learn the base version of a word in order to be able to cast its boosted versions.

ALCHEMIST WORDS

1st-Level Alchemist Words

Dash (Time), *Decipher* (Language), *Fade* (Concealing), *Force Shield* (Armor), *Fortify* (Body), *Glide* (Flight), *Lesser Cure* (Healing)

2nd-Level Alchemist Words

Accelerate (Time), *Decipher** (Language), *Disappear* (Concealing), *Energy Resistance* (Body), *Enhance Form* (Body), *Float* (Flight), *Moderate Cure* (Healing), *Sense Hidden* (Detection), *Sense Thoughts* (Detection)

3rd-Level Alchemist Words

Altered Form (Change), *Greater Cure* (Healing), *Soar* (Flight), *Translate* (Language)

4th-Level Alchemist Words

*Altered Form** (Change), *Bestial Form* (Change), *Borrow Future* (Time), *Disappear** (Concealing), *Elder Cure* (Healing), *Perfect Form* (Body), *Purify* (Life)

5th-Level Alchemist Words

*Bestial Form** (Change), *Monstrous Form* (Change), *Resist Arcana* (Dispelling)

6th-Level Alchemist Words

Energy Immunity (Body), *Monstrous Form** (Change), *Sense Hidden** (Detection)

BARD WORDS

0-Level Bard Words

Beacon (Divination), *Cramp* (Pain), *Decipher* (Language), *Echo* (Illusion), *Lift* (Gravity), *Sense Magic* (Detection)

1st-Level Bard Words

Dash (Time), *Decipher** (Language), *Fade* (Concealing), *Friendship* (Command), *Glide* (Flight), *Lesser Cure* (Healing), *Radiance* (Illumination), *Servitor I* (Summoning), *Simple Order* (Command), *Spook* (Fear), *Wrack* (Pain)

2nd-Level Bard Words

Accelerate (Time), *Decelerate* (Time), *Disappear* (Concealing), *Discordant Note* (Sonic), *Enhance Form* (Body), *Float*

(Flight), *Glimmering* (Illusion), *Gloom* (Illumination), *Moderate Cure* (Healing), *Paralyze Humanoid* (Binding), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Translate* (Language)

3rd-Level Bard Words

Complex Order (Command), *Damage* (Destruction), *Dimensional Hop* (Teleportation), *Far Sight* (Divination), *Greater Cure* (Healing), *Servitor III* (Summoning), *Sunshine* (Illumination), *Suppress** (Dispelling), *Terror* (Fear), *Torture* (Pain)

4th-Level Bard Words

Borrow Future (Time), *Crush Will* (Command), *Disappear** (Concealing), *Elder Cure* (Healing), *Paralyze Creature* (Binding), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning), *Simple Order** (Command), *Sound Blast* (Sonic), *Unseen Shell* (Concealing)

5th-Level Bard Words

Far Casting (Language), *Far Sight** (Divination), *Servitor V* (Summoning), *Unmake* (Dispelling)

6th-Level Bard Words

Destructive Vibration (Sonic), *Far Casting** (Language), *Locate* (Divination), *Sense Hidden** (Detection), *Servitor VI* (Summoning), *Unseen Shell** (Concealing)

CLERIC/ORACLE WORDS

0-Level Cleric/Oracle Words

Bleeding Wounds (Wounding), *Cramp* (Pain), *Decipher* (Language), *Force Block* (Armor), *Sense Magic* (Detection), *Soothing Touch* (Healing)

1st-Level Cleric/Oracle Words

Alignment Shield (Alignment), *Decipher** (Language), *Fog Bank* (Weather), *Force Block** (Armor), *Fortify* (Body), *Lesser Cure* (Healing), *Lesser Wound* (Wounding), *Radiance* (Illumination), *Sense Alignment* (Detection), *Servitor I* (Summoning), *Simple Order* (Command), *Soothing Touch** (Healing), *Spook* (Fear), *Wrack* (Pain)

2nd-Level Cleric/Oracle Words

Discordant Note (Sonic), *Energy Resistance* (Body), *Enhance Form* (Body), *Gloom* (Illumination), *Moderate Cure* (Healing), *Moderate Wound* (Wounding), *Paralyze Humanoid* (Binding), *Predict* (Time), *Sense Alignment** (Detection), *Sense Hidden* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Undeath* (Death)

3rd-Level Cleric/Oracle Words

Damage (Destruction), *Far Sight* (Divination), *Force Armor* (Armor), *Greater Cure* (Healing), *Greater Wound* (Wounding),

*Sense Alignment** (Detection), *Servitor III* (Summoning), *Sunshine* (Illumination), *Suppress** (Dispelling), *Wind Wall* (Wall)

4th-Level Cleric/Oracle Words

Elder Cure (Healing), *Elder Wound* (Wounding), *Grave Bane* (Death), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning), *Simple Order** (Command), *Soar* (Flight), *Translate* (Language)

5th-Level Cleric/Oracle Words

Alignment Assault (Alignment), *Cinder Storm* (Fire), *Dimensional Shift* (Teleportation), *Far Casting* (Language), *Far Sight** (Divination), *Resist Arcana* (Dispelling), *Revive* (Life), *Servitor V* (Summoning), *Stone Wall* (Wall), *Unmake* (Dispelling)

6th-Level Cleric/Oracle Words

Blade Wall (Wall), *Energy Immunity* (Body), *Far Casting** (Language), *Locate* (Divination), *Sense Hidden** (Detection), *Servitor VI* (Summoning), *Slay* (Death)

7th-Level Cleric/Oracle Words

Servitor VII (Summoning), *Storm Master* (Weather)

8th-Level Cleric/Oracle Words

Alignment Aura (Alignment), *Dimensional Gate* (Teleportation), *Life Touch* (Life), *Negation* (Dispelling), *Rumble* (Destruction), *Servitor VIII* (Summoning)

9th-Level Cleric/Oracle Words

Catastrophe (Destruction), *Repulse* (Gravity), *Servitor IX* (Summoning)

DRUID WORDS

0-Level Druid Words

Acid Burn (Acid), *Beacon* (Divination), *Cold Snap* (Cold), *Decipher* (Language), *Flame Jet* (Fire), *Sense Magic* (Detection), *Soothing Touch* (Healing), *Spark* (Electricity)

1st-Level Druid Words

*Decipher** (Language), *Fleet* (Time), *Fog Bank* (Weather), *Lesser Cure* (Healing), *Nature's Calm* (Animal), *Radiance* (Illumination), *Servitor I* (Summoning), *Soothing Touch** (Healing)

2nd-Level Druid Words

Burning Flash (Fire), *Energy Resistance* (Body), *Enhance Form* (Body), *Frost Fingers* (Cold), *Servitor II* (Summoning), *Suppress* (Dispelling), *Wild Lure* (Animal), *Wind Blast* (Weather)

3rd-Level Druid Words

Altered Form (Change), *Blizzard* (Weather), *Burning Flash** (Fire), *Far Sight* (Divination), *Lightning Blast* (Electricity), *Moderate Cure* (Healing), *Servitor III* (Summoning), *Sunshine* (Illumination), *Suppress** (Dispelling), *Wind Wall* (Wall)

4th-Level Druid Words

*Altered Form** (Change), *Bestial Form* (Change), *Fire Wall* (Wall), *Greater Cure* (Healing), *Ice Blast* (Cold), *Ice Wall* (Wall), *Nature's Command* (Animal), *Paralyze Creature* (Binding), *Perfect Form* (Body), *Purify* (Life), *Servitor IV* (Summoning)

5th-Level Druid Words

Ball Lightning (Electricity), *Bestial Form** (Change), *Cinder Storm* (Fire), *Elder Cure* (Healing), *Far Sight** (Divination), *Grave Bane* (Death), *Monstrous Form* (Change), *Revive* (Life), *Servitor V* (Summoning), *Unmake* (Dispelling)

6th-Level Druid Words

Energy Immunity (Body), *Locate* (Divination), *Monstrous Form** (Change), *Servitor VI* (Summoning), *Stone Wall* (Wall)

7th-Level Druid Words

Servitor VII (Summoning), *Slay* (Death), *Storm Master* (Weather), *Unfetter* (Gravity)

8th-Level Druid Words

Inferno (Fire), *Rumble* (Destruction), *Servitor VIII* (Summoning), *Thunder Strike* (Electricity), *Winter's Wrath* (Cold)

9th-Level Druid Words

Catastrophe (Destruction), *Repulse* (Gravity), *Servitor IX* (Summoning), *True Fire* (Fire)

INQUISITOR WORDS

0-Level Inquisitor Words

Acid Burn (Acid), *Bleeding Wounds* (Wounding), *Cramp* (Pain), *Decipher* (Language), *Sense Magic* (Detection), *Soothing Touch* (Healing)

1st-Level Inquisitor Words

Alignment Shield (Alignment), *Dash* (Time), *Decipher** (Language), *Fade* (Concealing), *Fortify* (Body), *Lesser Cure* (Healing), *Lesser Wound* (Wounding), *Radiance* (Illumination), *Sense Alignment* (Detection), *Simple Order* (Command), *Soothing Touch** (Healing), *Spook* (Fear), *Wrack* (Pain)



2nd-Level Inquisitor Words

Burning Flash (Fire), *Disappear* (Concealing), *Energy Resistance* (Body), *Moderate Cure* (Healing), *Moderate Wound* (Wounding), *Paralyze Humanoid* (Binding), *Sense Alignment** (Detection), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Suppress* (Dispelling)

3rd-Level Inquisitor Words

*Burning Flash** (Fire), *Greater Cure* (Healing), *Greater Wound* (Wounding), *Sense Alignment** (Detection), *Suppress** (Dispelling), *Torture* (Pain)

4th-Level Inquisitor Words

*Disappear** (Concealing), *Elder Cure* (Healing), *Elder Wound* (Wounding), *Paralyze Creature* (Binding), *Purify* (Life), *Simple Order** (Command), *Terror* (Fear)

5th-Level Inquisitor Words

Alignment Assault (Alignment), *Cinder Storm* (Fire), *Grave Bane* (Death), *Resist Arcana* (Dispelling)

6th-Level Inquisitor Words

Energy Immunity (Body), *Locate* (Divination), *Sense Hidden** (Detection), *Unmake* (Dispelling)

MAGUS WORDS

0-Level Magus Words

Acid Burn (Acid), *Cold Snap* (Cold), *Decipher* (Language), *Flame Jet* (Fire), *Force Block* (Armor), *Lift* (Gravity), *Sense Magic* (Detection), *Spark* (Electricity)

1st-Level Magus Words

Burning Flash (Fire), *Dash* (Time), *Decipher** (Language), *Fade* (Concealing), *Force Block** (Armor), *Force Shield* (Armor), *Glide* (Flight), *Radiance* (Illumination), *Shock Arc* (Electricity)

2nd-Level Magus Words

Accelerate (Time), *Burning Flash** (Fire), *Corrosive Bolt* (Acid), *Decelerate* (Time), *Disappear* (Concealing), *Discordant Note* (Sonic), *Enhance Form* (Body), *Float* (Flight), *Force Bolt* (Force), *Frost Fingers* (Cold), *Gloom* (Illumination), *Suppress* (Dispelling)

3rd-Level Magus Words

Altered Form (Change), *Blizzard* (Weather), *Dimensional Hop* (Teleportation), *Fire Blast* (Fire), *Force Armor* (Armor), *Lightning Blast* (Electricity), *Soar* (Flight), *Suppress** (Dispelling), *Wind Wall* (Wall)

4th-Level Magus Words

Acid Wave (Acid), *Altered Form** (Change), *Bestial Form* (Change), *Borrow Future* (Time), *Disappear** (Concealing),

Fire Wall (Wall), *Ice Blast* (Cold), *Ice Wall* (Wall), *Life Leech* (Death), *Perfect Form* (Body), *Sound Blast* (Sonic)

5th-Level Magus Words

Ball Lightning (Electricity), *Bestial Form** (Change), *Cinder Storm* (Fire), *Dimensional Jump* (Teleportation), *Force Blast* (Force), *Monstrous Form* (Change), *Stone Wall* (Wall)

6th-Level Magus Words

Force Ward (Armor), *Monstrous Form** (Change), *Unmake* (Dispelling)

PALADIN WORDS

1st-Level Paladin Words

Alignment Shield (Alignment), *Decipher* (Language), *Fortify* (Body), *Lesser Cure* (Healing), *Sense Alignment* (Detection), *Soothing Touch* (Healing)

2nd-Level Paladin Words

*Decipher** (Language), *Energy Resistance* (Body), *Enhance Form* (Body), *Sense Alignment** (Detection), *Soothing Touch** (Healing), *Suppress* (Dispelling)

3rd-Level Paladin Words

Moderate Cure (Healing), *Sense Alignment** (Detection), *Sunshine* (Illumination), *Suppress** (Dispelling)

4th-Level Paladin Words

Alignment Assault (Alignment), *Grave Bane* (Death), *Greater Cure* (Healing), *Purify* (Life)

RANGER WORDS

1st-Level Ranger Words

Beacon (Divination), *Decipher* (Language), *Energy Resistance* (Body), *Fleet* (Time), *Fortify* (Body), *Nature's Calm* (Animal), *Servitor I* (Summoning)

2nd-Level Ranger Words

*Decipher** (Language), *Enhance Form* (Body), *Lesser Cure* (Healing), *Servitor II* (Summoning), *Wild Lure* (Animal)

3rd-Level Ranger Words

Moderate Cure (Healing), *Servitor III* (Summoning), *Wind Wall* (Wall)

4th-Level Ranger Words

Greater Cure (Healing), *Nature's Command* (Animal), *Purify* (Life), *Servitor IV* (Summoning)

SORCERER/WIZARD WORDS

0-Level Sorcerer/Wizard Words

Acid Burn (Acid), *Bleeding Wounds* (Wounding), *Cold Snap* (Cold), *Cram* (Pain), *Decipher* (Language), *Echo* (Illusion),

Flame Jet (Fire), Force Block (Armor), Lift (Gravity), Sense Magic (Detection), Spark (Electricity)

1st-Level Sorcerer/Wizard Words

Alignment Shield (Alignment), Burning Flash (Fire), Dash (Time), Decipher (Language), Fade (Concealing), Fog Bank (Weather), Force Block* (Armor), Force Shield (Armor), Fortify (Body), Friendship (Command), Glide (Flight), Lock Ward (Binding), Radiance (Illumination), Servitor I (Summoning), Shock Arc (Electricity), Simple Order (Command), Spook (Fear), Wrack (Pain)*

2nd-Level Sorcerer/Wizard Words

Accelerate (Time), Burning Flash (Fire), Corrosive Bolt (Acid), Damage (Destruction), Decelerate (Time), Disappear (Concealing), Energy Resistance (Body), Enhance Form (Body), Float (Flight), Force Bolt (Force), Frost Fingers (Cold), Gloom (Illumination), Sense Hidden (Detection), Sense Thoughts (Detection), Servitor II (Summoning), Suppress (Dispelling)*

3rd-Level Sorcerer/Wizard Words

Altered Form (Change), Blizzard (Weather), Complex Order (Command), Dimensional Hop (Teleportation), Far Sight (Divination), Fire Blast (Fire), Force Armor (Armor), Glimmering (Illusion), Lightning Blast (Electricity), Paralyze Humanoid (Binding), Servitor III (Summoning), Soar (Flight), Sunshine (Illumination), Suppress (Dispelling), Torture (Pain), Translate (Language), Undeath (Death), Wind Blast (Weather), Wind Wall (Wall)*

4th-Level Sorcerer/Wizard Words

Acid Wave (Acid), Altered Form (Change), Bestial Form (Change), Borrow Future (Time), Disappear* (Concealing), Fire Wall (Wall), Ice Blast (Cold), Ice Wall (Wall), Life Leech (Death), Perfect Form (Body), Servitor IV (Summoning), Simple Order* (Command), Sound Blast (Sonic), Terror (Fear), Unseen Shell (Concealing)*

5th-Level Sorcerer/Wizard Words

Ball Lightning (Electricity), Bestial Form (Change), Cinder Storm (Fire), Crush Will (Command), Dimensional Jump (Teleportation), Far Casting (Language), Far Sight* (Divination), Force Blast (Force), Monstrous Form (Change), Paralyze Creature (Binding), Servitor V (Summoning), Stone Wall (Wall), Unmake (Dispelling)*

6th-Level Sorcerer/Wizard Words

Energy Immunity (Body), Far Casting (Language), Force Ward (Armor), Monstrous Form* (Change), Negation (Dispelling),*

Resist Arcana (Dispelling), Sense Hidden (Detection), Servitor VI (Summoning), Slay (Death), Unfetter (Gravity), Unseen Shell* (Concealing)*

7th-Level Sorcerer/Wizard Words

Blind (Power), Caustic Cloud (Acid), Destructive Vibration (Sonic), Dimensional Shift (Teleportation), Horror (Fear), Servitor VII (Summoning), Storm Master (Weather)

8th-Level Sorcerer/Wizard Words

Inferno (Fire), Permanent Paralysis (Binding), Repulse (Gravity), Servitor VIII (Summoning), Stun (Power), Thunder Strike (Electricity), Winter's Wrath (Cold)

9th-Level Sorcerer/Wizard Words

Control Time (Time), Dimensional Gate (Teleportation), Kill (Power), Life Leech (Death), Servitor IX (Summoning), True Fire (Fire)*



SUMMONER WORDS

0-Level Summoner Words

Acid Burn (Acid), Decipher (Language), Force Block (Armor), Lift (Gravity), Sense Magic (Detection)

1st-Level Summoner Words

Dash (Time), Decipher (Language), Fade (Concealing), Force Block* (Armor), Force Shield (Armor), Fortify (Body), Glide (Flight), Servitor I (Summoning)*

2nd-Level Summoner Words

Accelerate (Time), Decelerate (Time), Disappear (Concealing), Energy Resistance (Body), Enhance Form (Body), Float (Flight), Sense Hidden (Detection), Sense Thoughts (Detection), Servitor II (Summoning), Suppress (Dispelling)

3rd-Level Summoner Words

Dimensional Hop (Teleportation), Servitor IV (Summoning), Soar (Flight), Suppress (Dispelling), Wind Wall (Wall)*

4th-Level Summoner Words

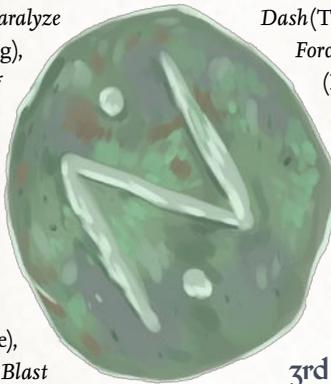
Borrow Future (Time), Disappear (Concealing), Fire Wall (Wall), Ice Wall (Wall), Perfect Form (Body), Servitor VI (Summoning)*

5th-Level Summoner Words

Blade Wall (Wall), Cinder Storm (Fire), Dimensional Jump (Teleportation), Nature's Command (Animal), Paralyze Creature (Binding), Servitor VII (Summoning), Stone Wall (Wall)

6th-Level Summoner Words

Energy Immunity (Body), Permanent Paralysis (Binding), Repulse (Gravity), Resist Arcana (Dispelling), Sense



*Hidden** (Detection), *Servitor IX* (Summoning), *Unmake* (Dispelling)

WITCH WORDS

0-Level Witch Words

Bleeding Wounds (Wounding), *Cramp* (Pain), *Decipher* (Language), *Sense Magic* (Detection), *Soothing Touch* (Healing), *Spark* (Electricity)

1st-Level Witch Words

Burning Flash (Fire), *Decipher** (Language), *Fade* (Concealing), *Fog Bank* (Weather), *Force Shield* (Armor), *Friendship* (Command), *Glide* (Flight), *Lesser Cure* (Healing), *Lesser Wound* (Wounding), *Nature's Calm* (Animal), *Radiance* (Illumination), *Servitor I* (Summoning), *Shock Arc* (Electricity), *Simple Order* (Command), *Soothing Touch** (Healing), *Spook* (Fear), *Wrack* (Pain)

2nd-Level Witch Words

*Burning Flash** (Fire), *Disappear* (Concealing), *Float* (Flight), *Gloom* (Illumination), *Moderate Cure* (Healing), *Moderate Wound* (Wounding), *Paralyze Humanoid* (Binding), *Predict* (Time), *Sense Hidden* (Detection), *Sense Thoughts* (Detection), *Servitor II* (Summoning), *Suppress* (Dispelling), *Wild Lure* (Animal)

3rd-Level Witch Words

Altered Form (Change), *Blizzard* (Weather), *Dimensional Hop* (Teleportation), *Far Sight* (Divination), *Force Armor* (Armor), *Greater Wound* (Wounding), *Lightning Blast* (Electricity), *Servitor III* (Summoning), *Soar* (Flight), *Suppress** (Dispelling), *Torture* (Pain), *Translate* (Language)

4th-Level Witch Words

*Altered Form** (Change), *Complex Order* (Command), *Disappear** (Concealing), *Elder Wound* (Wounding), *Greater Cure* (Healing), *Ice Blast* (Cold), *Nature's Command* (Animal), *Servitor IV* (Summoning), *Simple Order** (Command), *Terror* (Fear), *Unseen Shell* (Concealing)

5th-Level Witch Words

Crush Will (Command), *Dimensional Jump* (Teleportation), *Elder Cure* (Healing), *Far Casting* (Language), *Far Sight** (Divination), *Paralyze Creature* (Binding), *Revive* (Life), *Servitor V* (Summoning), *Unmake* (Dispelling)

6th-Level Witch Words

Ball Lightning (Electricity), *Caustic Cloud* (Acid), *Far Casting** (Language), *Locate* (Divination), *Sense Hidden** (Detection), *Servitor VI* (Summoning), *Slay* (Death), *Unseen Shell** (Concealing)

7th-Level Witch Words

Dimensional Shift (Teleportation), *Horror* (Fear), *Servitor VII* (Summoning), *Storm Master* (Weather)

INTRODUCING WORDS OF POWER

If you are a GM and would like to introduce wordspells to your campaign in a limited way, consider providing the PCs with a cache of wordspell potions, scrolls, or wands. This gives the PCs a concrete and limited set of wordspells with which they can experiment, and doesn't require them to learn the entire system at once. It may be helpful to provide a copy of the rules for the words contained in the item so the player can reference that specific combination. For example, if the PCs discover a *scroll of elder cure*, give the players the text of the *elder cure* word (see page 179) so they know exactly how the scroll works.

Once the players are familiar with the system, and they want to experiment with using other wordspells, you can allow spellcaster PCs that are already in the campaign to take the Experimental Spellcaster feat (see page 166), or a player can start a new wordcaster character.

8th-Level Witch Words

Life Touch (Life), *Permanent Paralysis* (Binding), *Repulse* (Gravity), *Servitor VIII* (Summoning)

9th-Level Witch Words

Catastrophe (Destruction), *Servitor IX* (Summoning), *Thunder Strike* (Electricity)

META WORDS

0-Level

Boost (Meta), *Distant* (Meta), *Lengthy* (Meta)

1st-Level

Careful (Meta), *Quiet* (Meta), *Simple* (Meta)

4th-Level

Manifestation (Meta), *Mind Warp* (Meta)

5th-Level

Irresistible (Meta), *Penetrating* (Meta)

TARGET WORDS

0-Level

Cone (Target), *Personal* (Target), *Selected* (Target)

1st-Level

Burst (Target), *Line* (Target)

3rd-Level

Barrier (Target)



5 SPELLS



Kyra let the strange waves of aether buoy her up, pulling away from the others where they floated, still locked in futile argument.

They could not keep the child safe. That much should have been obvious to all of them. No matter where they went, their enemies would find the girl and take her, turning her toward their own dark ends. Once that happened, all was lost.

Kyra sighed and raised her hand, letting the goddess's warmth flow through her.

Very well, then. If there was nowhere in the world that was safe, then she'd just have to make a new world....

SPELLS

The following lists summarize all of the new spells presented in this book, broken down by class. An ^M or ^F appearing at the end of a spell's name in the spell lists denotes a material or focus component not normally included in a spell component pouch.

Magus Spell List: The full list of available spells for the magus class introduced in this book appears in Chapter 1 at the end of the magus class's entry.

Order of Presentation: These lists present the spells in alphabetical order by name, except when a spell's name begins with "lesser," "greater," or "mass," in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: "Creature" and "character" are used synonymously in the short description.

ALCHEMIST SPELLS

1st-Level Alchemist Spells

Anticipate Peril: Target gains a bonus on one initiative check.

Polypurpose Panacea: Gain a relaxing or entertaining effect.

Vocal Alteration: Disguise target's voice.

Youthful Appearance: Target appears younger.

2nd-Level Alchemist Spells

Acute Senses: Subject gains a bonus on Perception checks.

Blood Transcription: Learn a spell from the target's blood.

Defensive Shock: Electricity damages your attackers.

Ghostly Disguise: You look like a ghost of yourself.

Skinsend: Animate and possess your own skin as if it were a separate creature.

3rd-Level Alchemist Spells

Age Resistance, Lesser: Ignore penalties from middle age.

Burrow: Target gains a burrow speed of 15.

Countless Eyes: Extra eyes give all-around vision.

Eruptive Pustules: Acid boils burst when you are attacked.

Marionette Possession: As *magic jar*, but limited to line of sight.

Monstrous Physique I: Take the form and some of the powers of a Small or Medium monstrous humanoid.

Undead Anatomy I: Take the form and some of the powers of a Small or Medium undead.

4th-Level Alchemist Spells

Age Resistance: Ignore penalties from old age.

Darkvision, Greater: See 120 ft. in total darkness.

Echolocation: Sonic sense gives you blindsight 40 ft.

False Life, Greater: Gain 2d10 temporary hp + 1/level.

Monstrous Physique II: Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Touch of Slime: Touch infests a target with green slime.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Vitriolic Mist: As *fire shield*, except acid damage.

5th-Level Alchemist Spells

Age Resistance, Greater: Ignore any penalties from venerable age.

Monstrous Physique III: Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.

Undead Anatomy II: Take the form and some of the powers of a Tiny or Large undead.

Vermin Shape II: As *vermin shape*, but Tiny or Large.

6th-Level Alchemist Spells

Monstrous Physique IV: As *monstrous physique III*, with more abilities.

Undead Anatomy III: Take the form and some of the powers of a Diminutive or Huge undead.

ANTIPALADIN SPELLS

1st-Level Antipaladin Spells

Murderous Command: Target is compelled to kill its ally.

Summon Minor Monster: Summon 1d3 Tiny animals.

Wartrain Mount: Animal gains the combat training general purpose.

2nd-Level Antipaladin Spells

Pernicious Poison: Target takes a -4 penalty against poison.

Toxic Gift: Target suffers the effect of a poison in you.

Unadulterated Loathing: Target is compelled to avoid another creature.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

3rd-Level Antipaladin Spells

Blade of Dark Triumph: Bonded weapon gains *ghost touch*.

Utter Contempt: Target's attitude worsens by two categories.

4th-Level Antipaladin Spells

Darkvision, Greater: See 120 ft. in total darkness.

Unholy Sword: Weapon becomes +5, deals +2d6 damage vs. good.

BARD SPELLS

1st-Level Bard Spells

Anticipate Peril: Target gains a bonus on one initiative check.

Chord of Shards: Performance deals 2d6 piercing damage.

Delusional Pride: Target is penalized on attacks and checks but gains bonus against charms and compulsions.

Ear-Piercing Scream: Deal sonic damage and daze target.

Forced Quiet: Target cannot make loud noises.

Fumbletongue: Target cannot speak intelligently.

Horn of Pursuit: Create three notes heard miles away.

Ki Arrow: Arrow deals damage as your unarmed strike.

Play Instrument: Play instrument as if you were skilled.

Summon Minor Monster: Summon 1d3 Tiny animals.

Unnatural Lust: Target is compelled to kiss or caress another.

Unprepared Combatant: Target takes -4 on initiative and Reflex saves.

Vocal Alteration: Disguise target's voice.

Youthful Appearance: Target appears younger.

2nd-Level Bard Spells

Acute Senses: Subject gains bonus on Perception checks.

Allegro: Gain *haste* while maintaining bardic performance.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.

Compassionate Ally: Target compelled to help injured ally.

Delay Pain: Ignore pain for 1 hour/level.

Disguise Other: As *disguise self*, but affects you or another.

Distracting Cacophony: Noise makes it difficult to cast.

Distressing Tone: Sound sickens 1d4 creatures.

Ghostly Disguise: You look like a ghost of yourself.

Haunting Mists: Creatures are shaken and take Wis damage.

Mad Hallucination: Target takes penalties to mental actions.

Masterwork Transformation: Make a normal item into a masterwork one.

Miserable Pity: Opponents cannot attack a pathetic creature.

Oppressive Boredom: Target loses its next action.

Piercing Shriek: Target is staggered by a painful sound.

Reckless Infatuation: Target is compelled to stay near another.

Share Memory: Share one memory with the target.

Silk to Steel: Use a scarf as a shield or whip.

Snapdragon Fireworks: Create 1 dragon firework/level.

Steal Voice: Target gains the croaking spellblight.

Unadulterated Loathing: Target is compelled to avoid another creature.

Wartrain Mount: Animal gains the combat training general purpose.

3rd-Level Bard Spells

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Curse of Disgust: Target is sickened when viewing a trigger.

Exquisite Accompaniment: Instrument maintains bardic performance for you.

Rain of Frogs: Summon a swarm of poisonous frogs.

Haunting Choir: Spirits cause wracking pain to listeners.

Mad Monkeys: Summon a swarm of mischievous monkeys.

Malicious Spite: Target is compelled to plot against another.

Overwhelming Grief: Grieving target can take no actions and is denied its Dex bonus.

Smug Narcissism: Target is distracted by its sense of self.

Terrible Remorse: Creature is compelled to harm itself.

Vision of Hell: Illusory hellscape makes creatures shaken.

Witness: See through the target's eyes and ears.

4th-Level Bard Spells

Dance of a Hundred Cuts: Gain +1 combat bonus/3 levels.

Daze, Mass: As *daze*, but affecting multiple creatures.

Echolocation: Sonic sense gives you blindsight 40 ft.

Envious Urge: Targets steal from or disarm others.

Primal Scream: Free yourself from enchantments and paralysis effects.

Serenity: Peaceful feelings harm those attempting violence.

Shadow Step: Teleport from one shadow to another.

Sonic Thrust: Sound moves targets away from you.

Utter Contempt: Target's attitude worsens by two categories.

Virtuoso Performance: Start a second bardic performance while maintaining the first.

Wall of Sound: Sonic wall deflects and damages creatures.

5th-Level Bard Spells

Joyful Rapture: Negate harmful emotions.

Ki Shout: Target takes 1d6 sonic/level and is stunned.

Resonating Word: Target is damaged, staggered, and stunned.

Shadowbard: Shadowy duplicate starts a bardic performance.

Vengeful Outrage: Target is compelled to destroy one enemy.

6th-Level Bard Spells

Dance of a Thousand Cuts: As *dance of a hundred cuts*, plus the benefits of *haste*.

Overwhelming Presence: Creatures bow before you as if you were divine.

Waves of Ecstasy: Pleasure stuns and staggers creatures.

CLERIC SPELLS

1st-Level Cleric Spells

Decompose Corpse: Turn corpse into clean skeleton.

Diagnose Disease: Detect and identify diseases.

Forbid Action: Target obeys your command to not do something.

Know the Enemy: Gain +10 on a monster Knowledge check.

Murderous Command: Target is compelled to kill its ally.

Ray of Sickening: Ray makes the subject sickened.

Remove Sickness: Suppress disease, nausea, and the sickened condition.

Restore Corpse: Skeletal corpse grows flesh.

Sanctify Corpse: Prevent a corpse from becoming an undead creature.

Summon Minor Monster: Summon 1d3 Tiny animals.

2nd-Level Cleric Spells

Animate Dead, Lesser: Create one skeleton or zombie.

Arrow of Law: Harm and possibly daze chaotic creatures.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.

Compassionate Ally: Target is compelled to help injured ally.

Delay Pain: Ignore pain for 1 hour/level.

Disfiguring Touch: Target becomes disfigured.

Dread Bolt: Harm and possibly sicken good creatures.

Imbue with Aura: Target emulates your cleric aura.

Masterwork Transformation: Make a normal item into a masterwork one.

Protective Penumbra: Shadow protects the target from light.

Shard of Chaos: Harm and possibly slow lawful creatures.

Spear of Purity: Harm and possibly blind evil creatures.

Surmount Affliction: Temporarily suppress one condition.

Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Cleric Spells

Agonize: Pain encourages an outsider to obey you.

Archon's Aura: Aura penalizes enemy attacks and AC.

Badger's Ferocity: Weapons are *keen* while you concentrate.

Blessing of the Mole: 1 ally/level gains darkvision and a +2 Stealth bonus.

Ki Leech: Add to your *ki* pool when you critically hit.

Sands of Time: Target temporarily ages.

Symbol of Healing: Triggered rune heals living creatures.

Vision of Hell: Illusory hellscape makes creatures shaken.

4th-Level Cleric Spells

Aura of Doom: Creatures in your aura become shaken.

Blood Crow Strike: Unarmed strikes create crows that deal fire and negative energy damage.

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Fleshworm Infestation: Worms deal hp and Dex damage.

Oracle's Vessel: *Oracle only.* Target gains the benefits of your oracle's curse.

Plague Carrier: Target's attacks carry filth fever.

Ride the Waves: Target can breathe water and swim.

Soothe Construct: Reduce the berserk chance of a construct.

Spit Venom: Spit blinding black adder venom.

Symbol of Revelation: Triggered symbol reveals illusions.

Symbol of Slowing: Triggered rune slows creatures.

Terrible Remorse: Creature is compelled to harm itself.

5th-Level Cleric Spells

Astral Projection, Lesser: Limited astral travel.

Contagion, Greater: Infect a subject with a magical disease.

Curse of Magic Negation: Target gains the negated spellblight.

Curse, Major: As *bestow curse*, but harder to remove.

Fickle Winds: Wind walls selectively block attacks.

Forbid Action, Greater: As *forbid action*, but 1 creature/level.

Holy Ice: Create wall or javelins of frozen holy water.

Rapid Repair: Construct gains fast healing 5.

Reprobation: Marked target is shunned by your religion.

Serenity: Peaceful feelings harm those attempting violence.

Symbol of Scrying: Triggered rune activates scrying sensor.

Unholy Ice: Create wall or javelins of frozen unholy water.

6th-Level Cleric Spells

Cold Ice Strike: Cone of ice slivers deals 1d6 cold/level.

Epidemic: Infect a subject with a highly contagious disease.

Joyful Rapture: Negate harmful emotions.

Plague Storm: Cloud infects creatures like *contagion*.

Symbol of Sealing: Creates triggered *wall of force*.

7th-Level Cleric Spells

Bestow Grace of the Champion: Target gains paladin abilities for 1 round/level.

Circle of Clarity: Emanation hampers illusions and stealth.

Create Demiplane, Lesser: Create your own demiplane.

Lunar Veil: Dispel light and revert lycanthropes.

Waves of Ecstasy: Pleasure stuns and staggers creatures.

8th-Level Cleric Spells

Call Construct: Summon your golem to you.

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.

Orb of the Void: Sphere inflicts negative levels.

9th-Level Cleric Spells

Create Demiplane, Greater: As *create demiplane*, but larger and with more planar traits.

Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.

Interplanetary Teleport: Teleport to another planet.

Overwhelming Presence: Creatures bow before you as if you were divine.

Polar Midnight: Cold darkness paralyzes and deals damage.

Symbol of Strife: Triggered rune makes creatures attack.

Symbol of Vulnerability: Triggered rune gives penalties.

Wooden Phalanx: Creates 1d4+2 temporary wood golems to fight for you.

DRUID SPELLS

1st-Level Druid Spells

- Decompose Corpse:** Turn a corpse into a clean skeleton.
Diagnose Disease: Detect and identify diseases.
Frostbite: Target takes cold damage and is fatigued.
Ray of Sickening: Ray makes the subject sickened.
Remove Sickness: Suppress disease, nausea, and the sickened condition.
Restore Corpse: Skeletal corpse grows flesh.
Summon Minor Ally: Summon 1d3 Tiny animals.

2nd-Level Druid Spells

- Frigid Touch:** Target takes cold damage and is staggered.
Masterwork Transformation: Make a normal item into a masterwork one.
Pernicious Poison: Target takes a -4 penalty against poison.
Tar Ball: Burning tar harms target and penalizes its Dex.
Unshakable Chill: Target is afflicted with severe cold.
Wartrain Mount: Animal gains the combat training general purpose.
Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Druid Spells

- Anthropomorphic Animal:** Animal becomes bipedal.
Ash Storm: Hamper vision and movement.
Badger's Ferocity: Weapons are *keen* while you concentrate.
Burrow: Target gains a burrow speed of 15.
Burst of Nettles: Burst deals 3d6 damage and 1d6 acid.
Fungal Infestation: Target takes bleed from attacks.
Mad Monkeys: Summon a swarm of mischievous monkeys.
Rain of Frogs: Summon a swarm of poisonous frogs.
Spit Venom: Spit blinding black adder venom.
Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

4th-Level Druid Spells

- Age Resistance, Lesser:** Ignore penalties from middle age.
Arboreal Hammer: Tree branches attack opponents.
Atavism: Animal gains advanced creature simple template.
Cape of Wasps: Wasp swarm defends or carries you.
Echolocation: Sonic sense gives you blindsight 40 ft.
Plague Carrier: Target's attacks carry filth fever.
Ride the Waves: Target can breathe water and swim.
Touch of Slime: Touch infests a target with green slime.
Vermin Shape II: As *vermin shape*, but Tiny or Large.
Volcanic Storm: Hot rocks deal 5d6 damage.

5th-Level Druid Spells

- Contagion, Greater:** Infect a subject with a magical disease.
Fickle Winds: Wind walls selectively block attacks.

- Raise Animal Companion:** As *raise dead*, but on an animal.
Reprobation: Marked target is shunned by your religion.

6th-Level Druid Spells

- Age Resistance:** Ignore penalties from old age.
Eagle Aerie: Summon 1 giant eagle/3 levels.
Epidemic: Infect a subject with a highly contagious disease.
Plague Storm: Cloud infects creatures like *contagion*.

7th-Level Druid Spells

- Age Resistance, Greater:** Ignore penalties from venerable age.
Scouring Winds: Winds block vision and deal 3d6 damage.

8th-Level Druid Spells

- Atavism, Mass:** One animal/level gains advanced template.
Blood Mist: Mist causes Wisdom damage and rage.

9th-Level Druid Spells

- Polar Midnight:** Cold darkness paralyzes and deals damage.
Summon Elder Worm: Summon a giant purple worm.
Summon Frogemoth: Summon a frogemoth.

INQUISITOR SPELLS

1st-Level Inquisitor Spells

- Ear-Piercing Scream:** Deal sonic damage and daze target.
Forbid Action: Target obeys command to not do something.
Forced Quiet: Target cannot make loud noises.
Hex Ward: Target gains +4 on saves against witch hexes.
Horn of Pursuit: Create three notes heard miles away.
Interrogation: Target answers questions or suffers pain.
Know the Enemy: Gain +10 on a monster Knowledge check.
Lend Judgment: Ally gains the benefit of one judgment.
Persuasive Goad: Target takes 1d6 nonlethal damage; you gain an Intimidate bonus.
Sanctify Corpse: Prevent a corpse from becoming an undead.
Vocal Alteration: Disguise target's voice.
Wartrain Mount: Animal gains combat training.

2nd-Level Inquisitor Spells

- Acute Senses:** Subject gains a bonus on Perception checks.
Delay Pain: Ignore pain for 1 hour/level.
Disguise Other: As *disguise self*, but affects you or another.
Distressing Tone: Sound sickens 1d4 creatures.
Ghostly Disguise: You look like a ghost of yourself.
Howling Agony: Screaming pain limits the target's actions.
Surmount Affliction: Temporarily suppress one condition.

3rd-Level Inquisitor Spells

- Blessing of the Mole:** 1 ally/level gains darkvision and a +2 Stealth bonus.

Countless Eyes: Extra eyes give all-around vision.

Eldritch Fever: Target gains the eldritch ague spellblight.

Terrible Remorse: Creature is compelled to harm itself.

Witness: See through the target's eyes and ears.

4th-Level Inquisitor Spells

Battlemind Link: You and an ally gain attack and AC bonuses.

Curse of Magic Negation: Target gains the negated spellblight.

Daze, Mass: As *daze*, but affecting multiple creatures.

Fleshworm Infestation: Worms deal hp and Dex damage.

Interrogation, Greater: As *interrogation*, except with more pain and more questions.

Leashed Shackles: Target is restricted to a specific location.

Reprobation: Marked target is shunned by your religion.

5th-Level Inquisitor Spells

Divine Pursuit: Gain a movement type of your prey.

Forbid Action, Greater: As *forbid action*, but 1 creature/level.

Lend Greater Judgment: Ally receives all your judgments.

6th-Level Inquisitor Spells

Overwhelming Presence: Creatures bow before you as if you were divine.

MAGUS SPELLS

1st-Level Magus Spells

Corrosive Touch: Touch attack deals 1d4 acid/level.

Frostbite: Target takes cold damage and is fatigued.

2nd-Level Magus Spells

Blood Transcription: Learn a spell from the target's blood.

Defensive Shock: Electricity damages your attackers.

Frigid Touch: Target takes cold damage and is staggered.

3rd-Level Magus Spells

Force Hook Charge: Hook of force drags you to the target.

Force Punch: Target takes 1d4 force damage per level and is pushed away.

Monstrous Physique I: Take the form and some of the powers of a Small or Medium monstrous humanoid.

Undead Anatomy I: Take the form and some of the powers of a Small or Medium undead.

4th-Level Magus Spells

Arcana Theft: Targeted dispel transfers an effect to you.

Monstrous Physique II: Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Wall of Sound: Sonic wall deflects and damages creatures.

5th-Level Magus Spells

Acidic Spray: 1d6/level acid damage plus 1 round of acid.

Corrosive Consumption: Acidic patch damages an opponent.

Monstrous Physique III: Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.

Undead Anatomy II: Take the form and some of the powers of a Tiny or Large undead.

Vermin Shape II: As *vermin shape*, but Tiny or Large.

6th-Level Magus Spells

Monstrous Physique IV: As *monstrous physique III*, with more abilities.

Undead Anatomy III: Take the form and some of the powers of a Diminutive or Huge undead.

PALADIN SPELLS

1st-Level Paladin Spells

Diagnose Disease: Detect and identify diseases.

Horn of Pursuit: Create three notes heard miles away.

Know the Enemy: Gain +10 on a monster Knowledge check.

Sanctify Corpse: Prevent a corpse from becoming an undead.

Wartrain Mount: Animal gains the combat training general purpose.

Word of Resolve: Ally rerolls a save against charm or fear.

2nd-Level Paladin Spells

Arrow of Law: Harm and possibly daze chaotic creatures.

Holy Shield: Lend your shield's protection to another.

Vestment of the Champion: Armor or shield gains a +1 enhancement per four levels.

3rd-Level Paladin Spells

Archon's Aura: Aura penalizes enemy attacks and AC.

Blade of Bright Victory: Bonded weapon gains *ghost touch*.

Blessing of the Mole: 1 ally/level gains darkvision and a +2 Stealth bonus.

4th-Level Paladin Spells

Bestow Grace of the Champion: Target gains paladin abilities for 1 round/level.

Raise Animal Companion: As *raise dead*, but on an animal.

Reprobation: Marked target is shunned by your religion.

Symbol of Healing: Triggered rune heals living creatures.

RANGER SPELLS

1st-Level Ranger Spells

Anticipate Peril: Target gains a bonus on one initiative check.

- Diagnose Disease:** Detect and identify diseases.
- Horn of Pursuit:** Create three notes heard miles away.
- Know the Enemy:** Gain +10 on a monster Knowledge check.
- Summon Minor Ally:** Summon 1d3 Tiny animals.
- Wartrain Mount:** Animal gains combat training.

2nd-Level Ranger Spells

- Acute Senses:** Subject gains a bonus on Perception checks.
- Badger's Ferocity:** Weapons are *keen* while you concentrate.
- Web Shelter:** Create a comfortable shelter made of webbing.

3rd-Level Ranger Spells

- Blessing of the Mole:** 1 ally/level gains darkvision and a +2 Stealth bonus.
- Burrow:** Target gains a burrow speed of 15.
- Fickle Winds:** Wind walls selectively block attacks.

4th-Level Ranger Spells

- Darkvision, Greater:** See 120 ft. in total darkness.
- Raise Animal Companion:** As *raise dead*, but on an animal.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

- Anticipate Peril:** Target gains a bonus on one initiative check.
- Bungle:** Target takes a -20 penalty on its next attack roll or check.
- Corrosive Touch:** Touch attack deals 1d4 acid/level.
- Decompose Corpse:** Turn a corpse into a clean skeleton.
- Delusional Pride:** Target is penalized on attacks and checks but gains bonus against charms and compulsions.
- Ear-Piercing Scream:** Deal sonic damage and daze target.
- Forced Quiet:** Target cannot make loud noises.
- Icicle Dagger:** Masterwork ice dagger deals +1 cold damage.
- Interrogation:** Target answers questions or suffers pain.
- Ki Arrow:** Arrow deals damage as your unarmed strike.
- Polypurpose Panacea:** Gain a relaxing or entertaining effect.
- Ray of Sickening:** Ray makes the subject sickened.
- Restore Corpse:** Skeletal corpse grows flesh.
- Shadow Weapon:** Create a quasi-real masterwork weapon.
- Snapdragon Fireworks:** Create 1 dragon firework/level.
- Summon Minor Monster:** Summon 1d3 Tiny animals.
- Unprepared Combatant:** Target takes -4 on initiative and Reflex saves.
- Vocal Alteration:** Disguise target's voice.
- Youthful Appearance:** Target appears younger.

2nd-Level Sorcerer/Wizard Spells

- Badger's Ferocity:** Weapons are *keen* while you concentrate.
- Blood Transcription:** *Wizard only.* Learn a spell from the target's blood.

- Boiling Blood:** Targets take fire damage; orcs get +2 Strength.
- Compassionate Ally:** Target is compelled to help injured ally.
- Cushioning Bands:** Force bands protect against crushing.
- Defensive Shock:** Electricity damages your attackers.
- Delay Pain:** Ignore pain for 1 hour/level.
- Disfiguring Touch:** Target becomes disfigured.
- Disguise Other:** As *disguise self*, but affects you or another.
- Frigid Touch:** Target takes cold damage and is staggered.
- Ghostly Disguise:** You look like a ghost of yourself.
- Haunting Mists:** Creatures are shaken and take Wis damage.
- Mad Hallucination:** Target takes penalties to mental actions.
- Masterwork Transformation:** Make a normal item into a masterwork one.
- Miserable Pity:** Opponents cannot attack a pathetic creature.
- Oppressive Boredom:** Target loses its next action.
- Pernicious Poison:** Target takes a -4 penalty against poison.
- Protective Penumbra:** Shadow protects the target from light.
- Sculpt Simulacrum:** Alter a simulacrum's appearance.
- Share Memory:** Share one memory with the target.
- Silk To Steel:** Use a scarf as a shield or whip.
- Skinsend:** Animate and possess your own skin as if it were a separate creature.
- Steal Voice:** Target gains the croaking spellblight.
- Symbol of Mirroring:** Triggered rune creates mirror images.
- Unnatural Lust:** Target is compelled to kiss or caress another creature.
- Unshakable Chill:** Target is afflicted with severe cold.
- Web Shelter:** Create a comfortable shelter made of webbing.

3rd-Level Sorcerer/Wizard Spells

- Animate Dead, Lesser:** Create one skeleton or zombie.
- Anthropomorphic Animal:** Animal becomes bipedal.
- Ash Storm:** Hamper vision and movement.
- Burrow:** Target gains a burrow speed of 15.
- Countless Eyes:** Extra eyes give all-around vision.
- Distracting Cacophony:** Noise makes it difficult to cast.
- Eldritch Fever:** Target gains the eldritch ague spellblight.
- Eruptive Pustules:** Acid boils burst when you are attacked.
- Excruciating Deformation:** Target takes Dex and Con damage.
- Force Punch:** Target takes force damage and is pushed away.
- Howling Agony:** Screaming pain limits the target's actions.
- Ki Leech:** Add to your *ki* pool when you critically hit.
- Loathsome Veil:** Nauseate and/or sicken weak creatures.
- Mad Monkeys:** Summon a swarm of mischievous monkeys.
- Marionette Possession:** As *magic jar*, but limited to line of sight.
- Monstrous Physique I:** Take the form and some of the powers of a Small or Medium monstrous humanoid.
- Rain of Frogs:** Summon a swarm of poisonous frogs.
- Reckless Infatuation:** Target is compelled to stay near another.
- Sands of Time:** Target temporarily ages.
- Strangling Hair:** Your hair animates and grapples.
- Toxic Gift:** Target suffers the effect of the poison in you.

Unadulterated Loathing: Target is compelled to avoid another creature.

Undead Anatomy I: Take the form and some of the powers of a Small or Medium undead.

Vision of Hell: Illusory hellscape makes creatures shaken.

4th-Level Sorcerer/Wizard Spells

Age Resistance, Lesser: Ignore penalties from middle age.

Agonize: Pain encourages an outsider to obey you.

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Curse of Magic Negation: Target gains the negated spellblight.

Darkvision, Greater: See 120 ft. in total darkness.

Daze, Mass: As *daze*, but affecting multiple creatures.

False Life, Greater: Gain 2d10 temporary hp + 1/level.

Familiar Melding: Possess your familiar.

Fleshworm Infestation: Worms deal hp and Dex damage.

Malfunction: Construct behaves oddly for 1 round/level.

Malicious Spite: Target is compelled to plot against another.

Monstrous Physique II: Take the form and some of the powers of a Tiny or Large monstrous humanoid.

Overwhelming Grief: Grieving target can take no actions and is denied its Dex bonus.

Ride the Waves: Target can breathe water and swim.

Shadow Step: Teleport from one shadow to another.

Simulacrum, Lesser: Creates a double of a weak creature.

Symbol of Revelation: Triggered symbol reveals illusions.

Symbol of Slowing: Triggered rune slows creatures.

Terrible Remorse: Creature is compelled to harm itself.

Touch of Slime: Touch infests a target with green slime.

Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.

Vitriolic Mist: As *fire shield*, except acid damage.

Volcanic Storm: Hot rocks deal 5d6 damage.

5th-Level Sorcerer/Wizard Spells

Acidic Spray: 1d6/level acid damage plus 1 round of acid.

Astral Projection, Lesser: Limited astral travel.

Corrosive Consumption: Acidic patch damages an opponent.

Curse of Disgust: Target is sickened when viewing a trigger.

Echolocation: Sonic sense gives you blindsight 40 ft.

Fickle Winds: Wind walls selectively block attacks.

Icy Prison: Thick ice holds and damages the target.

Lightning Arc: Targets in a line take 1d6 electricity/level.

Monstrous Physique III: Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.

Plague Carrier: Target's attacks carry filth fever.

Possess Object: Possess and animate one object.

Rapid Repair: Construct gains fast healing 5.

Smug Narcissism: Target is distracted by its sense of self.

Sonic Thrust: Sound moves targets away from you.

Soothe Construct: Reduce the berserk chance of a construct.

Symbol of Scrying: Triggered rune activates scrying sensor.

Unbreakable Construct: Increase construct hardness or DR.

Undead Anatomy II: Take the form and some of the powers of a Tiny or Large undead.

Vermin Shape II: As *vermin shape*, but Tiny or Large.

Wall of Sound: Sonic wall deflects and damages creatures.

6th-Level Sorcerer/Wizard Spells

Age Resistance: Ignore penalties from old age.

Battlemind Link: You and an ally gain attack and AC bonuses.

Cold Ice Strike: Cone of ice slivers deals 1d6 cold/level.

Conjure Black Pudding: Summon a black pudding.

Contagion, Greater: Infect a subject with a magical disease.

Curse, Major: As *bestow curse*, but harder to remove.

Envious Urge: Targets steal from or disarm others.

Ice Crystal Teleport: Target is frozen, then teleported.

Leashed Shackles: Target is restricted to a specific location.

Monstrous Physique IV: As monstrous physique III, with more abilities.

Serenity: Peaceful feelings harm those attempting violence.

Symbol of Sealing: Create triggered *wall of force*.

Undead Anatomy III: Take the form and some of the powers of a Diminutive or Huge undead.

Utter Contempt: Target's attitude worsens by two categories.

Vengeful Outrage: Target is compelled to destroy one enemy.

7th-Level Sorcerer/Wizard Spells

Age Resistance, Greater: Ignore penalties from venerable age.

Caustic Eruption: Burst deals 1d6 acid/level and lingers.

Circle of Clarity: Emanation hampers illusions and stealth.

Control Construct: Take control of a construct.

Create Demiplane, Lesser: Create your own demiplane.

Epidemic: Infect a subject with a highly contagious disease.

Ice Body: Your body becomes living ice.

Joyful Rapture: Negate harmful emotions.

Ki Shout: Target takes 1d6 sonic/level and is stunned.

Lightning Rod: Absorb electrical attacks and gain immunity to electricity.

Lunar Veil: Dispel light and revert lycanthropes.

Plague Storm: Cloud infects creatures like *contagion*.

Resonating Word: Target is damaged, staggered, and stunned.

Scouring Winds: Winds block vision and deal 3d6 damage per round.

Temporary Resurrection: Bring a creature to life for 24 hours, after which it dies again.

Waves of Ecstasy: Pleasure stuns and staggers creatures.

8th-Level Sorcerer/Wizard Spells

Call Construct: Summon your construct to you.

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.

Orb of the Void: Sphere inflicts negative levels.

Prediction of Failure: Target is permanently shaken and sickened, and may gain a spellblight.

Undead Anatomy IV: As *undead anatomy III*, but with more abilities.

9th-Level Sorcerer/Wizard Spells

Create Demiplane, Greater: As *create demiplane*, but larger and with more planar traits.

Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.

Icy Prison, Mass: As *icy prison*, but it affects 1 creature/level.

Interplanetary Teleport: Teleport to another planet.

Overwhelming Presence: Creatures bow before you as if you were divine.

Ride the Lightning: Transform into electricity.

Symbol of Strife: Triggered rune makes creatures attack.

Symbol of Vulnerability: Triggered rune gives penalties.

Transmute Blood to Acid: Target takes acid damage each round, and its attackers take acid damage.

Wooden Phalanx: Creates 1d4+2 temporary wood golems to fight for you.

SUMMONER SPELLS

1st-Level Summoner Spells

Corrosive Touch: Touch attack deals 1d4 acid/level.

Icicle Dagger: Masterwork ice dagger deals +1 cold damage.

Ray of Sickening: Ray makes the subject sickened.

Summon Minor Monster: Summon 1d3 Tiny animals.

2nd-Level Summoner Spells

Cushioning Bands: Force bands protect against crushing.

Restore Eidolon, Lesser: *Lesser restoration* for an eidolon.

Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Summoner Spells

Agonize: Pain encourages an outsider to obey you.

Control Summoned Creature: Direct a summoned monster as if you had summoned it.

Mad Monkeys: Summon a swarm of mischievous monkeys.

Marionette Possession: As *magic jar*, but limited to line of sight.

Rain of Frogs: Summon a swarm of poisonous frogs.

Restore Eidolon: *Restoration* for an eidolon.

4th-Level Summoner Spells

Daze, Mass: As *daze*, but affecting multiple creatures.

Vitriolic Mist: As *fire shield*, except acid damage.

5th-Level Summoner Spells

Conjure Black Pudding: Summon a black pudding.

Create Demiplane, Lesser: Create your own demiplane.

Ice Crystal Teleport: Target is frozen, then teleported.

6th-Level Summoner Spells

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.

Eagle Aerie: Summon 1 giant eagle/3 levels.

WITCH SPELLS

1st-Level Witch Spells

Bungle: Target takes a -20 penalty on its next attack roll or check.

Decompose Corpse: Turn a corpse into a clean skeleton.

Delusional Pride: Target is penalized on attacks and checks but gains bonus against charms and compulsions.

Diagnose Disease: Detect and identify diseases.

Ear-Piercing Scream: Deal sonic damage and daze target.

Forced Quiet: Target cannot make loud noises.

Frostbite: Target takes cold damage and is fatigued.

Fumbletongue: Target cannot speak intelligently.

Hex Ward: Target gains +4 on saves against witch hexes.

Icicle Dagger: Masterwork ice dagger deals +1 cold damage.

Interrogation: Target answers questions or suffers pain.

Ki Arrow: Arrow deals damage as your unarmed strike.

Ray of Sickening: Ray makes subject sickened.

Remove Sickness: Suppress disease, nausea, and the sickened condition.

Restore Corpse: Skeletal corpse grows flesh.

Sanctify Corpse: Prevent a corpse from becoming an undead.

Shadow Weapon: Create a quasi-real masterwork weapon.

Summon Minor Monster: Summon 1d3 Tiny animals.

Unprepared Combatant: Target takes -4 on initiative and Reflex saves.

Vocal Alteration: Disguise target's voice.

Youthful Appearance: Target appears younger.

2nd-Level Witch Spells

Blood Transcription: Learn a spell from the target's blood.

Boiling Blood: Targets take fire damage; orcs get +2 Strength.

Delay Pain: Ignore pain for 1 hour/level.

Disfiguring Touch: Target becomes disfigured.

Ghostly Disguise: You look like a ghost of yourself.

Haunting Mists: Creatures are shaken and take Wis damage.

Mad Hallucination: Target takes penalties to mental actions.

Masterwork Transformation: Make a normal item into a masterwork one.

Miserable Pity: Opponents cannot attack a pathetic creature.

Pernicious Poison: Target takes a -4 penalty against poison.

Protective Penumbra: Shadow protects the target from light.

Share Memory: Share one memory with the target.

Silk to Steel: Use a scarf as a shield or whip.

Skinsend: Animate and possess your own skin as if it were a separate creature.

Steal Voice: Target gains the croaking spellblight.
Symbol of Mirroring: Triggered rune creates mirror images.
Unnatural Lust: Target is compelled to kiss or caress another.
Unshakable Chill: Target is afflicted with severe cold.
Web Shelter: Create a comfortable shelter made of webbing.

3rd-Level Witch Spells

Anthropomorphic Animal: Animal becomes bipedal.
Ash Storm: Hamper vision and movement.
Cackling Skull: Skull acts as *magic mouth*, listeners are shaken.
Countless Eyes: Extra eyes give all-around vision.
Eldritch Fever: Target gains the eldritch ague spellblight.
Eruptive Pustules: Acid boils burst when you are attacked.
Excruciating Deformation: Target takes Dex and Con damage.
Howling Agony: Screaming pain limits the target's actions.
Ki Leech: Add to your *ki* pool when you critically hit.
Loathsome Veil: Nauseates and/or sickens weak creatures.
Marionette Possession: As *magic jar*, but limited to line of sight.
Rain of Frogs: Summon a swarm of poisonous frogs.
Reckless Infatuation: Target is compelled to stay near another.
Sands of Time: Target temporarily ages.
Spit Venom: Spit blinding black adder venom.
Strangling Hair: Your hair animates and grapples.
Unadulterated Loathing: Target is compelled to avoid another creature.
Vermin Shape I: Take the form and some of the powers of a Small or Medium vermin.
Vision of Hell: Illusory hellscape makes creatures shaken.
Witness: See through the target's eyes and ears.

4th-Level Witch Spells

Age Resistance, Lesser: Ignore penalties from middle age.
Cape of Wasps: Wasp swarm defends or carries you.
Curse of Magic Negation: Target gains the negated spellblight.
Daze, Mass: As *daze*, but affecting multiple creatures.
False Life, Greater: Gain 2d10 temporary hp + 1/level.
Familiar Melding: Possess your familiar.
Fleshworm Infestation: Worms deal hp and Dex damage.
Ride the Waves: Target can breathe water and swim.
Shadow Step: Teleport from one shadow to another.
Symbol of Healing: Triggered rune heals living creatures.
Symbol of Revelation: Triggered symbol reveals illusions.
Symbol of Slowing: Triggered rune slows creatures.
Touch of Slime: Touch infests a target with green slime.
Vermin Shape II: As *vermin shape*, but Tiny or Large.
Volcanic Storm: Hot rocks deal 5d6 damage.

5th-Level Witch Spells

Contagion, Greater: Infect a subject with a magical disease.
Curse, Major: As *bestow curse*, but harder to remove.
Curse of Disgust: Target is sickened while viewing trigger.
Plague Carrier: Target's attacks carry filth fever.

Possess Object: Possess and animate one object.
Smug Narcissism: Target is distracted by its sense of self.
Symbol of Scrying: Triggered rune activates scrying sensor.

6th-Level Witch Spells

Age Resistance: Ignore penalties from old age.
Epidemic: Infect a subject with a highly contagious disease.
Ice Crystal Teleport: Target is frozen, then teleported.
Plague Storm: Cloud infects creatures like *contagion*.
Symbol of Sealing: Create triggered *wall of force*.
Vengeful Outrage: Target is compelled to destroy one enemy.

7th-Level Witch Spells

Age Resistance, Greater: Ignore penalties from venerable age.
Create Demiplane, Lesser: Create your own demiplane.
Ice Body: Your body becomes living ice.
Lunar Veil: Dispel light and revert lycanthropes.
Scouring Winds: Winds block vision and deal 3d6 damage per round.
Temporary Resurrection: Bring a creature to life for 24 hours.
Waves of Ecstasy: Pleasure stuns and staggers creatures.

8th-Level Witch Spells

Create Demiplane: As *lesser create demiplane*, but larger and with planar traits.
Prediction of Failure: Target is permanently shaken and sickened, and may gain a spellblight.

9th-Level Witch Spells

Create Demiplane, Greater: As *create demiplane*, but larger and with more planar traits.
Cursed Earth: Plants die, living creatures catch diseases, or dead creatures rise as zombies.
Symbol of Strife: Triggered rune makes creatures attack.
Symbol of Vulnerability: Triggered rune gives penalties.
Polar Midnight: Cold darkness paralyzes and deals damage.

SPELLS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass." These spells are alphabetized after the second word of their spell name instead. Unless specifically cited or a "lesser" variant of the same spell, all spells referenced in a spell's description (for example, "this spell functions as *daze*") come from the *Core Rulebook*.

ACIDIC SPRAY

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a vial of acid worth 10 gp)

Range 60 ft.

Effect 60-ft. line

Duration instantaneous

Saving Throw Reflex partial (see text); **Spell Resistance** yes
A spray of acid erupts from your outstretched hand, dealing 1d6 points of acid damage per caster level (maximum 15d6) to each creature within its area (Reflex half). This acid continues to burn for 1 round, dealing 1d6 points of acid damage per two caster levels (maximum 7d6) to any creature that failed its saving throw against the spell (a second Reflex save on the creature's turn negates this additional damage).

ACUTE SENSES

School transmutation; **Level** alchemist 2, bard 2, inquisitor 2, ranger 2

Casting Time 1 standard action

Components V, S, M (a glass lens)

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes
The target gains a +10 enhancement bonus on Perception checks. The bonus increases to +20 at caster level 8th, and +30 (the maximum) at caster level 16th.

AGE RESISTANCE

School transmutation; **Level** alchemist 4, druid 6, sorcerer/wizard 6, witch 6

Components V, S

This spell functions as *lesser age resistance*, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

AGE RESISTANCE, GREATER

School transmutation; **Level** alchemist 5, druid 7, sorcerer/wizard 7, witch 7

Components V, S

This spell functions as *lesser age resistance*, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

AGE RESISTANCE, LESSER

School transmutation; **Level** alchemist 3, druid 4, sorcerer/wizard 4, witch 4

Components V, S

Casting Time 1 standard action

Range personal

Target you

Duration 24 hours

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you

from dying of old age, but as long as the spell is in effect, you ignore the –1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the age-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

AGONIZE

School evocation [evil, pain]; **Level** cleric 3, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one conjured outsider or elemental (see text)

Duration 1 round

Saving Throw Fortitude negates; **Spell Resistance** yes
You afflict a creature you have conjured via *planar ally* (or a similar spell) with bolts of vicious energy. These foul energies inflict terrible pain upon the conjured creature, torturing it to make it more pliant to your will. The targeted creature must make a Fortitude save or take a –1 penalty for every 2 levels you possess (maximum –10) on all saves and checks made against you for the next hour. In addition, creatures that demand payment for their services reduce the payment by 20% for every 4 levels you possess (maximum 60% reduction). However, beings tortured by this spell quickly come to resent you, making them more likely to try to pervert your orders to malicious ends or try to seek retribution after their release. This spell has no effect on creatures that are immune to nonlethal damage.

ALLEGRO

School transmutation; **Level** bard 2

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level (D) or until discharged

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

ANIMATE DEAD, LESSER

School necromancy [evil]; **Level** cleric 2, sorcerer/wizard 3

Target one corpse

Duration instantaneous

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

ANTHROPOMORPHIC ANIMAL

School transmutation (polymorph); **Level** druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a humanoid thumb bone)

Range touch

Target animal touched

Duration 1 hour/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack).

Anthropomorphic animal can be made permanent with a *permanency* spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

ANTICIPATE PERIL

School divination; **Level** alchemist 1, bard 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level or until activated

Saving Throw Will negates; **Spell Resistance** yes

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

ARBOREAL HAMMER

School transmutation; **Level** druid 4

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Target one Huge or larger tree

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell animates a tree's branch and directs it against your foes. At caster level 10th or lower, you can target a Huge tree. At caster level 11th–15th, you can target a Gargantuan tree, and at caster level 16th or higher you can target a Colossal tree. The animated branch makes slam attacks with a Strength score equal to 10 + your caster level. The branch strikes once per round with an attack bonus equal to your caster level + the branch's Strength modifier, adjusted by the appropriate size modifier (–2 for Huge, –4 for Gargantuan, –8 for Colossal). A Huge tree's slam deals 2d6 points of damage, a Gargantuan tree's slam deals 3d6 points of damage, and a Colossal tree's slam deals 4d6 points of damage; the tree adds 1-1/2 times its Strength modifier to this damage. A Huge tree has reach 15 feet, a Gargantuan has reach 20 feet, and a Colossal has reach 30 feet. The tree attacks the creature you designate when you cast the spell, and is unable to move. You can direct the tree against a new target as a move action. The tree does not gain a bonus for flanking, nor can it help another combatant flank. It cannot attack a foe you cannot see.

ARCANA THEFT

School abjuration; **Level** magus 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell functions as a targeted *dispel magic* spell, except it only affects creatures and it requires a melee touch attack. If the melee touch attack is successful and the spell successfully dispels one spell affecting the target, that spell is instead transferred to you, treating you as the original target. You do not receive a new saving throw or spell resistance check against this spell and must accept its effects even if they are not beneficial. This does not alter the spell's duration; for example, if the spell only has 4 rounds of duration remaining when it is stolen, it only affects you for 4 rounds. If the spell or effect has a duration of permanent, its duration continues for 1 hour per caster level of the original caster, after which it ends. The stolen spell does not revert to the original target.

ARCHON'S AURA

School evocation [good, lawful]; **Level** cleric 3, paladin 3

Casting Time 1 standard action

Component V, S

Range 20 ft.

Area 20-ft. radius centered on you

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

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

ARROW OF LAW

School evocation [lawful]; **Level** cleric 2, paladin 2
Casting Time 1 standard action
Components V, S, DF (a holy symbol)
Range close (25 ft. + 5 ft./2 levels)
Effect arrow-shaped projectile of lawful energy
Duration instantaneous (1 round); see text
Saving Throw Will partial (see text); **Spell Resistance** yes
 You fire a shimmering arrow of pure order from your holy symbol at any one target in range as a ranged touch attack. A chaotic creature struck by an *arrow of law* takes 1d8 points of damage per two caster levels (maximum 5d8). A chaotic outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is dazed for 1 round. A successful Will save reduces the damage to half and negates the daze effect. This spell deals only half damage to creatures that are neither chaotic nor lawful, and they are not dazed. The arrow has no effect on lawful creatures.

ASH STORM

School conjuration (creation) [fire]; **Level** druid 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF (a pinch of ash)
Range long (400 ft. + 40 ft./level)
Area cylinder (40-ft. radius, 20 ft. high)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no
 Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

ASTRAL PROJECTION, LESSER

School necromancy; **Level** cleric 5, sorcerer/wizard 5
 This spell functions as *astral projection*, except you cannot leave the Astral Plane and explore other planes (though you can still return to the plane you were on when you cast this spell).

ATAVISM

School transmutation; **Level** druid 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one animal
Duration 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** yes
 By bringing forth the primeval ancestry of the target animal, you awaken a savage engine of destruction. The animal immediately gains the advanced creature simple template. It gains a +2 bonus on all rolls, including damage rolls and special ability DCs, a +4 bonus to AC and CMD, and +2 hit points per HD. The animal's primal instincts take hold for the duration of this spell—if the animal knows tricks granted by the Handle Animal skill, it loses access to all of those tricks save for "attack." This spell has no effect on animals that already have the advanced creature template.

ATAVISM, MASS

School transmutation; **Level** druid 8
Target one animal/level, no two of which can be more than 30 ft. apart
 This spell functions as *atavism*, except it affects multiple creatures.

AURA OF DOOM

School necromancy [emotion, fear, mind-affecting]; **Level** cleric 4
Casting Time 1 standard action
Components V, S, M/DF (powdered bone)
Range personal
Area 20-ft.-radius emanation centered on you
Duration 10 minute/level
Saving Throw Will negates; **Spell Resistance** yes
 You emanate an almost palpable aura of horror. All non-allies within this spell's area, or that later enter the area, must make a Will save to avoid becoming shaken. A successful save suppresses the effect. Creatures that leave the area and come back must save again to avoid being affected by the effect.

BADGER'S FEROCITY

School transmutation; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one weapon/3 levels
Duration concentration
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
 This functions like *keen edge*, except it affects multiple weapons and requires your concentration. You select the weapons to be affected, and can only affect one weapon per creature. If a creature's weapon exceeds the spell's range, the spell ends for that weapon.

BATTLEMIND LINK

School divination [mind-affecting]; **Level** inquisitor 4, sorcerer/wizard 6

Casting Time 1 standard action

Range personal and close (25 ft. + 5 ft./2 levels)

Target you and 1 ally

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You fuse your thoughts with an ally's, allowing the two of you to fight in tandem, perfectly coordinated. You and the ally each roll initiative in combat and use the higher die result before adding modifiers. This has three effects.

Melee or Ranged: If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls (plus bonuses).

Ranged: If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll (plus bonuses).

Spell: If you both cast spells and target the same area or same creature, affected creatures take a –2 penalty on their saving throw against the spells.

You and the target lose these benefits if you cannot see each other or if you or the target is unconscious or helpless.

BESTOW GRACE OF THE CHAMPION

School transmutation [good, law]; **Level** cleric 7, paladin 4

Components V, S, DF

Casting Time 1 standard action

Range touch

Target lawful good creature touched

Duration 1 round/level (see text)

Saving Throw yes (harmless); **Spell Resistance** yes (harmless)

You channel the power of good and law into the target, temporarily giving it powers similar to those of a paladin. The target gains the ability to use *detect evil* at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once as a paladin of 1/2 your caster level; and can smite evil once as a paladin of 1/2 your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as a paladin. Any abilities not used by the time the spell expires are lost. This spell has no effect if cast on a paladin.

BLADE OF BRIGHT VICTORY

School transmutation [good]; **Level** paladin 3

Casting Time 1 standard action

Component V, S

Range touch

Target your paladin bonded weapon

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You strengthen the bond between your divine bond weapon

and its celestial 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 sacred bonus to your CMD against disarm and sunder attacks directed at your bonded weapon; this bonus is equal to half your caster level.

BLADE OF DARK TRIUMPH

School transmutation [evil]; **Level** antipaladin 3

Casting Time 1 standard action

Component V, S

Range touch

Target your fiendish boon weapon

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no
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.

BLESSING OF THE MOLE

School transmutation; **Level** cleric 3, inquisitor 3, paladin 3, ranger 3

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 1 creature/level

Duration 1 minute/level

Saving Throw none (harmless); **Spell Resistance** yes (harmless)

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

BLOOD CROW STRIKE

School evocation [evil, fire]; **Level** cleric 4

Casting Time 1 round

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

BLOOD MIST

School conjuration (creation) [poison]; **Level** druid 8
Casting Time 1 standard action
Components V, S, M (a pinch of dried red algae)
Range medium (100ft. +10ft./level)
Area 60-ft. radius
Duration 1 minute/level
Saving Throw Fortitude negates (see text); **Spell Resistance** yes
 This spell summons forth a misty cloud of rust-red toxic algae. Any creature within the mist is coated by it, turning the creature the same reddish color. All targets within the mist gain concealment. Any creature within the mist must save or take 1d4 points of Wisdom damage and become enraged, attacking any creatures it detects nearby (as the “attack nearest creature” result of the confused condition). An enraged creature remains so as long as the spell is in effect. A creature only needs to save once each time it is within the mist (though leaving and returning requires another save).

BLOOD TRANSCRIPTION

School divination [evil]; **Level** alchemist 2, magus 2, wizard 2, witch 2
Casting Time 1 standard action
Components V
Range touch
Target one dead spellcaster
Duration 24 hours
Saving Throw none; **Spell Resistance** no
 By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead

spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

BOILING BLOOD

School transmutation; **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets one creature per three levels, no two of which may be more than 30 ft. apart
Duration concentration + 1 round/level (D)
Saving Throw Fortitude negates (see text); **Spell Resistance** yes
 The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood.
 If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

BUNGLE

School enchantment (compulsion); **Level** sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid
Duration concentration + 2 rounds or until triggered
Saving Throw Will negates; **Spell Resistance** yes



The target takes a –20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

BURROW

School transmutation; **Level** alchemist 3, druid 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can burrow at a speed of 15 feet (or 10 feet if it wears medium or heavy armor, or if it carries a medium or heavy load) through sand, loose soil, or gravel, or at a speed of 5 feet through stone. Using *burrow* requires only as much concentration as walking, so the subject can attack or cast spells normally. The burrowing creature cannot charge or run. Loose material collapses behind the target 1 round after it leaves the area. This spell does not give the target the ability to breathe underground, so when passing through loose material, the creature must hold its breath and take only short trips, or else it may suffocate.

BURST OF NETTLES

School conjuration [acid]; **Level** druid 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You release a burst of barbed, acid-filled nettles. Creatures caught in the burst take 3d6 points of damage plus 1d6 points of acid damage on the next round. Those that save take half damage from the initial burst and no damage on the next round.

CAKTLING SKULL

School illusion (glamer); **Level** witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one skull

Duration permanent until discharged

Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *magic mouth*, except rather than creating an illusory mouth on any surface, it affects a skull. In addition, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message.

All creatures that can hear the cackles must save or become shaken for 1d4 rounds.

CALL CONSTRUCT

School conjuration (teleportation); **Level** cleric 8, sorcerer/wizard 8

Casting Time 10 minutes

Components V, S, M (a sapphire worth 1,000 or 5,000 gp; see text)

Range touch

Target construct touched

Duration permanent until discharged

Saving Throw none; **Spell Resistance** no

This spell functions as *instant summons*, except it can only summon a construct you control. For constructs such as golems that are immune to magic, the value of the specially inscribed sapphire must be at least 5,000 gp. For other constructs, a 1,000 gp sapphire suffices.

If the construct is no longer under your control or destroyed, the spell fails, but you know roughly where the construct or its remains are located.

CAPE OF WASPS

School conjuration (summoning); **Level** druid 4, witch 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You summon a wasp swarm (*Bestiary* 275), which fills your space (up to 5 feet by 5 feet) but does not attack you. The dense cloud of vermin gives you partial concealment against ranged attacks. Any creature that makes a successful melee attack against you takes 2d6 points of swarm damage and poison from the wasp swarm, but is not affected by the swarm's distraction ability. As a free action on your turn, you may have the swarm cling to you tightly, giving you a fly speed of 20 feet (poor maneuverability); when using the swarm to fly, it does not provide concealment or harm creatures that strike you. You can return the swarm to its protective shape as a free action on your turn.

CAUSTIC ERUPTION

School conjuration (creation) [acid]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 30-ft.-radius burst

Duration instantaneous and 2 rounds; see text

Saving Throw Reflex half (see text) **Spell Resistance** no

Acid erupts from your space in all directions, causing 1d6 points of damage per caster level (maximum 20d6) to creatures and unattended objects in the area. On your turn in each of the

next 2 rounds, creatures and objects that failed their saves against the initial burst take an additional 1d6 points of acid damage per 2 caster levels (maximum 10d6) unless the acid is neutralized, dispelled, or washed away.

CHORD OF SHARDS

School evocation; **Level** bard 1
Casting Time 1 standard action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** no
 During your bardic performance, you can strike a chord whose notes transform into a shower of razor sharp, crystalline shards. The shards deal 2d6 points of piercing damage to all creatures caught in the area of effect.

CIRCLE OF CLARITY

School abjuration; **Level** cleric 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a crystal lens worth 100 gp)
Range medium (100 ft. + 10 ft./level)
Effect 20-ft.-radius emanation centered on a willing creature
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
 You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

COLD ICE STRIKE

School evocation [cold]; **Level** cleric 6, sorcerer/wizard 6
Casting Time swift action
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
 You create a shredding flurry of ice slivers, which blast from your hand in a cone. The cone deals 1d6 points of cold damage per caster level (maximum 15d6).

COMPASSIONATE ALLY

School enchantment (compulsion) [emotion, mind-affecting];
Level bard 2; cleric 2, sorcerer/wizard 2
Casting Time 1 standard action

Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
 At the sight of an injured ally, the target immediately disengages from its current course of action and rushes to provide aid. If the target possesses curative spells or magic items, it utilizes them to help the injured ally. If not, the target provides aid by performing a Heal check. The target remains with the injured ally to assure her safety and refuses to leave the ally's side until her wounds are fully treated or the spell ends, but can otherwise defend itself and make attacks.

CONJURE BLACK PUDDING

School conjuration (summoning) [acid]; **Level** sorcerer/wizard 6, summoner 5
Casting Time 1 round
Components V, S, M (a flask of acid worth 10 gp)
Range close (25 ft. + 5 ft./2 level)
Effect one summoned black pudding
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no
 You summon a black pudding (*Bestiary* 35) that immediately attacks creatures near it. You have no control over the creature, and it may attack you if there are no more obvious opponents. The black pudding is treated as a summoned creature and has the extraplanar subtype. The black pudding's split ability works normally, but all puddings derived from the summoned one disappear when the spell ends.

CONTAGION, GREATER

School necromancy [disease, evil]; **Level** cleric 5, druid 5, sorcerer/wizard 6, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes
 This spell functions as *contagion*, except the victim cannot overcome the disease without magic—making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

CONTROL CONSTRUCT

School transmutation; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one construct
Duration concentration
Saving Throw none (see text); **Spell Resistance** yes



You wrest the control of a construct from its master. For as long as you concentrate, you can control the construct as if you were its master. You must make a Spellcraft check each round to maintain control. The DC of the Spellcraft check is (10 + the construct's HD). If the construct's creator or master is present and trying to control the construct, you both must make opposed concentration checks each round to control the construct.

CONTROL SUMMONED CREATURE

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric 4, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one summoned creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You seize control of a summoned creature by disrupting the bond between it and the caster who summoned it. If the creature fails its save, you may command it as if you had

summoned it. The original caster can attempt to regain control of the creature as a standard action by making an opposed Spellcraft check against you. When your spell ends, control reverts to the original summoner. If the summoning spell ends before this spell ends, the remaining duration of this spell is lost.

CORROSIVE CONSUMPTION

School conjuration (creation) [acid]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 3 rounds

Saving Throw none; **Spell Resistance** yes

With a touch, this spell causes a small, rapidly growing patch of corrosive acid to appear on the target. On the first round, the acid deals 1 point of acid damage per caster level (maximum 15). On the second round, the acid patch grows and deals 1d4 points of acid damage per caster level (maximum 15d4). On the third and final round, the acid patch covers the

entire creature and deals 1d6 points of acid damage per caster level (maximum 15d6). The target can spend a full-round action to scrape off the acid, or can wash it off with at least 1 gallon of liquid to halve the damage for that round and negate the remaining rounds of the spell.

CORROSIVE TOUCH

School conjuration (creation) [acid]; **Level** magus 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d4 points of acid damage per caster level (maximum 5d4).

COUNTLESS EYES

School transmutation; **Level** alchemist 3, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision (*Bestiary* 294) and cannot be flanked.

CREATE DEMIPLANE

School conjuration (creation); **Level** cleric 8, sorcerer/wizard 8, summoner 6, witch 8

Casting Time 4 hours

Duration 1 day/level or instantaneous (see text)

Effect extradimensional demiplane, up to 10 10-ft. cubes/level (S)

This spell functions as *create lesser demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with *create lesser demiplane* (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

Alignment: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, *GameMastery Guide* 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane

provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

Elemental: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, *GameMastery Guide* 186).

Gravity: By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, *GameMastery Guide* 184).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, *GameMastery Guide* 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

Structure: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the *permanency* spell, at a cost of 20,000 gp. If you have cast *create demiplane* multiple times to enlarge the demiplane, each casting's area requires its own *permanency* spell.

CREATE DEMIPLANE, GREATER

School conjuration (creation); **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 6 hours

Components V, S, F (a forked metal rod worth at least 500 gp)

Effect extradimensional demiplane, up to 20 10-ft. cubes/level (S)

This spell functions as *create demiplane*, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with *lesser create demiplane* or *create demiplane* (you do not need to create an entirely new plane using this spell), in which case it has a

duration of 1 day/level. Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in *create demiplane*) with each casting of the spell, in which case it has an instantaneous duration.

Energy: Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits, *GameMastery Guide* 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.

Magic: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, *GameMastery Guide* 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded magic, choose one type of magic to be enhanced or impeded, such as “effects with the fire descriptor or that manipulate fire” or “death spells and spells from the Death or Repose domains.” A plane cannot be enhanced and impeded for the same kinds of spells.

Morphic: You may use *move earth* at will in your demiplane at one-tenth of the spell’s normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

Portal: Your demiplane gains a permanent *gate* to one location on another plane, which can only be used for planar travel. This location must be very familiar to you. This *gate* is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

Time: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, *GameMastery Guide* 185).

You can make this spell permanent with the *permanency* spell, at a cost of 22,500 gp. If you have cast *create greater demiplane* multiple times to enlarge the demiplane, each casting’s area requires its own *permanency* spell.

CREATE DEMIPLANE, LESSER

School conjuration (creation); **Level** cleric 7, sorcerer/wizard 7, summoner 5, witch 7

Casting Time 2 hours

Components V, S, F (a forked metal rod worth at least 500 gp)

Range 0 ft.

Effect extradimensional demiplane, up to three 10-ft. cubes/level (S)

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The “walls” and “ceiling” of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane’s environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane’s light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane’s light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use *move earth* to create a hill or *wall of stone* to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as *astral projection*, *etherealness*, or *plane shift*. You are considered “very familiar” with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using *limited wish*, *mage’s disjunction*, *miracle*, or *wish* and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

You can make this spell permanent with the *permanency* spell, at a cost of 17,500 gp. If you have cast *create lesser demiplane* multiple times to enlarge the demiplane, each casting’s area requires its own *permanency* spell.

CURSE, MAJOR

School necromancy [curse]; **Level** cleric 5, sorcerer/wizard 6, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes
 This spell functions as *bestow curse*, except the DC to remove the curse is equal to the save DC + 5.

CURSE OF DISGUST

School enchantment [compulsion, curse, emotion, mind-affecting]; **Level** bard 3, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes
 You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.

CURSE OF MAGIC NEGATION

School abjuration [curse]; **Level** cleric 5, inquisitor 4, sorcerer/wizard 4, witch 4
Casting Time 1 round
Components V, S, M (powdered lead and platinum worth 250 gp)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 10 minute/level
Saving Throw Will negates; **Spell Resistance** no
 You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

CURSED EARTH

School necromancy [curse, evil; see text]; **Level** cleric 9, sorcerer/wizard 9, witch 9
Casting Time 10 minutes
Components V, S, M (powdered onyx 10,000 gp), DF
Range touch
Area 1-mile radius emanating from the touched point

Duration permanent

Saving Throw none (see text); **Spell Resistance** no
 You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

Famine: All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of *diminish plants*.

Living Death: Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

Plague: Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

CUSHIONING BANDS

School conjuration (creation) [force]; **Level** sorcerer/wizard 2, summoner 2
Casting Time 1 standard action
Components V, S,
Range touch
Target creature touched
Duration 1 hour/level or until discharged (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes
 Invisible bands of force encircle vital areas of the target. The bands resist crushing forces and impacts without interfering with movement. The target gains DR 2/piercing or slashing and takes half damage from constriction, falling, and being buried, as well as from similar crushing effects such as *crushing hand*. Grapple checks for attacks other than constricting (such as pinning or swallowing whole) are not affected. Once the spell has blocked 12 points of damage per caster level (to a maximum of 120 points at 10th level), it is discharged. The bands have no effect on incorporeal attacks unless they deal damage from constriction or crushing, or unless the attacks would be subject to damage reduction.

DANCE OF A HUNDRED CUTS

School transmutation; **Level** bard 4
Casting Time 1 standard action
Components V
Range personal
Target you
Duration 1 round/level
 You become a lethal combat dancer, swirling and spinning with grace and precision. You gain a morale bonus on melee attack rolls, melee damage rolls, and Acrobatics checks, and to Armor Class. This bonus is equal to +1 per 3 caster levels (maximum +5

at 15th level). The bonus to AC is lost under any circumstances that would cause you to lose your Dexterity bonus to AC. You must remain moving for the spell to stay in effect. If in any round you do not either move at least 10 feet or make a melee attack, the spell's duration ends.

DANCE OF A THOUSAND CUTS

School transmutation; **Level** bard 6

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

DARKVISION, GREATER

School transmutation; **Level** alchemist 4, antipaladin 4, ranger 4, sorcerer/wizard 4

Casting Time 1 standard action

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

DAZE, MASS

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, inquisitor 4, sorcerer/wizard 4, summoner 4, witch 4

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one or more humanoid creatures, no two of which may be more than 30 ft. apart

This spell functions as *daze*, except as noted above.

DECOMPOSE CORPSE

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a pinch of dried toadstool)

Range touch

Target one corpse or corporeal undead

Duration instantaneous or 1 minute; see text

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

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

DEFENSIVE SHOCK

School evocation [electricity]; **Level** alchemist 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a hollow metal sphere)

Range personal

Target you

Duration 1 minute/level or until discharged

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or

a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

DELAY PAIN

School enchantment [emotion]; **Level** bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

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

DELUSIONAL PRIDE

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute

Saving Throw Will negates; **Spell Resistance** yes

The target becomes so distracted by an overblown sense of its worth that it takes a –2 penalty on attacks and skill checks. However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

DIAGNOSE DISEASE

School divination; **Level** cleric 1, druid 1, paladin 1, ranger 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target or Area one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

DISFIGURING TOUCH

School transmutation [curse]; **Level** cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.

- –2 decrease to an ability score (minimum 1).
- –2 penalty on attack rolls or saving throws.
- Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.

DISGUISE OTHER

School illusion (glamer); **Level** bard 2, inquisitor 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minute/level (D)

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

DISTRACTING CACOPHONY

School evocation [sonic]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft. spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

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

DISTRESSING TONE

School evocation [sonic]; **Level** bard 2, inquisitor 2

Casting Time 2 standard actions

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target 1d4 living creatures

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

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

DIVINE PURSUIT

School transmutation; **Level** inquisitor 5

Casting Time 1 standard action

Component V, S

Range personal

Target you

Duration 1 minute/level; see text

Select one creature within 60 feet that you have damaged. If that creature has a burrow, climb, fly, or swim speed, you gain that form of movement for the duration of the spell at the same speed and maneuverability as the selected creature. If this gives you the burrow or swim speed, you can breathe while burrowing or swimming. If the creature moves 1,000 feet or more from you, the spell ends. If the creature has more than one of these types of movement, you select one from the types available to the creature.

DREAD BOLT

School evocation [evil]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect arrow-shaped projectile of evil energy

Duration instantaneous (1d4 rounds)

Saving Throw Will partial (see text); **Spell Resistance** yes

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

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

EAGLE AERIE

School conjuration (summoning) [good]; **Level** druid 6, summoner 6

Casting Time 1 round

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Effect summoned eagles

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

You summon a flight of giant eagles (one per three caster levels, maximum of six; *Bestiary* 118) to ferry you and your allies across the skies. The eagles avoid combat if possible but defend themselves if attacked; if the eagles attack, the remaining duration of the spell changes from 1 hour per level to 1 round per level (so if the spell had 5 full hours left, the eagles remain in combat for 5 rounds before the spell ends).

EAR-PIERCING SCREAM

School evocation [sonic]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level; see text

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

ECHOLOCATION

School transmutation [sonic]; **Level** alchemist 4, bard 4, druid 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 10 minutes/level

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

ELDRITCH FEVER

School necromancy [curse, disease, evil]; **Level** inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

The target gains the eldritch ague spellblight (see page 96).

ENVOIOUS URGE

School enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

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

EPIDEMIC

School necromancy [disease, evil]; **Level** cleric 6, druid 6, sorcerer/wizard 7, witch 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target living creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

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

ERUPTIVE PUSTULES

School transmutation [acid]; **Level** alchemist 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or be sickened for 1 round. If the attack against you is a critical hit, the attacker must save or be nauseated instead of sickened. This damage can harm a swarm.

EXCRUCIATING DEFORMATION

School transmutation (polymorph) [evil, pain]; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude partial (see text); **Spell Resistance** yes
Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

EXQUISITE ACCOMPANIMENT

School illusion (shadow) [shadow]; **Level** bard 3

Casting Time 1 standard action

Components V, S

Range personal

Effect phantom instrument

Duration 1 round/level (D)

Saving Throw none;

Spell Resistance no

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

FALSE LIFE, GREATER

School necromancy; **Level** alchemist 4, sorcerer/wizard 4, witch 4

This spell functions as *false life*, except you gain

temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of *false life*.

FAMILIAR MELDING

School necromancy; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target your familiar

Duration 1 hour/level or until you return to your body

Saving Throw Will negates (harmless); **Spell Resistance** yes
You project your soul into your familiar, taking over its body while leaving its consciousness intact. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While possessing your familiar, you can communicate with it telepathically. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The familiar's body retains its own Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A

body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You may use any abilities the familiar has, including spells and spell-like abilities. You cannot speak unless your familiar has the ability to speak a language. You cannot cast spells with somatic components if your familiar does not have anthropomorphic limbs that can perform the appropriate motions.

As a standard action, you can return to your body as long as it is within range. If your familiar is slain while your soul is in it and your body is within range, your soul returns to your own body, unharmed. If your familiar is out of range when slain, you die. The spell ends when you shift from the familiar to your own body.

FICKLE WINDS

School transmutation [air]; **Level** cleric 5, druid 5, ranger 3, sorcerer/wizard 5

Casting Time 1 standard action

Targets one or more

Medium creatures/level, no two of which can be more than 30 ft. apart



Duration 1 minute/level (D)

Saving Throw none (see text); **Spell Resistance** yes

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

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

FLESHWORM INFESTATION

School conjuration (summoning) [evil]; **Level** cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4

Preparation Time 40 minutes

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

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

FORBID ACTION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 1, inquisitor 1

Casting Time 1 standard action

Component V

Range close (25 ft. +5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

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

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

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

Communicate: The target cannot take any actions that

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

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

Move: The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others (and thus can be picked up or dragged, or can float along on a raft), but does not consciously attempt to move (including not directing a mount to move).

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

FORBID ACTION, GREATER

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 5, inquisitor 5

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

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

FORCE HOOK CHARGE

School evocation [force]; **Level** magus 3

Casting Time 1 standard action

Components V, S

Range close (25 feet + 5 feet/2 levels)

Target one creature or object within range and you

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a hook of force that strikes the target and drags you to a space adjacent to it. Make a ranged touch attack against the target; if the touch attack succeeds, the target takes 1 point of force damage per caster level. Whether or not the touch attack hits, the force hook drags you in a straight line to a square adjacent to the target. This movement provokes attacks of opportunity as normal. The pulling hook keeps you from falling as part of this movement; therefore you can use it to cross a pit or chasm, or reach a higher or lower elevation. If the line of effect from you to the target passes through an area that is too small to fit your body (such as a portcullis or arrow slit), the hook pulls you to that location and you take damage as if you had fallen the distance from your starting point to that location. If you are restrained, such as being chained to a wall, the hook pulls you to the maximum extent of your restraints but does not break the restraints.

If your travel to the destination is not blocked, you land

on your feet, unharmed by the sudden motion. However, the spell does not guarantee you a safe landing space when you arrive. For example, if your target is flying or on a ledge with no room for you to stand, once the hook pulls you adjacent to the target, you begin to fall.

If you use this spell with your spell combat class ability, you can make your melee attack from your starting position or your ending position.

FORCE PUNCH

School evocation [force]; **Level** magus 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes
 This spell charges your hand with telekinetic force. Your successful melee touch attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

FORCED QUIET

School transmutation [sonic]; **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes
 With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

FRIGID TOUCH

School evocation [cold]; **Level** druid 2, magus 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

This spell causes your hand to glow with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead.

FROSTBITE

School transmutation [cold]; **Level** druid 1, magus 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Targets creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
 Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

FUMBLETONGUE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1d4 rounds
Saving Throw Will negates; **Spell Resistance** yes
 This enchantment causes a creature to be unable to speak intelligibly. Any effort the target makes to talk, in any language, comes out as a useless mix of unconnected words and noises. Even magic words are affected to some extent; the target has a 20% spell failure chance for any spell it attempts to cast with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item. This spell has no effect on telepathic communication, or the vocalizations of creatures that lack a spoken language.

FUNGAL INFESTATION

School necromancy [disease]; **Level** druid 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1d3 days
Saving Throw Fortitude negates; **Spell Resistance** yes
 You coat the target in necrotic fungus that makes its flesh soft and fragile. Toadstools, ringworm, and other disgusting fungal growths sprout from its skin. The target takes 1d3 points of Charisma damage. Any physical attack against the target automatically adds 1d6 points of bleed damage.

GHOSTLY DISGUISE

School illusion (glamer); **Level** alchemist 2, bard 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minute/level (D)

You make yourself—including clothing, armor, weapons, and equipment—appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly

form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

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

HAUNTING CHOIR

School necromancy [mind-affecting, pain]; **Level** bard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 30-ft.-radius emanation

Duration concentration + 2 rounds

Saving Throw Will negates; **Spell**

Resistance yes

You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead. The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked. Creatures within 30 feet of the choir experience wracking pain that causes them to take a –2 penalty on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.

HAUNTING MISTS

School illusion (figment) [fear, shadow]; **Level** bard 2, sorcerer/wizard 2, witch 2

Components V, S

Casting Time 1 standard action

Range 20 ft.

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 minute/level (D)

Saving Throw Will partial (see text); **Spell**

Resistance no



An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

HEX WARD

School abjuration; **Level** inquisitor 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
 You give the target a +4 resistance bonus on saving throws against witch hexes.

HOLY ICE

School transmutation [cold, good, water]; **Level** cleric 5
Casting Time 1 standard action
Components V, S, M (a flask of holy water or 5 pounds of powdered silver worth 25 gp)
Range medium (100 ft. + 10 ft./level)
Effect wall of ice or flying ice javelins (see text)
Duration 1 minute/level, instantaneous, or until expended (see text)
Saving Throw Reflex negates or none (see text); **Spell Resistance** yes
 This spell creates a large mass of frozen holy water that can be used for one of two effects.

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

Holy Ice Javelins: The spell creates a number of javelins of frozen holy water in your square equal to your caster level (maximum 15), which hurl themselves toward one or more targets that are no more than 10 feet away from each other. You must succeed on attack rolls (one per javelin) to hit the target with the javelin, using your base attack bonus + your Wisdom modifier. The javelins deal 1d6 damage each, plus

1 point of cold damage and 1 point of damage from holy water. The javelins are destroyed by this attack.

HOLY SHIELD

School abjuration; **Level** paladin 2
Casting Time 1 standard action
Component V, S
Range personal
Target you
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no
 You gain the ability to magically project the defense of your shield to protect another creature at a distance. As a swift action, you designate one target within 30 feet. The target gains your shield's shield bonus and enhancement bonus to Armor Class until your next turn; you gain no benefit from the shield's shield bonus or enhancement bonus while using this spell and cannot use any of the shield's other properties or abilities (such as magical abilities, making a shield bash, or providing cover with a tower shield). As a swift action, you may move the protection to another target (including yourself); if you move the protection to yourself, you may use any of the shield's properties or abilities as normal. If the shielded creature exceeds the 30-foot range, your shield's protection automatically reverts to you. Any circumstance that would make you lose your shield bonus (such as an enemy breaking the shield, you dropping the shield, or you becoming helpless or unconscious) means the protected creature loses the shield's benefit.

HORN OF PURSUIT

School evocation [sonic]; **Level** bard 1, inquisitor 1, paladin 1, ranger 1
Casting Time 1 standard action
Component S
Range personal
Effect 3 peals of a horn
Duration 1 round
Saving Throw none; **Spell Resistance** no
 You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions. You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages.

HOWLING AGONY

School necromancy [death, pain]; **Level** inquisitor 2, sorcerer/wizard 3, witch 3
Components V, S, M (a needle and a dried eyeball)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one living creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a –2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

ICE BODY

School transmutation [cold]; **Level** sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Your form transmutes into living ice, granting you several abilities. You gain the cold subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and you are considered armed when making unarmed attacks. You may burrow through nonmagical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

ICE CRYSTAL TELEPORT

School conjuration (teleportation) [cold]; **Level** sorcerer/wizard 6, summoner 5, witch 6

Casting Time 1 standard action

Components V

Range long (400 ft. + 40 ft./level)

Target one creature

Duration 1d4 rounds and instantaneous

Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *teleport*, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight

doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

ICICLE DAGGER

School conjuration (creation) [cold]; **Level** sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect one icicle

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 *frost dagger*. At 11th level, it gains the *returning* property when thrown, melting away and reforming in your hand just before your next turn.

ICY PRISON

School evocation [cold]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (10 ft. + 10 ft./level)

Target one creature

Duration 1 minute/level; see text

Saving Throw Reflex partial, **Fortitude** negates (see text); **Spell Resistance** yes

You trap the target in solid ice 1 inch thick per caster level. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 1 point of cold damage per caster level each round it is helpless or entangled in the ice. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. A creature can break the ice with a successful Strength check (DC 15 + your caster level).

ICY PRISON, MASS

School evocation [cold]; **Level** sorcerer/wizard 9

Target one creature/level, no two of which can be more than 30 ft. apart.

This spell functions as *icy prison*, except as noted above.

IMBUE WITH AURA

School transmutation; **Level** cleric 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level
Saving Throw Will negates (see text); **Spell Resistance** yes
 You infuse another creature with your divine aura, causing the target to radiate an aura identical to your own clerical aura. The target's actual alignment is not changed, but spells like *detect evil* or *detect good* detect only the aura, not the creature's actual alignment. For the duration of this spell, effects influenced by the target's alignment function according to the imposed aura, not the creature's actual aura. When the spell ends, the target's aura returns to normal, and alignment-affecting magic affects it according to its actual alignment.

INTERPLANETARY TELEPORT

School conjuration (teleportation); **Level** cleric 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V
Range personal and touch
Target you and touched objects or other touched willing creatures
Duration instantaneous
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)
 This spell functions as *teleport*, except there is truly no range limit and you do not need to have seen your destination, though you must have a solid grasp of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world near that bright star" is not). If you have a specific location on a planet in mind, you arrive there without a chance of failure; otherwise you arrive at a location that would not immediately be life-threatening. If no such safe landing zone exists on the world, such as someone attempting to travel into the sun without the proper precautions in place, the spell simply fails.

INTERROGATION

School necromancy [evil, pain]; **Level** inquisitor 1, sorcerer/wizard 1, witch 1
Casting Time 1 round
Components V, S
Range touch
Target living creature touched
Duration 1 minute/level
Saving Throw Fortitude negates; **Spell Resistance** yes
 You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled

to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

INTERROGATION, GREATER

School necromancy [evil, pain]; **Level** inquisitor 4
 This spell functions as *interrogation*, except you may ask one question per caster level and the spell deals damage equal to 1d8 points plus your Wisdom bonus if the target doesn't answer a question.

JOYFUL RAPTURE

School conjuration (healing) [emotion]; **Level** bard 5, cleric 6, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range 60 ft.
Area all allies and opponents within a 60-ft.-radius burst centered on you
Duration instantaneous
Saving Throw no; **Spell Resistance** yes
 Your inspired words overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma damage (your choice) to all allies in the area

KI ARROW

School conjuration; **Level** bard 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S
Range touch
Target 1 arrow touched
Duration instantaneous
Saving Throw Fortitude (object); **Spell Resistance** yes (object)
 You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

KI LEECH

School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
 You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to 0 or fewer hit points, you can steal some of that creature's *ki*. This replenishes 1 point of *ki* as long as you have at least 1 *ki* point in your *ki* pool. This does not allow you to exceed your *ki* pool's maximum. This ability does not stack with similar

abilities (such as the steal *ki* ability of the hungry ghost monk in the *Advanced Player's Guide*).

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

KI SHOUT

School evocation [sonic]; **Level** bard 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range close (25 ft + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Fortitude partial (see text) **Spell Resistance** yes
With a guttural bark, you unleash a sudden blast of sonic

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

KNOW THE ENEMY

School divination; **Level** cleric 1, inquisitor 1, paladin 1, ranger 1

Casting Time 1 minute

Components S, V, DF

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

LEASHED SHACKLES

School evocation [force]; **Level** inquisitor 4, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. +10 ft./level)

Target one creature

Duration 1 minute/level

Saving Throw Reflex negates; **Spell Resistance** yes

You create shackles of force that attach to the target's limbs. You designate an object or location within 30 feet of the target for the shackles to anchor themselves to; this must be the ground, a wall, or a sturdy structure for the anchoring to occur. The target is entangled, and cannot move more than 30 feet from the anchor point of the spell. The shackle itself cannot be attacked (though it can be dispelled), but if the object or area it is attached to is broken, the target is free to move away (though it is still entangled).

LEND JUDGMENT

School divination; **Level** inquisitor 1

Casting Time 1 standard action

Components V, DF

Range touch

Target one ally

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a conduit of divine knowledge and outrage between you and an ally. That ally gains the benefit of one of your active judgments (as do you). If you cannot use a judgment (for example, if you are not in combat, are frightened or unconscious, and so on) or change judgments, the ally loses the benefit of the judgment. If you have multiple judgments active, the ally gains only one, chosen when you cast this spell.



LEND JUDGMENT, GREATER

School divination; **Level** inquisitor 5
Casting Time 1 standard action
Components V, DF
Range touch
Target one ally
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
 This functions as *lend judgment*, except the ally gains the benefit of all your active judgments.

LIGHTNING ARC

School evocation [electricity]; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (fur and two glass figurines)
Range long (400 ft. + 40 ft./level)
Targets two creatures or objects which must be no more than 60 ft. apart
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes (see text)
 You generate an arc of lightning between two targets. The lightning deals 1d6 points of electricity damage per caster level (maximum 15d6) to both targets and any creatures in a line connecting them. The spell fails if there is no line of effect between the targets. *Lightning arc* sets fire to combustibles and damages objects in its path. It can melt metals that have a low melting point, such as lead, gold, copper, silver, or bronze.

LOATHSOME VEIL

School illusion (pattern) [mind-affecting]; **Level** sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a tangle of multicolored threads)
Range close (25 ft. + 5 ft./2 levels)
Effect transparent pattern 40 ft. long, 20 ft. high
Duration concentration + 1 round/level (D)
Saving Throw Will negates **Spell Resistance** yes
 This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds,

sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.

A successful saving throw ignores all effects of the veil. Sightless creatures are not affected by *loathsome veil*. Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

Loathsome veil can be made permanent with the *permanency* spell by a caster of 10th level or higher for the cost of 7,500 gp.

LUNAR VEIL

School illusion (shadow) [darkness, shadow]; **Level** cleric 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S
Range long (400 ft. + 40 ft./level)
Area 120-ft.-radius emanation
Duration 10 minute/level
Saving Throw Will negates, see text; **Spell Resistance** no
 You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike *deeper darkness*, areas of normal light or dimmer become normal darkness rather than supernaturally dark). Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a –5 penalty on Constitution checks to do so.

MAD HALLUCINATION

School illusion (phantasm); **Level** bard 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (20 ft.)
Target one humanoid creature
Duration 5 minute/level (maximum 1 hour)
Saving Throw Will negates; **Spell Resistance** yes
 This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a –2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

MAD MONKEYS

School conjuration (summoning); **Level** bard 3, druid 3, sorcerer/wizard 3, summoner 3
Casting Time 1 round
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect swarm of monkeys
Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You summon a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm (*Bestiary* 2 212). Creatures failing a saving throw against the mad monkeys' distraction attack are deafened for 1 minute as well as nauseated. The monkeys attempt one disarm or steal combat maneuver each turn as a free action against any creature that begins its turn in the swarm, using your caster level plus your casting ability score bonus (Intelligence for wizards; Wisdom for druids and oracles; Charisma for bards, sorcerers, and summoners) for its CMB. Recovering an item from the monkeys requires a successful disarm or steal attempt against that CMD. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object.

MALFUNCTION

School transformation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area one construct

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

This functions as *confusion*, except it only affects constructs, and instead of babbling incoherently, the construct takes no actions on its turn (but may still make attacks of opportunity).

MALICIOUS SPITE

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (powdered turquoise worth 150 gp)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You invoke feelings of a driving malicious intent. The target's malice is directed at a second individual as designated by you at the time of casting. Thereafter, the target attempts to slander, abuse, and even plot murder against the target of its spite. This loathing is not overt, and the target's actions against the object of its spite remain subtle and indirect. The enchanted target remains within its financial and ethical means when acting against the second individual, though the malice toward this other person pushes the target to the limit of what it would do to a hated individual.

Each day, the target takes 2 points of Wisdom damage as the all-encompassing spite dominates its thoughts. The target can only alleviate the ability damage by acting upon the emotion and performing a spiteful act. Examples of spiteful acts are spiking the target's drink to make it an easier target for thugs, damaging the target's property, starting foul rumors

about the target, framing the target for a crime, paying lepers or beggars to accost the target, extorting or blackmailing the target, or arranging for others to physically harm the target.

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

MARIONETTE POSSESSION

School necromancy; **Level** alchemist 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S, F (a piece of paper with the target's name)

Range medium (100 ft. + 10 ft./level)

Target one willing creature

Duration 10 minutes/level or until you return to your body

Saving Throw Will negates (see text); **Spell Resistance** yes

You project your soul out of your body and into the body of a willing creature. This possession is blocked by *protection from evil* or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

MASTERWORK TRANSFORMATION

School transmutation; **Level** bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 hour

Components V, S, M (see below)

Range touch

Target one weapon, suit of armor, shield, tool, or skill kit touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

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

MISERABLE PITY

School abjuration [emotion, mind-affecting]; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level and 1 minute; see text

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

MONSTROUS PHYSIQUE I

School transmutation (polymorph); **Level** alchemist 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes.

Small monstrous humanoid: If the form you take is that of a Small monstrous humanoid, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium monstrous humanoid: If the form you take is that of a Medium monstrous humanoid, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

MONSTROUS PHYSIQUE II

School transmutation (polymorph); **Level** alchemist 4, magus 4, sorcerer/wizard 4

This spell functions as *monstrous physique I*, except it also allows you to assume the form of a Tiny or Large creature of

the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, freeze, grab, leap attack, mimicry, pounce, sound mimicry, speak with sharks, and trip. If the creature has the undersized weapons special quality, you gain that quality.

Tiny monstrous humanoid: If the form you take is that of a Tiny monstrous humanoid, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large monstrous humanoid: If the form you take is that of a Large monstrous humanoid, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

MONSTROUS PHYSIQUE III

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5

This spell functions as *monstrous physique II*, except it also allows you to assume the form of a Diminutive or Huge creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, blood frenzy, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, sound mimicry, speak with sharks, trample, trip, and web. If the creature has the undersized weapons special quality, you gain that quality.

Diminutive monstrous humanoid: If the form you take is that of a Diminutive monstrous humanoid, you gain a +6 size bonus to your Dexterity, a –4 penalty to your Strength, and a +1 natural armor bonus.

Huge monstrous humanoid: If the form you take is that of a Huge monstrous humanoid, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

MONSTROUS PHYSIQUE IV

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6

This spell functions as *monstrous physique III* except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, low-light vision, scent, tremorsense 60 feet, blood frenzy, breath weapon, cold vigor, constrict, ferocity, freeze, grab, horrific appearance, jet, leap attack, mimicry, natural cunning, overwhelming, poison, pounce, rake, rend, roar, sound mimicry, speak with sharks, spikes, trample, trip, and web. If the creature has immunity or resistance to any energy types, you gain resistance 20 to those



energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. If the creature has immunity to poison, you gain a +8 bonus on saves against poison.

MURDEROUS COMMAND

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, cleric 1

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; **Spell Resistance** yes

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

OPPRESSIVE BOREDOM

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level or until broken (see text)

Saving Throw Will negates (see text); **Spell Resistance** yes

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

ORACLE'S VESSEL

School transmutation; **Level** oracle 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

ORB OF THE VOID

School necromancy; **Level** cleric 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a black gemstone of any kind worth 50 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect 1-ft.-diameter sphere

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

You create a small weightless sphere of pure negative energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains 2d4 × 5 temporary hit points for 1 hour.

OVERWHELMING GRIEF

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** yes

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

OVERWHELMING PRESENCE

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 6, cleric 9, inquisitor 6, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a swan feather)

Range medium (100 ft. + 10 ft./level)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates, see text; **Spell Resistance** yes

Your presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground



and prostrates itself before you, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell. Each round on its turn, a target of this spell may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this spell early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d4 rounds. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

PERNICIOUS POISON

School necromancy [poison]; **Level** antipaladin 2, druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 minute/level
Saving Throw none; **Spell Resistance** yes
 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.

PERSUASIVE GOAD

School necromancy [pain]; **Level** inquisitor 1
Casting Time 1 standard action
Component V, S
Range close (25 ft. +5 ft./2 levels)
Target one creature
Duration instantaneous and 1 minute
Saving Throw Fortitude negates; **Spell Resistance** yes
 Your eyes flash and the target takes 1d6 points of nonlethal damage. For the next minute, you gain a +4 circumstance bonus on Intimidate checks against the target.

PIERCING SHRIEK

School evocation [pain, sonic]; **Level** bard 2
Casting Time 1 standard action
Components V
Range medium (100 ft. + 10ft./level)
Target one creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes
 You emit an ear-splitting shriek which can be heard only by the target of this spell; all other observers merely see you screaming silently. The target suffers wracking pain from the scream, gaining the staggered condition. This spell has no effect on deaf creatures and cannot penetrate an area of *silence*.

PLAGUE CARRIER

School necromancy [disease, evil]; **Level** cleric 4, druid 4, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes
 The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

PLAGUE STORM

School necromancy [disease, evil]; **Level** cleric 6, druid 6, sorcerer/wizard 7, witch 6
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 minute/level and instantaneous (see text)
Saving Throw Fortitude negates; **Spell Resistance** no
 You create a hideous gray cloud, similar to *fog cloud*, that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see page 557 of the *Core Rulebook*.

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

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

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

PLAY INSTRUMENT

School divination; **Level** bard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minute/level
 You may play one instrument of your choice as if you had 1 rank in the appropriate Perform skill. Instead of a conventional instrument, you may use an object as an improvised



instrument, such as using a barrel as a drum or a bow as a harp, playing it as if it were crafted to make music.

POLAR MIDNIGHT

School transmutation [cold, darkness]; **Level** cleric 9, druid 9, witch 9

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 30-ft. spread

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes

You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the cold damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires *true resurrection*, *miracle*, or *wish*. As a move action, you may move the area of effect up to 10 feet in any direction.

POLYPURPOSE PANACEA

School transmutation; **Level** alchemist 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S

Range personal

Target you

Duration see below

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use *polypurpose panacea*, choose one of the following effects.

Analgesic: You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

Clarity: You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

Hallucination: You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a –2 penalty on Perception checks for the duration.

Intoxication: You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

Lucid Dream: If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

Resistance: You gain a +1 resistance bonus on saves for 1 minute.

Sleep: You enter a pleasant and restful sleep for at least 1 hour unless wakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

Sobriety: You become completely sober for 1 hour, negating any penalties to your actions for being drunk (*GameMastery Guide* 237). Magical and alchemical methods (such as *detect poison*) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

Tenacity: You gain 1 temporary hit point for 1 minute.

Wakefulness: You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as *lullaby* and *sleep*. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

POSSESS OBJECT

School necromancy; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Target one object; see text

Duration 1 hour/level or until you return to your body

This spell functions as *magic jar*, except you transfer your mind to a single object, animating it as if using *animate objects*, except your mind controls the object as if it were your own body. You cannot speak or cast spells while possessing the object. Because your original body is effectively dead while under the effect of this spell, this temporarily suspends disease, poisons, and other afflictions affecting you.

PREDICTION OF FAILURE

School divination [curse, fear, mind-affecting]; **Level** sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration permanent or 1 round/level (see text)

Saving Throw Will partial; **Spell Resistance** yes

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level. If the target is a spellcaster, failing this saving throw means it also gains a random minor spellblight (see page 95).

PRIMAL SCREAM

School abjuration [mind-affecting, sonic]; **Level** bard 4

Casting Time 1 standard action

Components V

Range personal

Target you



Duration 1 round/level

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

PROTECTIVE PENUMBRA

School evocation [darkness]; **Level** cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S,

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

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

RAIN OF FROGS

School conjuration (summoning); **Level** bard 3, druid 3, sorcerer/wizard 3, summoner 3, witch 3

Effect one swarm of poisonous frogs

This spell functions as *summon swarm*, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm (*Bestiary* 43), except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

RAISE ANIMAL COMPANION

School conjuration (healing); **Level** druid 5, paladin 4, ranger 4

Casting Time 1 minute

Components V, S, M (a diamond worth 1,000 gp)



Range touch

Target dead animal companion or bonded mount

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes (harmless)

This spell functions as *raise dead*, but it only affects an animal companion, familiar, or paladin's bonded mount.

RAPID REPAIR

School transmutation; **Level** cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, DF

Range touch

Target construct touched

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

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

RAY OF SICKENING

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

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

RECKLESS INFATUATION

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire. Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters *unadulterated loathing*.

REMOVE SICKNESS

School conjuration (healing); **Level** cleric 1, druid 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 10 minutes/level; see text

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

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

REPROBATION

School transmutation [curse, see text]; **Level** cleric 5, druid 5, inquisitor 4, paladin 4

Components V, S, DF

Casting Time 1 minute

Range close (25 ft. + 5 ft./2 levels)

Target one creature of your faith

Duration permanent

Saving Throw none; **Spell Resistance** yes

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

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

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

Third, if the target is a divine spellcaster, a member of a prestige class of your faith, or otherwise has some ability because the target belongs to your faith, it cannot use those abilities while the mark remains in place. For example, a paladin of your faith would be unable to cast paladin spells or use lay on hands or other class abilities. The target can join another faith to regain the use of these abilities, but the mark remains visible to those of your faith, even if those of the new faith accept the target.

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



members of the faith, and it means that most accusations of misconduct are carefully investigated (and usually verified with magic) before this sentence is handed down.

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

RESONATING WORD

School transmutation [sonic]; **Level** bard 5, sorcerer/wizard 7

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 3 rounds

Saving Throw Fortitude partial; **Spell Resistance** yes

You speak a terrible word of power, setting up potentially lethal vibrations in the chosen target. The target must save once each round on your turn, and the effects grow stronger for each saving throw the creature fails.

On the first round, the target takes 5d6 points of sonic damage and is staggered for 1 round. A successful save halves the damage and negates the staggered effect.

On the second round, the target takes 5d6 points of damage and is stunned for 1 round. A successful save halves the damage and negates the stunning effect.

On the third round, the target takes 10d6 points of damage and is stunned for 1d4+1 rounds. A successful save halves the damage and negates the stunning effect.

The resonating word has no power after the third round, even if the spell's duration is increased.

RESTORE CORPSE

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target corpse touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

RESTORE EIDOLON

School conjuration (healing); **Level** summoner 3

Casting Time 1 minute

Components V, S, M (diamond dust worth 100 gp or 1,000 gp, see text)

Range touch

Target eidolon touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *restoration*, except it only affects an eidolon.

RESTORE EIDOLON, LESSER

School conjuration (healing); **Level** summoner 2

Casting Time 3 rounds

Components V, S

Range touch

Target eidolon touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser restoration*, except it only affects an eidolon.

RIDE THE LIGHTNING

School evocation [electricity]; **Level** sorcerer/wizard 9

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You may transform into lightning as a standard action and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location as a free action. This movement does not provoke attacks of opportunity. Creatures in this line take 10d6 points of electrical damage and are staggered for 1 round (a successful Reflex save halves the damage and negates the staggered condition, spell resistance applies). Objects in your path are damaged as well, with combustible objects being set ablaze and metals with low melting points melted. If your path is interrupted by a barrier or otherwise deflected, you materialize short of your final destination in the nearest open space; targets in the line to that point take damage as normal. You are immune to electricity while this spell lasts.

RIDE THE WAVES

School transmutation [water]; **Level** cleric 4, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the

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

SANCTIFY CORPSE

School evocation [good]; **Level** cleric 1, inquisitor 1, paladin 1, witch 1

Casting Time 1 standard action

Components V, S, DF, M (a pinch of silver dust)

Range touch

Area corpse touched

Duration 24 hours

Saving Throw none; **Spell Resistance** no

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

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

SANDS OF TIME

School necromancy; **Level** cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target touched creature or object

Duration 10 minutes/level or instantaneous (see text)

Saving Throw none; **Spell Resistance** yes

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

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

SCOURING WINDS

School evocation [air, earth]; **Level** druid 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect sandstorm in 20-ft. radius, 20 ft. high

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes (see text)

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action.

Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm (see Table 13–10: Wind Effects, *Core Rulebook* 439).

If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

SCULPT SIMULACRUM

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target simulacrum touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

You create cosmetic changes to a simulacrum, similar to *disguise self*, except the changes are physical rather than illusory. This does not change any of the simulacrum's abilities.

SERENITY

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 4, cleric 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

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

SHADOWBARD

School illusion (shadow) [shadow]; **Level** bard 5

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Effect phantom singer

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You conjure up a quasi-real phantom singer that is visible as a shifting, shadowy duplicate of yourself. The singer follows you automatically, moving as you move even if you teleport. The singer cannot be damaged, but can be dispelled. When

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

SHADOW STEP

School illusion (shadow) [shadow]; **Level** bard 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

SHADOW WEAPON

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect one shadow weapon

Duration 1 minute/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *shadow weapon* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the *frost* or *keen* weapon property. The frost and keen properties have no effect if the target makes its disbelief save.

The spell ends if the weapon leaves your possession.

SHARD OF CHAOS

School evocation [chaos]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect dart-shaped projectile of chaotic energy

Duration instantaneous (1d6 rounds)

Saving Throw Will partial (see text); **Spell Resistance** yes
You hurl a multicolored shard of congealed chaos from your holy symbol, affecting any one target in range as a ranged touch attack.

A lawful creature struck by the shard takes 1d8 points of damage per two caster levels (maximum 5d8). A lawful outsider instead takes 1d6 points of damage per caster level (maximum 10d6) and is slowed (as *slow*) for 1 round. A successful Will save reduces the damage to half and negates the slow effect. The bolt has no effect on chaotic creatures. This spell deals only



half damage to creatures that are neither lawful nor chaotic, and they are not slowed.

SHARE MEMORY

School divination; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Range touch

Target you and one creature touched

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

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

SILK TO STEEL

School transmutation; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target one scarf

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility. Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

SIMULACRUM, LESSER

School illusion (shadow); **Level** sorcerer/wizard 4

Casting Time 1 hour

Components V, S, M (an ice sculpture of the target plus powdered rubies worth 50 gp per HD of the simulacrum)

Duration 1 hour/level

This spell functions as *simulacrum*, except you can't create a simulacrum of a creature whose HD or levels exceed your caster level, and it has no magical abilities. The creature is not under your control, though it recognizes you are its creator.

SKINSEND

School necromancy; **Level** alchemist 2, sorcerer/wizard 2, witch 2

Components V, S

Casting Time 1 minute

Range personal

Target you

Duration 1 hour/level (D)

You cause your own skin to peel off your body and animate as a magical creature you control. You may project your consciousness to your animated skin or return it to your actual body as a standard action. When your consciousness is in your body, you are helpless (except for transferring your will to your skin, or dismissing the spell).

Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the time you cast the spell, and cannot be healed above this maximum; construct type, traits, and immunities; Str 3, Con —; DR 10/piercing or slashing; and compression (as the universal monster ability, *Bestiary* 2 295). Your skin can take any actions you could normally take in your own body (such as to fight or cast spells).

When your skin leaves your body, your body's hit points drop to 0. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a *regenerate* spell, *ring of regeneration*, the regeneration monster ability, or any other effect that can regrow missing limbs) or *heal* can regrow your skin and allow you heal above 0 hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with *gentle repose* and is suitable for any purpose that requires some of your flesh (such as a *resurrection* spell) or any magic or ritual that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at 0 hit points until your full body is restored to you (requiring powerful magic, as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain with your consciousness in it, the spell ends and you are instantly killed.

This spell leaves long scars on your skin where it split apart, although these fade normally with the use of healing magic.

SMUG NARCISSISM

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 3, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a tiny shard of a mirror)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Duration 10 minute/level (D)

Saving Throw Will negates; **Spell Resistance** yes

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

appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

SNAPDRAGON FIREWORKS

School transmutation [fire, light]; **Level** bard 2, sorcerer/wizard 1

Casting Time 1 standard action

Components S, V, M (a bundle of sulfur wrapped in cloth)

Range long (400 ft. + 40 ft./level)

Effect dragon-shaped fireworks

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

A favorite display at halfling midsummer festivals, this spell lets you create fireworks in the shape of tiny dragons. Once per round, as a move action, you may designate a target 5-foot-square within range and launch a pyrotechnic in that direction. The pyrotechnic takes a zigzag path from you to that square, always missing creatures and objects in its path, and detonates in that square with a bang and a colorful burst of fire and light. Creatures in the target square take 1d4 points of fire damage and are dazzled for 1 round (Reflex half, a successful save negates the dazzled condition). Normally when this spell is used as part of a festival, the chosen target is high in the sky to increase visibility and protect observers.

SONIC THRUST

School evocation [sonic]; **Level** bard 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target see text

Duration instantaneous

Saving Throw Will negates (object) or none (see text); **Spell**

Resistance yes (object) (see text)

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

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

objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

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



SOOTHE CONSTRUCT

School abjuration; **Level** cleric 4, sorcerer/wizard 5

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one construct

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

SPEAR OF PURITY

School evocation [good]; **Level** cleric 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect spear-shaped projectile of chaotic energy

Duration instantaneous (1 round)

Saving Throw Will partial (see text); **Spell Resistance** yes

You hurl a pure white or golden spear of light from your holy symbol, affecting any one target within range as a ranged touch attack.

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

SPIT VENOM

School transmutation [poison]; **Level** cleric 4, druid 3, witch 3

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect one stream of venom

Duration instantaneous; see text

Saving Throw Fortitude partial; **Spell Resistance** no

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

STEAL VOICE

School necromancy; **Level** bard 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

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

STRANGLING HAIR

School transmutation; **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer). This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. Your hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB.

Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

SUMMON ELDER WORM

School conjuration (summoning); **Level** druid 9

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally VIII*, except you summon a purple worm with the giant creature simple template (*Bestiary* 295).

SUMMON FROGHEMOTH

School conjuration (summoning); **Level** druid 9

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally IX*, except you summon a frogemoth (*Bestiary* 136).

SUMMON MINOR ALLY

School conjuration (summoning); **Level** druid 1, ranger 1

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect 1d3 summoned creatures

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally 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.

SUMMON MINOR MONSTER

School conjuration (summoning); **Level** antipaladin 1, bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1

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; **Spell Resistance** no

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

SURMOUNT AFFLICTION

School abjuration; **Level** cleric 2, inquisitor 2

Casting Time 1 standard action

Components V, S

Range you

Target personal

Duration 1 round/level

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

SYMBOL OF HEALING

School conjuration (healing); **Level** cleric 3, paladin 4, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp)

Saving Throw Will half (harmless) (see text); **Spell Resistance** yes (harmless) (see text)

This spell functions as *symbol of death*, except all creatures

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

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

SYMBOL OF MIRRORING

School illusion (figment); **Level** sorcerer/wizard 2, witch 2

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 100 gp)

Duration see text

Saving Throw Will partial (harmless); **Spell Resistance** yes

This spell functions as *symbol of death*, except it instead creates one illusory duplicate of each creature within 60 feet of the symbol. These duplicates function as *mirror image*, moving with the original creatures and mimicking their movements, sounds, and actions exactly. If an illusory double is destroyed, a new one appears on the creature's turn. The images last for as long as a creature remains within 60 feet of the symbol, and for 1 round/level thereafter. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of mirroring can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 5,000 gp.

SYMBOL OF REVELATION

School divination; **Level** cleric 4, sorcerer/wizard 4, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw none

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

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

SYMBOL OF SCRYING

School divination (scrying); **Level** cleric 5, sorcerer/wizard 5, witch 5

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw none; **Spell Resistance** no

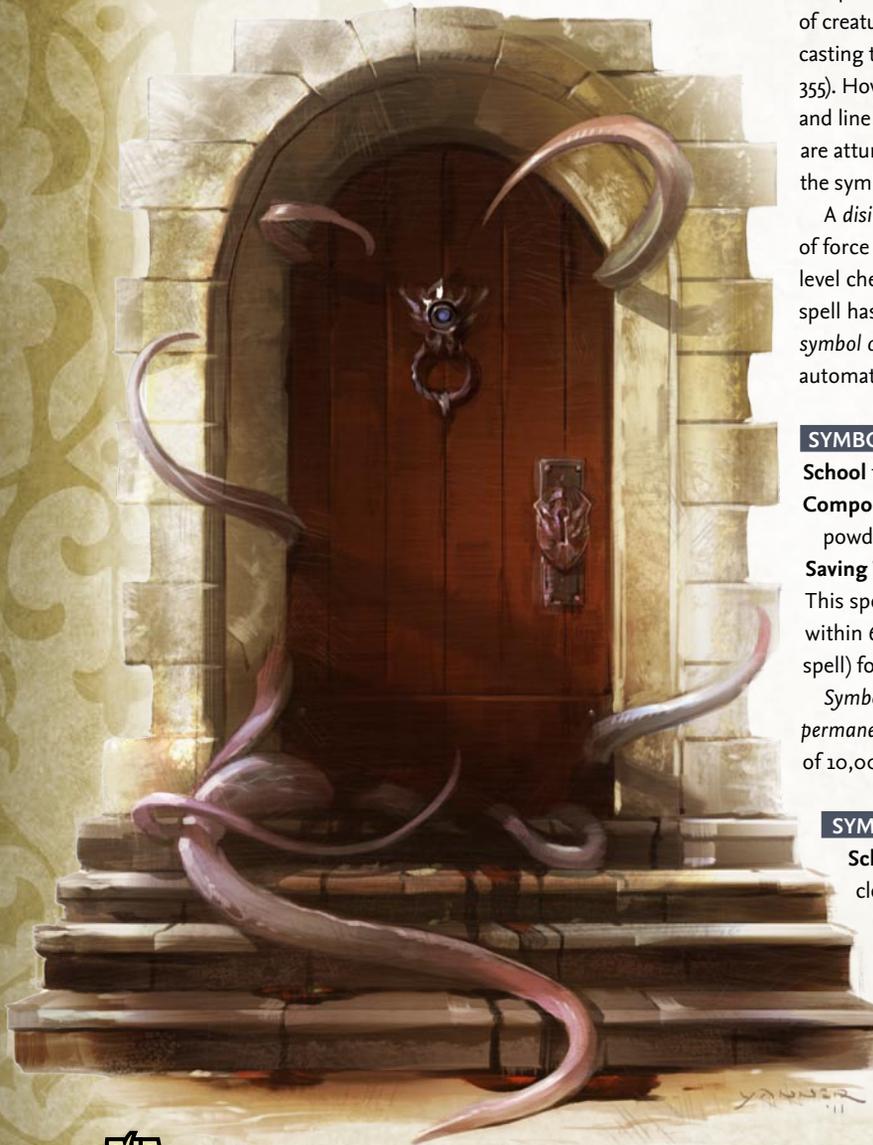


This spell functions as *symbol of death*, except that, when triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from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

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

SYMBOL OF SEALING

School abjuration [force]; **Level** cleric 6, sorcerer/wizard 6, witch 6



Casting Times 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a *wall of force*. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the *wall of force* first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a *symbol of sealing*, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the *symbol of sealing*, but doing this extends the casting time as described under *symbol of death* (*Core Rulebook* 355). However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned—the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A *disintegrate* spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A *knock* spell has no effect on a *symbol of sealing* or its force wall. A *symbol of sealing* cannot be dispelled, but *mage's disjunction* automatically destroys it.

SYMBOL OF SLOWING

School transmutation; **Level** cleric 4, sorcerer/wizard 4, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw Will negates; **Spell Resistance** yes

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

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

SYMBOL OF STRIFE

School enchantment (compulsion) [mind-affecting]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Components V, S, M (mercury and phosphorous, plus powdered diamond opal worth a total of 15,000 gp)

Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *symbol of death*, except all creatures within the radius of a *symbol of strife* are compelled to attack the nearest conscious creature



for 1 round per caster level (similar to the “attack nearest creature” result of the *confusion* spell), even after leaving the symbol’s area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 25,000 gp.

SYMBOL OF VULNERABILITY

School abjuration; **Level** cleric 9, sorcerer/wizard 9, witch 9
Components V, S, M (mercury and phosphorous, plus powdered diamond opal worth a total of 15,000 gp)

Saving Throw none; **Spell Resistance** no

This spell functions as *symbol of death*, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a –4 penalty to spell resistance and a –4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level. The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a *permanency* spell by a caster of 18h level or higher for the cost of 25,000 gp.

TAR BALL

School transmutation; **Level** druid 2
Casting Time 1 standard action
Components V, S, M (a tiny ball of bitumen)
Range close (25 ft. + 5 ft./2 levels)
Effect ranged attack

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create a sticky ball of burning tar that you can hurl at your enemies as a ranged attack. If the tar ball strikes, it deals 1d4 points of fire damage + your Strength modifier, and splashes the target with hot, sticky tar. The tar deals 1d4 points of fire damage each round on the creature’s turn for the next 1d4 rounds and gives the target a –2 penalty to Dexterity for that duration. If desired, the target can use a full-round action to attempt to extinguish or cool the tar before taking this additional damage. Extinguishing or cooling the tar requires a DC 15 Reflex save or at least 1 gallon of nonflammable liquid. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically cooling the target automatically ends the effect.

TEMPORARY RESURRECTION

School necromancy; **Level** sorcerer/wizard 7, witch 7
Casting Time 10 minutes
Components V, S, M (diamond dust worth 500 gp)
Range touch
Target dead creature touched
Duration 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with *raise dead*). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a cleric can cast *raise dead* or a similar spell on the target even while this spell is active. Once a creature has been revived with *temporary resurrection*, this spell cannot be used on it again until it is permanently raised from the dead.

TERRIBLE REMORSE

School enchantment (compulsion) [emotion, mind-affecting];
Level bard 3, cleric 4, inquisitor 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)

Target 1 living creature

Duration 1 round/level

Saving Throw Will partial (see text); **Spell Resistance** yes

You fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it is instead frozen with sorrow, can take no actions, and takes a –2 penalty to Armor Class.

TOUCH OF SLIME

School conjuration (creation) [disease]; **Level** alchemist 4, druid 4, sorcerer/wizard 4, witch 4
Components V, S, M (a drop of acid and a black glass sphere)
Casting Time 1 standard action
Range touch

Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime (*Core Rulebook* 416), dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scraping, freezing, burning, cutting, sunlight, or *remove disease*) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

TOXIC GIFT

School necromancy [poison]; **Level** antipaladin 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched



Duration instantaneous; see text

Saving Throw Fortitude negates (see text); **Spell Resistance** yes
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.

TRANSMUTE BLOOD TO ACID

School transmutation [acid, pain]; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (a wax doll and a vial of acid worth 10 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration concentration (maximum 1 round/5 levels)
Saving Throw Fortitude half; **Spell Resistance** yes
You transmute blood in the target's body to acid, dealing 1d6 points of acid damage/2 levels (maximum 12d6) each round. The creature is staggered and sickened by the debilitating pain. A successful Fortitude save each round halves the damage and negates the staggered condition for 1 round. If this damage reduces the creature to 0 or fewer hit points, it dissolves, leaving only the barest trace of remains. A dissolved creature's equipment is unaffected.

Anyone who strikes the target with a non-reach melee weapon, natural weapon, or unarmed attack takes 3d6 points of acid damage as the acidic blood sprays on the attacker. If the attack is from a piercing or slashing manufactured weapon, the weapon also takes this damage.

This spell has no effect on creatures immune to critical hits or bleed effects.

UNADULTERATED LOATHING

School enchantment (compulsion) [emotion, mind-affecting];
Level antipaladin 2, bard 2, sorcerer/wizard 3, witch 3
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; **Spell Resistance** yes
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.

UNBREAKABLE CONSTRUCT

School abjuration; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (powdered adamantine worth 100 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one construct
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** no
This spell increases the target's DR/adamantine by 5 or its hardness by 5. If the target does not have DR/adamantine or hardness, this spell has no effect.

UNDEAD ANATOMY I

School transmutation (polymorph); **Level** alchemist 3, magus 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a piece of the creature whose form you plan to assume)
Range personal
Target you
Duration 1 minute/level (D)
When you cast this spell, you can assume the form of any Small or Medium corporeal creature of the undead type, which must be vaguely humanoid-shaped (like a ghoul, skeleton, or zombie). You gain a bite attack (1d6 for Medium forms, 1d4 for Small forms), two claw or slam attacks (1d6 for Medium forms, 1d4 for Small forms), and darkvision 60 feet. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, low-light vision, and scent.

In this form, you detect as an undead creature (such as with *detect undead*, but not with magic that reveals your true form, such as *true seeing*) and are treated as undead for the purposes of channeled energy, *cure* spells, and *inflict* spells, but not for other effects that specifically target or react differently to undead (such as *searing light*).

Small undead: If the form you take is that of a Small undead, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

Medium undead: If the form you take is that of a Medium undead, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

UNDEAD ANATOMY II

School transmutation (polymorph); **Level** alchemist 5, magus 5, sorcerer/wizard 5
This spell functions as *undead anatomy I*, except it also allows you to assume the form of a Tiny or Large corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, blood drain, DR 5/bludgeoning, scent, freeze, grab, mimicry, pounce, shadowless, sound mimicry, and trip.



In this form, you gain a +4 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large undead: If the form you take is that of a Large undead, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +4 natural armor bonus.

UNDEAD ANATOMY III

School transmutation (polymorph); **Level** alchemist 6, magus 6, sorcerer/wizard 6

This spell functions as *undead anatomy II*, except it also allows you to assume the form of a Diminutive or Huge corporeal creature of the undead type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, all-around vision, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict, disease, DR 5/—, fear aura, grab, jet, natural cunning, overwhelming, poison, pounce, rake, trample, trip, unnatural aura, and web.

If the creature has immunity or resistance to any energy types, you gain resistance 20 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Diminutive undead: If the form you take is that of a Diminutive undead, you gain a +6 size bonus to your Dexterity, a –4 penalty to your Strength, and a +1 natural armor bonus.

Huge undead: If the form you take is that of a Huge undead, you gain a +6 size bonus to your Strength, a –4 penalty to your Dexterity, and a +6 natural armor bonus.

UNDEAD ANATOMY IV

Duration 1 minute/level (D) (see text)

School transmutation (polymorph); **Level** sorcerer/wizard 8

This spell functions as *undead anatomy III*, except it allows you to use more abilities. If the form you assume has any of the following abilities, you gain the listed ability: burrow 60 feet, climb 90 feet, fly 120 feet (good maneuverability), swim 120 feet, blindsense 60 feet, darkvision 90 feet, lifesense 60 feet, low-light vision, scent, tremorsense 60 feet, breath weapon, constrict, DR 10/magic and silver, DR 15/bludgeoning and magic, fast healing 5, fiery death, fire aura, grab, incorporeal, jet, poison, pounce, rake, rend, roar, spikes, trample, trip, and web.

If the creature's form is incorporeal, the spell's duration is in rounds per level instead of minutes per level, and your bite and claw (or slam) attacks are incorporeal touch attacks. If the creature has immunity or resistance to any energy types, you

gain resistance 30 to those energy types. If the creature has vulnerability to an energy type, you gain that vulnerability. In this form, you gain a +8 bonus on saves against mind-affecting effects, disease, poison, sleep, and stunning. If the form has a vulnerability to an attack (such as sunlight), you gain that vulnerability.

Tiny undead: If the form you take is that of a Tiny undead, you gain a –2 penalty to your Strength, a +8 size bonus to your Dexterity, and a +3 natural armor bonus.

Large undead: If the form you take is that of a Large undead, you gain a +6 size bonus to your Strength, a –2 penalty to your Dexterity, a +2 size bonus to your Constitution, and a +6 natural armor bonus.

UNHOLY ICE

School transmutation [cold, evil, water]; **Level** cleric 5

Casting Time 1 standard action

Components V, S, M (a flask of unholy water or 5 pounds of powdered silver worth 25 gp)

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

UNHOLY SWORD

School evocation [evil]; **Level** antipaladin 4

Casting Time 1 standard action

Components V, S

Range touch

Target melee weapon touched

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

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.

UNNATURAL LUST

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 1, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

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

UNPREPARED COMBATANT

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

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

UNSHAKABLE CHILL

School necromancy [cold]; **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 minutes/level; see text

Saving Throw Fortitude negates (see text); **Spell Resistance** yes

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (*Core Rulebook* 442). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

UTTER CONTEMPT

School enchantment [emotion]; **Level** antipaladin 3, bard 4, sorcerer/wizard 6

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; **Spell Resistance** 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.

VENGEFUL OUTRAGE

School enchantment (compulsion) [emotion, language-dependent, mind-affecting]; **Level** bard 5, sorcerer/wizard 6, witch 6

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

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

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

VERMIN SHAPE I

School transmutation (polymorph); **Level** alchemist 4, druid 3, magus 4, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you plan to assume)

Range personal

Target you

Duration 1 minute/level

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

VERMIN SHAPE II

School transmutation (polymorph); **Level** alchemist 5, druid 4, magus 5, sorcerer/wizard 5, witch 4

This spell functions as *vermin shape I*, except it also allows you to assume the form of a Tiny or Large creature of the vermin



type. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

Tiny vermin: If you take the form of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a –2 penalty to your Strength, and a +1 natural armor bonus.

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a –2 penalty to your Dexterity, and a +5 natural armor bonus.

VESTMENT OF THE CHAMPION

School abjuration; **Level** antipaladin 2, paladin 2

Casting Time 1 standard action

Component V, S

Range touch

Target armor or shield touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

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.

VIRTUOSO PERFORMANCE

School transmutation; **Level** bard 4

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

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

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

VISION OF HELL

School illusion (glamer) [evil, fear]; **Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, M (a pinch of brimstone)

Range medium (100 ft. + 10 ft./level)

Effect 50-ft.-radius emanation

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** no

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

VITRIOLIC MIST

School evocation [acid]; **Level** alchemist 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V, S, M (a piece of lemon rind)

Range personal

Target you

Duration 1 round/level (D)

This functions as *fire shield*, except it wreathes you in yellow or green acidic mist instead of hot or cold flames. The spell deals acid damage to attackers and protects you against acid damage. This spell does not shed light.

VOCAL ALTERATION

School transmutation; **Level** alchemist 1, bard 1, inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid creature

Duration 1 minute/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with. If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener.

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

VOLCANIC STORM

School evocation [fire]; **Level** druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M/DF (obsidian and ash)

Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

WALL OF SOUND

School evocation [sonic]; **Level** bard 4, magus 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a tuning fork and a quartz crystal)

Range medium (100 ft. + 10 ft./level)

Effect translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

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

WARTRAIN MOUNT

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, bard 2, druid 2, inquisitor 1, paladin 1, ranger 1

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; **Spell Resistance** yes

You instill the target animal with the combat training general purpose (see the Handle Animal skill, *Core Rulebook* 98). This supersedes the animal's previous trained purpose and any

tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks.

WAVES OF ECSTASY

School enchantment (compulsion) [emotion, mind-affecting];

Level bard 6, cleric 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration 1 round/level; see text

Saving Throw Will partial (see text); **Spell Resistance** yes
You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

WEB SHELTER

School conjuration (creation); **Level** cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

Components V, S, DF

Casting Time 1 minute

Range close (25 ft. + 5 ft./two levels)

Effect 5 ft.–10 ft. diameter web sphere or 5 ft.–20 ft. hemisphere

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

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

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

WITNESS

School divination (scrying); **Level** bard 3, inquisitor 3, witch 3

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Target one living creature

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your

senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.

WOODEN PHALANX

School conjuration (creation); **Level** cleric 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect three or more wood golems, no two of which can be more than 30 ft. apart (see text)

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create 1d4+2 wood golems with the advanced template (*Bestiary* 164, 294). The golems willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. You can only have one *wooden phalanx* spell in effect at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

WORD OF RESOLVE

School abjuration; **Level** paladin 1

Casting Time 1 immediate action

Components V, DF

Range close (25 ft. + 5 ft./2 levels)

Target one ally

Duration instantaneous

Saving Throw Will negate (harmless); **Spell Resistance** yes (harmless)

You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target.

YOUTHFUL APPEARANCE

School transmutation (polymorph); **Level** alchemist 1, bard 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

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

ALPHABETIZED WORDS OF POWER

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<i>acid burn</i> (acid)	167	<i>fire wall</i> (wall)	186
<i>acid wave</i> (acid)	167	<i>flame jet</i> (fire)	177
<i>alignment assault</i> (alignment)	168	<i>fleet</i> (time)	185
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SPELLS WITH NEW DESCRIPTORS

The following spells from the *Core Rulebook* and *Advanced Player's Guide* (marked with a double asterisk) have the new descriptors from Chapter 2.

Curse: *bestow curse, blindness/deafness, brand***, brand (greater)***, crafter's curse**, cup of dust**, feast of ashes**, geas (lesser), geas/quest, ill omen**, mark of justice, nature's exile**, oracle's burden**, rest eternal**.

Disease: *contagion, pox pustules***.

Emotion: *antipathy, aura of greater courage***, bane, blessing of courage and life**, calm animals, calm emotions, castigate**, castigate (mass)***, cause fear, crushing despair, doom, euphoric tranquility**, eyebite, fear, forced repentance**, good hope, hunter's howl**, moonstruck**, phantasmal killer, phantasmal revenge**, rage, rally point**, scare, shared wrath**, symbol of fear, sympathy, weapon of awe**, weird, wrath**.

Pain: *eyebite, pain strike***, pain strike (mass)***, repel vermin, retribution**, symbol of pain.

Poison: *accelerate poison***, cloudkill, ghoul touch (stench aspect only), poison, putrefy food and drink**, stinking cloud, transmute potion to poison**, venomous bolt**.

Shadow: *project image, shades, shadow conjuration, shadow conjuration (greater), shadow evocation, shadow evocation (greater), shadow walk*.

UPDATED IMPROVED FAMILIAR LIST

The following table updates the table in the Improved Familiar feat in the *Core Rulebook*.

Familiar	Alignment	Arcane Spellcaster Level
Arbiter inevitable ³	Lawful neutral	7th
Brownie ³	Neutral	7th
Cacodaemon daemon ³	Neutral evil	7th
Cassisian angel ³	Neutral good	7th
Celestial hawk ¹	Neutral good	3rd
Cythnigot qlippoth ³	Chaotic evil	7th
Dire rat	Neutral	3rd
Elemental, Small (any type)	Neutral	5th
Entropic monkey ¹	Chaotic neutral	3rd
Fiendish viper ¹	Neutral evil	3rd
Homunculus ²	Any	7th
Imp	Lawful evil	7th
Lyrakien azata ³	Chaotic good	7th
Mephit (any type)	Neutral	7th
Nuglub gremlin ³	Chaotic evil	7th
Paracletus aeon ³	Neutral	7th
Pseudodragon	Neutral good	7th
Quasit	Chaotic evil	7th
Resolute owl ¹	Lawful neutral	3rd
Silvanshee agathion ³	Neutral good	7th
Stirge	Neutral	5th
Voidworm protean ³	Chaotic neutral	7th

¹ Or other celestial, entropic³, fiendish, or resolute³ animal from the standard familiar list.

² The master must first create the homunculus.

³ See the *Pathfinder RPG Bestiary 2*.





COMPANION SHEET

CREATURE NAME _____ ALIGNMENT _____ MASTER _____

BASE ANIMAL / FORM _____ HIT DICE _____ MASTER LEVEL _____

TYPE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS TOTAL DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER = +

TOTAL DEX MODIFIER MISC MODIFIER

AC ARMOR CLASS = 10 + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

TOUCH ARMOR CLASS **FLAT-FOOTED** ARMOR CLASS MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>						
REFLEX (DEXTERITY)	<input type="text"/>						
WILL (WISDOM)	<input type="text"/>						

BASE ATTACK BONUS **SPELL RESISTANCE**

CMB = + + + MODIFIERS

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

ATTACK

ATTACK BONUS	CRITICAL	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACK

ATTACK BONUS	CRITICAL	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACK

ATTACK BONUS	CRITICAL	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACK

ATTACK BONUS	CRITICAL	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACK

ATTACK BONUS	CRITICAL	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPEED LAND FT. SQ. FT. SQ.

BASE SPEED WITH ARMOR

FLY FT. MANEUVERABILITY SWIM FT. CLIMB FT. BURROW FT.

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC MOD.
<input type="checkbox"/> ACROBATICS	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> APPRAISE	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CLIMB	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISABLE DEVICE*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> FLY	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HEAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
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<input type="checkbox"/> USE MAGIC DEVICE*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>

ANIMAL COMPANION CLASS SKILLS: ACROBATICS, CLIMB, FLY, PERCEPTION, STEALTH, SWIM

EIDOLON CLASS SKILLS: BLUFF, CRAFT, KNOWLEDGE (PLANES), PERCEPTION, SENSE MOTIVE, STEALTH, PLUS 4 MORE

LANGUAGES: _____

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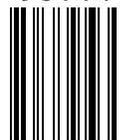
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