



MAGIC AND SPELLS

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MAGIC

Although technology and magic are almost inextricably entwined in the Starfinder Roleplaying Game, magic nonetheless works according to specific rules that have little to do with machinery. This chapter lays out the process of casting a spell, details how to counter and combine magical effects, describes how special abilities work, defines each mechanical element listed in Starfinder's spell descriptions, and includes those spell descriptions, which begin on page 340.

CASTING SPELLS

When your Starfinder character casts a spell, she is harnessing the latent magical energy that permeates the universe to achieve specific, measured effects. Whether you're playing a mystic or a technomancer, or a character who has gained the ability to manipulate magical energies through some other more unusual means, casting a spell in Starfinder follows one basic process, as described below. A cast spell always has obvious effects that are noticeable by nearby creatures; it is not possible to clandestinely cast a spell. For information about casting a spell as a spell-like ability, see Spell-Like Abilities on page 262.

Choosing a Spell

The first step in casting a spell is to choose which spell to cast. Your class's Spells section describes which class's spell list you can choose from, how to determine the number of spells you know, and at which levels you can learn new spells. You also might know spells from a different source, in which case that source provides the details you need to know.

When you cast a spell, you can select any spell you know, provided you are capable of casting spells of that level or higher. Casting a spell counts against your daily limit for spells you cast of that spell level (your "spell slots"), but you can cast the same spell again if you haven't reached your limit. For more information on how to choose which spells your character can access, see your class's information on spells.

Spell Level, Caster Level, and Spell Slots

Once you've chosen a spell to cast, take note of its spell level, and then determine the caster level at which you cast it. A spell's spell level (also referred to as simply "a spell's level") defines at what class level you can cast the spell. In the case of variable-level spells, the spell's level determines the spell's exact effects (see Variable-Level Spells below). On the other hand, the caster level at which you cast a spell governs many aspects of how the spell works, often including its range and duration. The following sections further describe and differentiate spell level and caster level.

Some of the rules in this chapter make reference to spell slots. The number of spell slots of any given level that you have is equal to the number of spells of that level that you can cast each day (for details about exactly when you regain your

daily spell slots, see Regaining Daily-Use Abilities and Spells on page 262).

When the rules say you must have an available spell slot, it means that you can't have cast all of your spells per day of that level. When the rules say that you lose a spell slot or the spell fails, that means that you have expended one of the total number of spells of that level that you can cast per day.

Spell Level

A spell level expresses a spell's relative power. A spell's level is listed in its spell description directly to the right of the spell's class icon, and it may vary by class. For example, it is possible for a spell to be a 2nd-level spell for a mystic but a 3rd-level spell for a technomancer. In some cases, a spell's level is listed in its description as "–". This means you must gain access to the spell through a class feature and can't add it as a spell known through the normal progression of learning spells.

Unlike your caster level, which you can always choose to lower, a spell's level is static unless it is a variable-level spell.

Variable-Level Spells

A variable-level spell is a spell that has different effects depending on the level of the spell slot you use to cast it. The spell description of a variable-level spell lists the spell level as a range ("1-6" for example) and notes how the spell's effects change when cast at different spell levels.

When you learn a spell that can be cast at variable spell levels, you gain the ability to cast it at the spell level you know and at every level below that. For example, let's say Keskodai is a 9th-level mystic who has *mystic cure* (which is a variable-level spell that can be cast at spell levels ranging from 1st–6th) as a 2nd-level spell known. When Keskodai chooses to cast *mystic cure*, he can cast it as a 1st-level or 2nd-level spell. His caster level is still 9th, regardless of the spell level at which he casts the spell. Keskodai can't cast *mystic cure* as a 0-level spell (since *mystic cure* doesn't have a 0-level version) or as a 3rd-level spell (since he doesn't know *mystic cure* as a 3rd-level spell). The effect of *mystic cure* when Keskodai casts it is detailed in the spell's description and depends on the spell level at which he chose to cast it.

If you know a variable-level spell and later select it again as a higher-level spell known, you can immediately select a new spell known to replace the lower-level version of the variable-

level spell. For example, when Keskodai becomes a 10th-level mystic, he selects *mystic cure* as a 4th-level spell known. He also immediately selects a new 2nd-level spell known to replace the 2nd-level version of *mystic cure*. He can now cast *mystic cure* as a 1st-, 2nd-, 3rd-, or 4th-level spell.

Caster Level

Your caster level (or CL) represents your aptitude for casting the spells you know, and it is equal to the total number of levels you have in spellcasting classes. For characters with a single spellcasting class, this is equal to your class level in that class. You can cast a spell at a lower caster level than normal, but the caster level you choose must be high enough for you to cast the spell in question, and all level-dependent features must be based on the same caster level. If you wish to cast a spell at a lower caster level than normal, you must decide this before you make any other decisions about the spell's effects. Once a spell has been cast, the spell effect has a caster level that is equal to the caster level at which you cast the spell. Many of a spell's effects are based on the spell's caster level.

In the event that a class feature or special ability provides an adjustment to your caster level, that adjustment applies not only to effects based on caster level (such as range, duration, and damage dealt) but also to any caster level checks you attempt (see below) and DCs based on caster level (such as the DC to dispel your spells).

Caster Level Checks

The rules sometimes require you to make a caster level check. To attempt a caster level check (such as to overcome a creature's spell resistance), roll 1d20 and add your caster level.

Concentration and Interrupted Spells

To successfully cast a spell, you must concentrate. The length of time you must concentrate to cast a spell is specified in the Casting Time entry in the spell's description. Your foes can interrupt your spellcasting in a few ways, as described below.

The concentration required to cast a spell is sufficient to cause you to briefly lower your defenses. If a foe threatens the space you are in, casting a spell

provokes an attack of opportunity unless the spell specifies otherwise. For more on attacks of opportunity, see page 248.

Normally, you can concentrate even in a distracting situation, but if you're casting a spell and you take damage from either a successful attack that targeted your AC or from an effect that you failed a saving throw against, the spell fails.

You are most at risk of taking damage while casting when a spell's casting time is 1 round or longer, you have provoked an attack of opportunity, or a foe readied an action to attack you when you began to cast. However, if you are taking ongoing damage (such as if you are bleeding or on fire), your spells are not disrupted in this way.

If you ever try to cast a spell in conditions where the characteristics of the spell can't be made to conform, the spell fails. For example, if you try to cast a spell that targets a humanoid on a non-humanoid, the spell fails.

Concentrating in Harsh Environments

If you attempt to cast a spell in environmental conditions that make spellcasting impossible, the spell fails.

You can typically cast spells in bad weather or when your ship is making tricky maneuvers, but at the GM's discretion, if you are subject to extremely violent motion (such as an earthquake) or extremely violent weather (such as a hurricane), you can't concentrate to cast spells. For more information on environments and their rules effects, see page 394.

The Spell's Result

For details about a spell's range, targets, and other mechanical details, see the spell descriptions on pages 340–385, where the details of Starfinder's spells are presented. Once you know which creatures (or objects or areas) are affected, and whether they have succeeded at their saving throws (if any were allowed), you can apply whatever results a spell entails. Spell effects tend to vary by school, which are also described in School and Descriptor on page 333.

Many common spell effects are described in Defining Effects beginning on page 268.

Attacks

Some spell descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents,



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are considered attacks. Anytime you would need to make an attack roll to determine whether your spell hits a target, you are considered to be making an attack.

Even an effect that is inoffensive or beneficial to some affected creatures still counts as an attack if it would be considered offensive to any affected creature. Spells that deal damage, spells that opponents can resist with saving throws (and that are not harmless), and spells that otherwise harm or hamper subjects are attacks.

Bringing Back the Dead

Magic and technology can restore slain characters to life. Bringing someone back from the dead involves magically retrieving his soul and returning it to his body.

Negative Levels: Any creature brought back to life by *raise dead* usually gains 2 permanent negative levels (see page 252 for more information on how negative levels work). These levels apply a penalty to most rolls until removed through spells such as *restoration*.

There is an exception to this rule, though. If the character was 1st or 2nd level (or CR 2 or less for a monster) at the time of death, instead of gaining negative levels, the character's Constitution score is permanently reduced by 2 (or its Constitution modifier is permanently reduced by 1 for a monster).

Preventing Revivification: Enemies can take steps to make it more difficult for a character to be returned from the dead using normal magical means. Keeping the body of a deceased individual, for instance, prevents others from using *raise dead* to restore the slain character to life. Additionally, finding a way to capture the slain creature's soul prevents any sort of revivification unless the soul is first released, since *raise dead* and similar magic works by returning the deceased individual's soul to his body.

Revivification Against One's Will: A soul can't be returned to life if it doesn't wish to be. A soul automatically knows the alignment and patron deity (if any) of the character attempting to revive it, which may be a reason it refuses to return.

COMBINING MAGIC EFFECTS

Spells or magical effects usually work as their descriptions state, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell description explains that effect. Several other general rules apply when spells or magical effects operate in the same place.

Duplicate Effects

Spells and effects that provide bonuses or penalties to attributes such as attack rolls, damage rolls, and saving throws usually do not stack with themselves if multiple effects would apply to the same attribute. More generally, two bonuses of the same type do not stack even if they come from different spells or from effects other than spells (see Bonuses on page 266).

However, damage from multiple spells that deal damage is always cumulative.

Different Strengths

In cases when two or more spells produce identical effects in the same area or on the same target, but at different strengths (such as one spell granting fire resistance 5 and another granting fire resistance 10), only the one with the highest strength applies. If a previously cast spell lasts longer than a more recently cast spell producing the same effect, and the most recent version expires, the previously cast spell resumes its effect for the remainder of its duration.

Multiple Mental Control Effects

Sometimes magical effects that establish mental control render each other irrelevant, such as spells that remove the subject's ability to act. For example, a creature under the effect of a *hold person* spell cannot be compelled to move using a *dominate* spell, because the *hold person* effect prevents the creature from moving.

Mental controls that don't remove the target's ability to act don't usually interfere with each other. If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the competing controllers must attempt opposed Charisma checks to determine which one the creature obeys.

Countering and Negating

Some spells can be used to counter other specific spells, as noted in their spell descriptions. For instance, you can use *slow* to counter a casting of *haste*. This works exactly like the counter effect of the *dispel magic* spell (see page 351), except you don't need to attempt a caster level check; if the target is in range, the spell is automatically countered and fails.

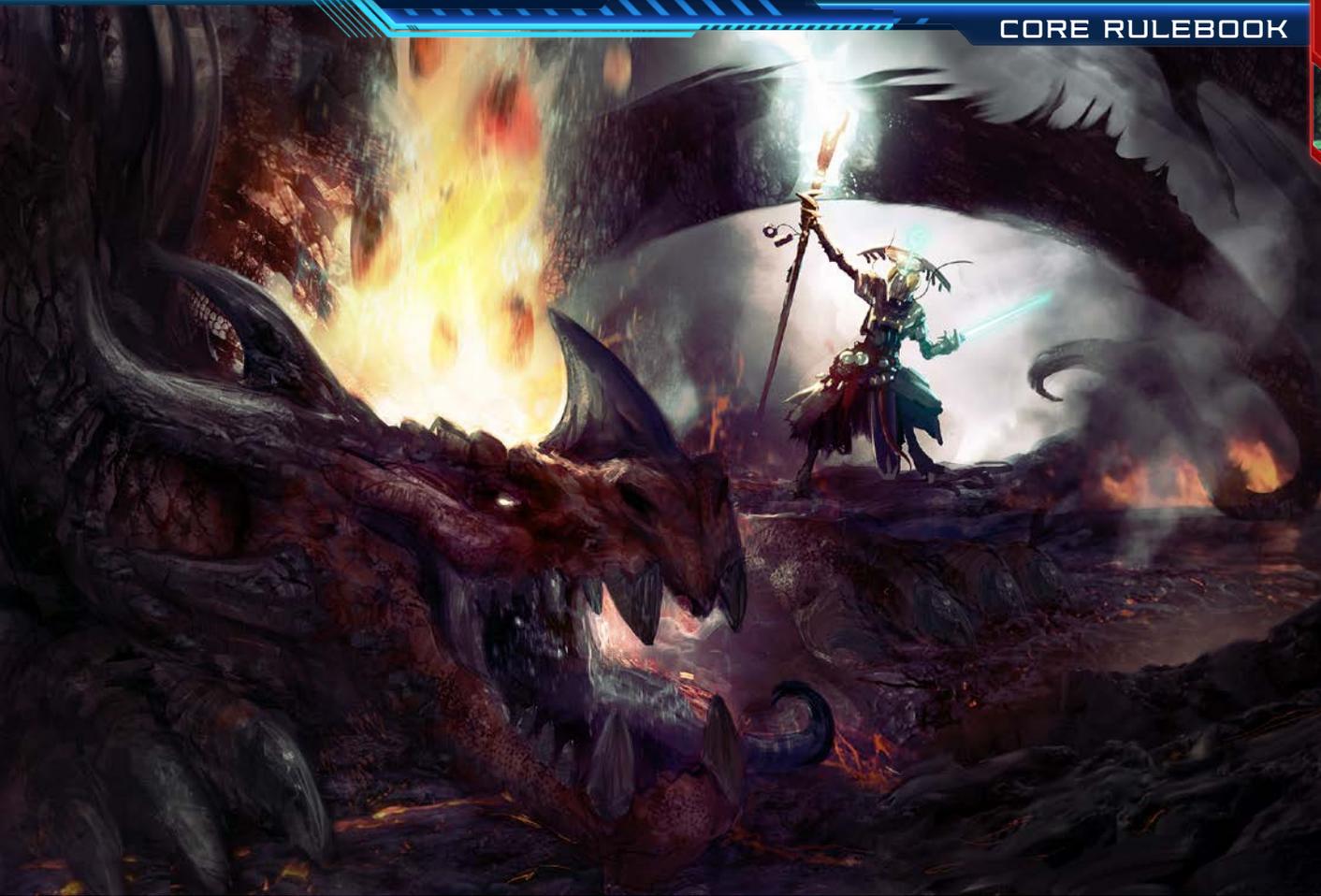
Many times, these same spells note that they negate one another as well. This means that a successful casting of one spell on a target under the effects of the second spell undoes those effects, and the effects of the first spell don't occur.

SPECIAL ABILITIES

A number of classes and creatures gain the use of special abilities, many of which function like spells. A special ability is either a spell-like ability, a supernatural ability, or an extraordinary ability. See Special Abilities on page 262 for more information.

SPELL DESCRIPTION FORMAT

The descriptions of Starfinder's spells are presented in a standard format, as shown in the sample spell description on page 333. Each category of information found in the spell descriptions is explained and defined in the appropriate sections that follow the sample (along with references for further information). Not all Starfinder spells contain each boldfaced entry heading listed in the sample, but for purposes of completeness, all entry headings used in the various spell descriptions are included. The sample also includes either typical language found in most spell entries or a summary of what the entry typically contains.



Mystic Spells



Technomancer Spells

SPELL NAME 0-6 0-6

School magic type [descriptor]

Casting Time action or time

Range personal, touch, or a specified distance

Area affected space (S)

Effect the spell's mechanical effect (if it doesn't have an area or targets)

Targets one creature or multiple creatures

Duration rounds, minutes, or hours (D)

Saving Throw none, partial, or negates; **Spell Resistance** yes or no

The spell's effects are described here.

Spell Name

The first line of every spell description gives the name by which the spell is commonly known. A spell's name generally indicates what effects it creates or how it manipulates its area or targets.

Spell Level

The spell level for each class that can cast the spell (typically a number between 0 and 6 that indicates the spell's relative power)

is listed directly to the right of each class icon. Variable-level spells express their levels in a range. See Spell Level and Variable-Level Spells on page 330 for more details.

School and Descriptor

Beneath the spell's name is an entry listing the spell's school of magic. Nearly every spell in Starfinder belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. In rare cases, a spell harnesses the power of all of the magic schools. In this case, the spell's school is listed as "universal."

Many spells have one or more descriptors. These can affect how the spells interact with other magic and effects, and some descriptors have specific rules associated with them. See Descriptors on page 269 for more information.

Abjuration

Abjurations are protective spells. If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, the spell ends, even if the spell would normally work or its normal duration has not yet elapsed.

Conjuration

Conjuration spells bring creatures, objects, or energy (potentially including healing energy) into being or transport them to new locations. A conjured creature or object must arrive in an open

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location on a surface capable of supporting it. It can't appear inside another creature or object. The conjured creature or object must appear within the spell's range, but once conjured it does not have to remain within the range.

Divination

Divination spells enable you to learn long-forgotten secrets, predict the future, find hidden things, and pierce deceptive spells. In most circumstances, attempts to use divination magic to glean information about events during the Gap fail.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior. All enchantments are mind-affecting spells and have that descriptor. Most enchantments are either charms or compulsions and have those descriptors. See Descriptors on page 269 for more information.

Evocation

Evocation spells manipulate magical energy or tap an unseen source of power to produce a desired result created entirely with magic. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage. Evocation spells often produce effects that manifest as various kinds of energy, or as an energy type of the caster's choice, as noted in an individual spell's description.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that aren't there, not see things that are actually there, hear phantom noises, or remember things that never really happened. By default, illusions create actual sensory stimuli in much the same manner as a hologram might.

Disbelieving Illusions: Creatures encountering an illusion usually don't receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion, which typically requires spending at least a move action focusing specifically on the illusion.

A creature that succeeds at its saving throw to disbelieve can tell the illusion is false (but still sees a visual illusion as a translucent outline). A failed saving throw indicates that a character fails to notice something is amiss. A character faced with proof that an illusion isn't real needs no saving throw to disbelieve it. If any observer successfully disbelieves an illusion and communicates this fact to others, each such observer can attempt a saving throw to disbelieve with a +4 bonus.

Necromancy

Necromancy spells manipulate the power of death, unlife, and life force, including spells involving creating undead creatures.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

Casting Time

Most spells have a casting time of one standard action. Others

take 1 round or more, while a few powerful special abilities allow a character to cast a spell as a move action. A few reactive spells can be cast as reactions, but they are generally limited in nature, such as the 1st-level casting of *flight*.

When you begin casting a spell that takes 1 round or longer to cast, you must maintain your concentration from the current round to just before your turn in the next round (at least). If you lose concentration or take another action (even a reaction) before the casting is complete, the spell fails.

You make all pertinent decisions about a spell (range, target, area, effect, and so forth) when the spell comes into effect.

1 round: Casting a spell with a casting time of 1 round is a full action. The spell comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

1 minute: A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are considered to be casting a spell as a full action, just as noted above for 1-round casting times). These actions must be consecutive and uninterrupted; otherwise the spell automatically fails.

Range

A spell's range indicates how far from you it can reach. For more information on how ranges work, see Range on page 271.

Area, Effect, and Targets

When a spell you cast comes into effect, you must make choices about what the spell is to affect or where an effect is to originate, depending on the spell's type. A spell's description defines the spell's area, its effect, or its target (or targets), as appropriate.

Targets

Some spells have one or more targets. You cast these spells on creatures or objects, as defined in the spell's description. You must be able to see or touch the target (unless the spell has an attack roll; see Spells with Attack Rolls below), and you must specifically choose that target. You do not have to select your target until you have finished casting the spell.

If the target of a spell is yourself (which is the case for all personal range spells), you don't receive a saving throw and spell resistance doesn't apply. The Saving Throw and Spell Resistance entries are omitted from the descriptions of such spells.

Some spells restrict you to willing or unconscious targets. A creature can declare itself a willing target at any time (even if it's flat-footed or it isn't that creature's turn). Characters who are conscious but immobile or helpless can still choose to be unwilling.

Many spells affect "living creatures," which means all creatures other than constructs and undead (artificially created beings that are not undead or constructs are considered living for this purpose). Creatures in the spell's area that are not of the appropriate type don't count against the number of creatures affected.

Other spells allow you to target other categories of creatures or items, such as construct, corpse, or object. This works like targeting a creature, and the target's spell resistance, if any, applies. See page 265 for more details.

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell is a move action that doesn't provoke attacks of opportunity.

Spells with Attack Rolls: Some spells require an attack roll to hit. For these spells, you don't need line of sight to the target, but you still need line of effect (see page 271). These spells can score a critical hit just as a weapon can, and deal double damage on a successful critical hit. If one of these spells has a duration, it refers to the duration of the effect that the attack causes, not the length of time that the attack itself persists.

Effect

Some spells create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. The spell's range determines how far away an effect can appear, but if the effect is mobile, after it appears it can move regardless of the spell's range. For clarity, some spells specify the type or size of effect created in a separate Effect entry.

Area

Some spells affect an area. Sometimes a spell description specifies a specially defined area, but usually a spell's area is described as a burst, emanation, or spread, and as a cone, cylinder, line, or sphere (see page 268). A spell's area may also be shapable, which is indicated with "(S)" after the listed area.

Regardless of the shape of the area, you select the point where the spell originates. You don't otherwise control which creatures or objects the spell affects; it affects all valid targets in the area. When determining whether a given creature is within a spell's area, count out the distance from the point of origin in squares, just as you do when moving a character or determining the range for a ranged attack. The only difference is that instead of counting from the center of one square to the center of the next, you count from intersection to intersection.

You can count diagonally across a square, but remember that every second diagonal counts as 2 squares of distance. If the far edge of a square is within the spell's area, anything within that square is within the spell's area. If the spell's area touches only the near edge of a square, however, creatures or objects within that square are unaffected by the spell.

Other: A spell can have a unique area, as defined in its spell description.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts. A spell may also be dismissible, which is indicated with "(D)" after the listed duration. For more information, see Duration on page 270.

Areas, Effects, and Targets: If a spell affects creatures directly, the result travels with the target for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such an effect can be destroyed prior to the expiration of its duration. If the spell affects an area, then the spell stays within that area for its duration. Creatures become subject to the spell when they enter the area and are no longer subject to it when they leave.

Saving Throw

Usually a harmful spell allows a target to attempt a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell's description defines which type of saving throw the spell allows (a Fortitude, Reflex, or Will saving throw) and describes how saving throws against the spell work, including for objects and harmless effects. Most often, a successful saving throw negates a spell's effects, halves the damage it causes, allows the creature to suffer only partial effects of the spell, or allows the disbelief of an illusion effect (see Illusion on page 334). Your class's Spells section describes how to calculate your spells' saving throws. For more information on saving throws, see page 241.

Spell Resistance

Spell resistance, often abbreviated as SR, is a special defensive ability of many creatures that functions much like an Armor Class against magical attacks. If your spell targets a creature with spell resistance, you must attempt a caster level check (1d20 + your caster level); only if the result equals or exceeds the creature's spell resistance can the spell affect that creature.

A spell's Spell Resistance entry and the descriptive text of a spell description tell you whether spell resistance protects creatures from the spell. In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "object" and "harmless" mean the same thing for spell resistance as they do for saving throws (see page 241). A creature with spell resistance must voluntarily lower the resistance (a standard action) in order to be affected by such spells without forcing the caster to attempt a caster level check.

For more information on spell resistance, see page 265.

Descriptive Text

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description includes "see text," this is where the explanation is found.

SPELL LISTS

There are dozens of spells available to spellcasters in the Starfinder RPG. The following pages present the spell lists for the mystic and technomancer. A superscript "R" (^R) appearing at the end of spell's name in the spell lists denotes a spell that requires an expenditure of Resolve Points to cast.

Order of Presentation: In the spell lists and the short descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain groupings. When a spell's name begins with "lesser," "greater," or "mass," the spell is alphabetized under the second word of the spell name instead.

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. A creature usually has a caster level equal to its CR (1st if a creature has a CR less than 1). The word "level" in the short descriptions that follow usually refers to caster level.



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MYSTIC SPELL LIST

0-LEVEL

- Daze:** Humanoid creature of CR 3 or lower is dazed.
- Detect Affliction:** Determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction.
- Detect Magic:** Detect spells and magic items within 60 feet.
- Fatigue:** Touched creature is fatigued.
- Ghost Sound:** Create minor illusory sounds.
- Grave Words:** Force a corpse to babble.
- Psychokinetic Hand:** Telekinetically move an object of 1 bulk or less.
- Stabilize:** Cause a dying creature to stabilize.
- Telekinetic Projectile:** Telekinetically hurl an object, dealing 1d6 damage to the target and object.
- Telepathic Message:** Send a short telepathic message and hear simple telepathic replies.
- Token Spell:** Perform simple magical effects.

1ST-LEVEL

- Charm Person:** Make one humanoid creature believe that it is your ally.
- Command:** One creature obeys a select command for 1 round.
- Confusion, Lesser:** One living creature is confused for 1 round.
- Detect Radiation:** Detect radiation within 120 feet.
- Detect Thoughts:** "Listen" to surface thoughts.
- Disguise Self:** Change your appearance.
- Fear:** Frighten a single living creature that's of CR 4 or lower for 1d4 rounds.
- Identify:** Gain a +10 bonus to identify items of a magic or technological nature.
- Keen Senses:** Target gains low-light vision and a +2 bonus to Perception checks.
- Life Bubble:** Encase targeted creatures with a shell of tolerable atmosphere.
- Mind Link:** Instantly and telepathically communicate information to a creature.
- Mind Thrust:** Mentally deal 2d10 damage to one target.
- Mystic Cure:** Restore 1d8 + your Wisdom modifier Hit Points to a living creature.
- Reflecting Armor:** Sheath of mystical force can reflect damage back on foe.
- Remove Condition, Lesser:** Remove one minor harmful condition affecting a creature.
- Share Language:** Target understands chosen languages.
- Wisp Ally:** Create wisp of energy that shines light and distracts an enemy.

2ND-LEVEL

- Augury^R:** Learn whether an action will be good or bad.
- Command Undead:** Undead creature obeys your commands.
- Darkvision:** Grant ability to see 60 feet in total darkness.
- Daze Monster:** Target living creature of CR 5 or lower is dazed.
- Fear:** Frighten multiple creatures of CR 4 or lower for 1 minute.

- Fog Cloud:** Create a fog that obscures vision.
- Force Blast:** Cone deals 2d6 force damage and bull rushes creatures.
- Hold Person:** Paralyze one humanoid.
- Hurl Forcedisk:** Disc deals 3d6 force damage to one target then ricochets to other targets, dealing 2d6 force damage.
- Inflict Pain:** Wracking pain imposes -2 penalty to ability checks, attack rolls, and skill checks on one target.
- Mind Thrust:** Mentally deal 4d10 damage to one target.
- Mystic Cure:** Restore 3d8 + your Wisdom modifier Hit Points to a living creature.
- Remove Condition:** Remove one moderate harmful condition affecting a creature.
- Restoration, Lesser:** Dispel magical ability penalty or cure 1d4 ability damage.
- See Invisibility:** See invisible creatures or objects.
- Shield Other^R:** You take half of the target's Hit Point damage.
- Spider Climb:** Grant ability to walk on walls and ceilings.
- Status:** Monitor condition and position of allies.
- Zone of Truth:** Creatures within range can't lie.

3RD-LEVEL

- Bestow Curse:** Target takes -4 penalty to attack rolls, saves, and checks or 50% chance of not acting on each of its turns.
- Charm Monster:** Make one creature believe it is your ally or one day per level.
- Clairaudience/Clairvoyance:** Hear or see at a distance for 1 minute per level.
- Deep Slumber:** Put a number of creatures whose CRs total 8 or less to sleep.
- Dispel Magic:** Cancel one magical spell or effect.
- Fear:** Targets of CR 8 or lower within a cone are panicked for 1 minute.
- Haste:** One creature per level moves and acts faster.
- Hologram Memory:** Extract a creature's memory and replay it as a hologram.
- Irradiate:** Flood area with dangerous radiation.
- Mind Thrust:** Mentally deal 7d10 damage to one target.
- Mystic Cure:** Restore 5d8 + your Wisdom modifier Hit Points to a living creature.
- Psychokinetic Strangulation:** Concentrate to immobilize target and deal 3d8 damage per round.
- Ray of Exhaustion:** Ray makes target exhausted.
- Remove Affliction:** Neutralize curses, diseases, infestations, poisons, and other harmful conditions affecting a creature.
- Resistant Armor, Lesser:** Grant DR 5/- or energy resistance 5 against two energy types.
- Slow:** One creature per level moves and acts slower.
- Speak with Dead:** Corpse answers up to six questions.
- Suggestion:** Compel a target to follow stated course of action.
- Synaptic Pulse:** Stun all creatures within 20 feet for 1 round.
- Tongues:** Target can speak and understand any language.

4TH-LEVEL

- Animate Dead:** Create controlled undead creatures out of target corpses.
- Confusion:** Targets behave randomly for 1 round per level.
- Cosmic Eddy:** Whirlwind deals 4d6 damage and knocks creatures prone.
- Death Ward:** Target gains +4 bonus to saves against death spells, and is immune to negative energy and gaining negative levels.
- Discern Lies:** Reveal deliberate falsehoods.
- Dismissal:** Force a creature to return to its native plane.
- Divination^R:** Gain useful advice for specific proposed actions.
- Enervation:** Ray imposes 2 negative levels.
- Fear:** All targets within a cone are panicked for 1 minute.
- Hold Monster:** Paralyze one creature.
- Mind Probe:** Potentially access a target creature's memories and its knowledge.
- Mind Thrust:** Mentally deal 10d10 damage to and fatigue a single target.
- Mystic Cure:** Restore 12d8 + your Wisdom modifier Hit Points to a living creature or restore life to a recently slain creature.
- Planar Binding:** Trap an extraplanar creature of CR 4 or lower until it performs a task.
- Reincarnate:** Bring a target dead creature back to life in a random body.
- Remove Radioactivity:** Remove ongoing radiation effects from a creature or object.
- Resistant Armor:** Grant DR 10/– or energy resistance 10 to three energy types.
- Restoration^R:** Restores ability score drain and negative levels.
- Telepathic Bond:** Link allows allies to communicate.

5TH-LEVEL

- Break Enchantment:** Free creatures from curses, enchantments, and transmutations.
- Call Cosmos:** Rain cosmic particles on targets, dealing 4d6 fire damage and 3d6 cold damage.
- Command, Greater:** One creature per level obeys select command for 1 round per level.
- Commune With Nature:** Learn about terrain for 1 mile per level.
- Contact Other Plane:** Ask questions of extraplanar entity.
- Crush Skull:** Deal 18d8 damage to living creature's head.
- Dismissal:** Force extraplanar creatures whose total CR is no greater than your level + 2 to return to their native planes.
- Dispel Magic, Greater:** Cancel multiple spells or effects.
- Dominate Person:** Control humanoid telepathically.
- Feeblemind:** Target's Intelligence and Charisma scores drop to 1.
- Mind Thrust:** Mentally deal 15d10 damage to and exhaust one target.
- Modify Memory:** Change 5 minutes of target's memories.
- Mystic Cure:** Restore 16d8 + your Wisdom modifier Hit Points to a living creature or restore life to a recently slain creature.
- Mystic Cure, Mass:** Restore 3d8 + your Wisdom modifier Hit Points to one living creature per level.
- Planar Binding:** Trap an extraplanar creature of CR 7 or lower until it performs a task.

- Raise Dead:** Restore life to a creature that died no more than 1 day per level ago.
- Remove Condition, Greater:** Remove all harmful conditions affecting a creature.
- Resistant Aegis:** Grant up to 10 creatures DR 5/– or energy resistance 5 to all energy types.
- Retrocognition:** Gain psychic impressions of past events in a certain location.
- Synaptic Pulse, Greater:** Stun all creatures within 20 feet for 1d4 rounds.
- Telepathy:** Communicate mentally with any creatures within 100 feet.
- Waves of Fatigue:** Several targets become fatigued.

6TH-LEVEL

- Control Gravity:** Alter gravity in an area.
- Control Undead:** Undead creatures follow your commands and don't attack you.
- Enshrining Refuge:** Targets can't attack or be attacked, but can exist comfortably.
- Ethereal Jaunt:** You become ethereal for 1 round per level.
- Flesh to Stone:** Turn a creature into a statue.
- Gravitational Singularity:** Particle with infinite density pulls creatures and objects into it, dealing 12d6 damage each round to those inside.
- Inflict Pain, Mass:** Wracking pain imposes –2 penalty to ability checks, attack rolls, and skill checks on one target per level.
- Mind Thrust:** Mentally deal 17d10 damage to, exhaust, and stun one target.
- Mystic Cure:** Restore 20d8 + your Wisdom modifier HP to a living creature or restore life to a recently slain creature.
- Mystic Cure, Mass:** Restore 5d8 + your Wisdom modifier Hit Points to one living creature per level.
- Planar Barrier:** Seal an area against all planar travel into or within it.
- Planar Binding:** Trap an extraplanar creature of CR 10 or lower until it performs a task.
- Plane Shift:** As many as eight creatures travel to another plane you choose.
- Psychic Surgery:** Cure all Intelligence, Wisdom, and Charisma damage and drain, plus remove other mental afflictions and conditions.
- Regenerate:** Grow back target's severed limbs, restore 12d8 Hit Points, and remove exhaustion and fatigue.
- Resistant Armor, Greater:** Grant DR 15/– or energy resistance 15 against four energy types.
- Shadow Walk:** Step into a shadowy realm to travel to a destination rapidly.
- Snuff Life:** Instantly kill or massively damage one creature per 2 caster levels, depending on targets' CRs.
- Subjective Reality:** You convince yourself one creature or object is an illusion.
- Suggestion, Mass:** Compel one target per level to follow stated course of action.
- Telepathic Jaunt:** Use your telepathic bond with a creature to teleport to its location.
- True Seeing:** Target can see things as they really are.
- Vision^R:** Answer a question about a person, place, or object.



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TECHNOMANCER SPELL LIST

0-LEVEL

- Dancing Lights:** Create and direct up to four lights.
- Daze:** Humanoid creature of CR 3 or lower is dazed.
- Detect Affliction:** Determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction.
- Detect Magic:** Detect spells and magic items within 60 feet.
- Energy Ray:** Ray deals 1d3 acid, cold, electricity, or fire damage.
- Ghost Sound:** Create minor illusory sounds.
- Mending:** Restore 1d4 Hit Points to an object or construct.
- Psychokinetic Hand:** Telekinetically move an object of 1 bulk or less.
- Telepathic Message:** Send a short telepathic message and hear simple telepathic replies.
- Token Spell:** Perform simple magical effects.
- Transfer Charge:** Move charges from one power source to another source of the same type.

1ST-LEVEL

- Comprehend Languages:** You understand all spoken, signed, and written or tactile languages.
- Detect Radiation:** Detect radiation within 120 feet.
- Detect Tech:** Detect technological items with charges or that replenish charges within 60 feet.
- Disguise Self:** Change your appearance.
- Erase:** Remove writings of either magical or mundane nature.
- Flight:** One creature or object per level falls slowly.
- Grease:** Make a 10-ft. square or one object slippery.
- Hold Portal:** Hold a door shut.
- Holographic Image:** Create a silent hologram of your design.
- Identify:** Gain +10 bonus to identify items of a magic or technological nature.
- Jolting Surge:** Touch deals 4d6 electricity damage.
- Keen Senses:** Target gains low-light vision and a +2 bonus to Perception checks.
- Life Bubble:** Encase targeted creatures with a shell of tolerable atmosphere.
- Magic Missile:** Two missiles deal 1d4+1 force damage.
- Overheat:** Deal 2d8 fire damage to creatures in cone.
- Supercharge Weapon:** Touched weapon deals extra damage.
- Unseen Servant:** Invisible force obeys your commands.

2ND-LEVEL

- Caustic Conversion:** Fling magical nanites as a ranged attack that deals 4d4 acid damage to one target, plus 5 additional damage in subsequent rounds.
- Command Undead:** Undead creature obeys your commands.
- Darkvision:** Grant ability to see 60 feet in total darkness.
- Daze Monster:** Target living creature of CR 5 or lower is dazed.
- Flight:** Target moves up and down at your direction.
- Fog Cloud:** Create a fog that obscures vision.
- Holographic Image:** Create a hologram with some sound of your design.

- Implant Data:** Embed one piece of data per level in a target computer or system.
- Inject Nanobots:** Touch deals 4d8 damage to target and causes the confused condition.
- Invisibility:** Target is invisible for 1 minute per level or until it attacks.
- Knock:** Opens a locked or magically sealed door.
- Logic Bomb:** Target computer deals 6d6 energy damage to the first creature that tries and fails to use it.
- Make Whole:** Restore 5d6 Hit Points to an object or construct.
- Microbot Assault:** Cloud of tiny robots harasses creatures within it.
- Mirror Image:** Create decoy duplicates of yourself.
- Recharge^R:** Replenish charges in a battery or item capable of holding charges.
- Security Seal^R:** Magically lock a portal, a container, or a security system.
- See Invisibility:** See invisible creatures or objects.
- Spider Climb:** Grant ability to walk on walls and ceilings.

3RD-LEVEL

- Arcane Sight:** Magical sources become visible to you.
- Arcing Surge:** Deal 10d6 electricity damage in a 120-foot line.
- Clairaudience/Clairvoyance:** Hear or see at a distance for 1 minute per level.
- Discharge:** Disrupts or depowers one target technological item or construct.
- Dispel Magic:** Cancel one magical spell or effect.
- Displacement:** Attacks miss target 50% of the time.
- Entropic Grasp:** Touch decays a construct or nonmagical manufactured item once per round per level.
- Explosive Blast:** Deal 9d6 fire damage to creatures in a 20-foot radius.
- Flight:** Target flies at a speed of 60 feet.
- Handy Junkbot:** Create a temporary robot made of junk to perform Computers, Engineering, Piloting, and Sleight of Hand tasks.
- Haste:** One creature per level moves and acts faster.
- Healing Junkbot:** Robot made of junk can perform Medicine tasks and drag unconscious creature to safety.
- Holographic Image:** Create a hologram with sound, smell, and thermal effects of your design that lasts as long as you concentrate, plus 3 additional rounds.
- Instant Virus:** Inflict technological construct with disease.
- Irradiate:** Flood area with dangerous radiation.
- Nondetection^R:** Hide target from divination and surveillance.
- Probability Prediction:** Reroll one attack roll, save, or check.
- Resistant Armor, Lesser:** Grant DR 5/– or energy resistance 5 against two energy types.
- Slow:** One creature per level moves and acts slower.
- Tongues:** Target can speak and understand any language.

4TH-LEVEL

- Animate Dead:** Create controlled undead creatures out of target corpses.
- Arcane Eye:** Invisible floating eye moves 30 feet per round and sends you visual information.
- Corrosive Haze:** Cloud deals 4d8 acid damage per round, plus 10 additional damage.
- Creation:** Create one object made of vegetable matter.
- Destruction Protocol:** Turn nonhostile technological construct against your foes.
- Dimension Door:** Teleport a short distance.
- Dismissal:** Force a creature to return to its native plane.
- Flight:** Target flies at a speed of 70 feet.
- Holographic Image:** Create a hologram with sound, smell, and thermal effects that follows a script determined by you.
- Invisibility, Greater:** Target is invisible for 1 round per level, even if it attacks.
- Overload Systems:** Target creature has a 50% chance to lose each action.
- Planar Binding:** Trap an extraplanar creature of CR 4 or lower until it performs a task.
- Remove Radioactivity:** Remove ongoing radiation effects from a creature or object.
- Resilient Sphere:** Force globe protects but traps one target.
- Resistant Armor:** Grant DR 10/– or energy resistance 10 to three energy types.
- Rewire Flesh:** Turn target partially into a robot, dealing 3d6 damage per round and reducing speed.
- Soothing Protocol:** Calm a target hostile technological construct.
- Wall of Fire:** Blazing curtain deals 2d6 fire damage out to 10 feet and 1d6 fire damage out to 20 feet; passing through the wall deals 5d6 fire damage.

5TH-LEVEL

- Break Enchantment:** Free creatures from curses, enchantments, and transmutations.
- Contact Other Plane:** Ask questions of an extraplanar entity, with questionable results.
- Control Machines:** Command technological constructs within range telepathically.
- Creation:** Create a single object made of vegetable or mineral matter.
- Dismissal:** Force extraplanar creatures whose total CR is no greater than your level + 2 to return to their native planes.
- Dispel Magic, Greater:** Cancel multiple magical spells or effects.
- Flight:** You can fly at a speed of 70 feet and can hustle over long distances.
- Heat Leech:** Deal 13d8 cold damage to creatures in a cone.
- Holographic Image:** Create a detailed hologram that is permanent or is triggered by conditions you set.
- Holographic Terrain:** Create a large hologram that depicts terrain and structures.
- Mislead:** Make yourself invisible and create an illusory double of your likeness.
- Passwall:** Create a passage through most walls.
- Planar Binding:** Trap an extraplanar creature of CR 7 or lower until it performs a task.

- Private Sanctum:** Prevent anyone from viewing or scrying an area for 24 hours.
- Prying Eyes:** Twenty floating eyes scout for you.
- Rapid Repair:** Construct or weapon regains 2d8 Hit Points per round for 1 minute.
- Resistant Aegis:** Grant up to 10 creatures DR 5/– or energy resistance 5 to all energy types.
- Synapse Overload:** Target takes 18d8 damage and is staggered for 1 minute.
- Telekinesis:** Move an object, attack creatures, or hurl objects or creatures with your mind.
- Teleport:** Instantly teleport as far as 2,000 miles.
- Unwilling Guardian:** Charm a target into protecting you during combat.
- Wall of Force:** Invisible wall is difficult to destroy.

6TH-LEVEL

- Battle Junkbot:** Create a temporary robot from random junk, turning it into a deadly combatant.
- Chain Surge:** Deal 13d12 electricity damage to primary target and up to 10 secondary targets; one of the primary target's electrical devices stops functioning for 1 round.
- Control Gravity:** Alter gravity in an area.
- Control Undead:** Undead creatures follow your commands and don't attack you.
- Discharge, Greater:** Disrupts or depowers multiple technological items or constructs.
- Disintegrate:** Ray reduces one creature or object to dust.
- Ethereal Jaunt:** You become ethereal for 1 round per level.
- Flight:** Multiple targets can fly at a speed of 60 feet.
- Holographic Image:** Illusory double of your likeness can talk and cast spells.
- Interplanetary Teleport[®]:** Teleport between planets.
- Invisibility, Mass:** Multiple targets are invisible for 1 minute per level or until one target attacks or moves away from other targets affected by spell.
- Planar Barrier:** Seal an area against all planar travel into or within it.
- Planar Binding:** Trap an extraplanar creature of CR 10 or lower until it performs a task.
- Plane Shift:** As many as eight creatures travel to another plane of your choice.
- Resistant Armor, Greater:** Grant DR 15/– or energy resistance 15 against four energy types.
- Rewire Flesh, Mass:** Deal 3d6 damage per round and reducing targets' speed during that time.
- Shadow Walk:** Step into a shadowy realm to travel to a destination rapidly.
- Shadowy Fleet:** Illusion of starships deals 3d6 piercing damage and 3d6 fire damage to all creatures in the affected area.
- Sympathetic Vibration:** Deal 2d10 damage per round to freestanding structure.
- Terraform[®]:** Alter terrain and climate.
- True Seeing:** Target can see things as they really are.
- Veil:** Change appearance of a group of creatures.
- Wall of Steel[®]:** Wall has 45 Hit Points per inch of thickness and hardness 15.



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SPELL DESCRIPTIONS

The following spells are presented in alphabetical order, with the exception of those whose names begin with “greater,” “lesser,” or “mass” (see Order of Presentation on page 335).

ANIMATE DEAD

School necromancy

Casting Time 1 standard action

Range touch

Targets one or more corpses

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead creatures that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in place and attack any creature (or a specific kind of creature) entering the area. They remain animated until they are destroyed. A destroyed undead can't be animated again.

You can create one or more undead creatures with a total CR of no more than half your caster level. You can only create one type of undead with each casting of this spell. Creating undead requires special materials worth 1,000 credits × the total CR of the undead created; these materials are consumed as part of casting the spell.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only a number of undead whose total CR is no greater than your caster level. If you exceed this number, all the newly created creatures fall under your control and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Once released, such undead have no particular feelings of loyalty to you, and in time they may grow in power beyond the undead you can create.

The corpses you use must be as intact as the typical undead of the type you choose to create. For example, a skeleton can be created only from a mostly intact corpse (that has bones) or skeleton. A zombie can be created only from a creature with a physical anatomy.

ARCANE EYE

School divination (scrying)

Casting Time 10 minutes

Range planetary

Effect magical sensor

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor that sends you visual information. The sensor appears at any point within line of sight, but it can then travel beyond your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a humanoid would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The arcane eye sees exactly as you would see if you were there.

The arcane eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The arcane eye can't enter another plane of existence, even through Drift travel or a magical gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the sensor is inert until you concentrate again.

ARCANE SIGHT

School divination

Casting Time 1 standard action

Range personal

Duration 1 minute/level (D)

This spell allows you to see magic sources within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns information more quickly.

You know the location and caster level of all magic sources within your sight. If the magic sources are in line of sight, you can attempt a DC 28 Mysticism check (one check per source) to determine the school of magic involved in each source.

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities and the caster level of the most powerful spell or spell-like ability the creature currently has available for use.

As with *detect magic*, you can use this spell to identify the properties of magic items, but not of artifacts.

ARCING SURGE

School evocation (electricity)

Casting Time 1 standard action

Range 120 ft.

Area line-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You cause an electrical device in your possession to surge in power and unleash a line of electricity from the massive oversurge. This deals 10d6 electricity damage to all creatures and objects in the area.

AUGURY

School divination

Casting Time 1 minute

Range personal

Duration instantaneous

Casting *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. Casting this spell takes intense personal focus and requires you to spend 1 Resolve Point.

The chance for successfully receiving a meaningful reply

is 75%; this roll is made secretly by the GM. A question may be so straightforward that a successful result is automatic, or it may be so vague as to have no chance of success. If the augury succeeds, you get one of four results.

- ☉ Weal (if the action will probably bring good results).
- ☉ Woe (for bad results).
- ☉ Weal and woe (for both).
- ☉ Nothing (for actions that have neither especially good nor especially bad results).

If the augury isn't successful, you get the "nothing" result. A spellcaster who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see only about 30 minutes into the future, so anything that might happen beyond that time frame does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. Multiple castings of *augury* by the same creature about the same topic use the same die result as the first casting.

BATTLE JUNKBOT

School transmutation

Casting Time 1 round

Range touch

Targets at least 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a vicious robot that can hunt down and attack your enemies.

You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity. Creating a battle junkbot also requires one ultra-capacity battery. Casting this spell drains all of the battery's charges.

While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with aggression and martial skills. A battle junkbot is Small, its KAC and EAC are each equal to 15 + your technomancer level, it has hardness 15, and it has a number of Hit Points equal to half of your own (but no Stamina Points). It uses your saving throw bonuses when it is the target of spells and other targeted effects. It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. For purposes of spells and effects that target the junkbot, it is treated as a construct with the magical and technological subtypes.

The battle junkbot has four hands. It is treated as if it had the Deadly Aim and Improved Combat Maneuver (Bull Rush, Grapple, Trip) feats. It has an attack bonus equal to 6 + your technomancer level; in one hand it wields a special buzzblade dagger that deals 6d8+6 damage instead of its normal damage, and a second hand carries a special light laser pistol that deals 6d6 damage instead of its normal damage. Damage from the junkbot's special weapons counts as magic for the purpose of overcoming damage reduction.

You can give new basic commands to your battle junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the robot has made an attack or combat maneuver and whether or not it was successful, as well as when the battle junkbot has been attacked, has taken damage, or is destroyed, but you can perceive nothing else through this basic telepathic link.

When the battle junkbot is destroyed or this spell ends, the electronic equipment you used to create the junkbot falls apart into refuse, its circuitry fried beyond anything recognizable. You cannot use this refuse as a target to create another junkbot.

BESTOW CURSE

School necromancy (curse)

Casting Time 1 standard action

Range touch

Targets one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You place a terrible curse on the target, stealing either its overall competency or its ability to think and act on its feet. Choose one of the following.

- ☉ The target takes a -4 penalty to ability checks, attack rolls, saving throws, and skill checks.
- ☉ Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You can also invent your own curse (see Afflictions on page 414 for a few ideas), but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *miracle*, *remove affliction*, or *wish* spell.

Casting this spell doesn't provoke attacks of opportunity. *Bestow curse* counters *remove affliction*.

BREAK ENCHANTMENT

School abjuration

Casting Time 1 minute

Range close (25 ft. + 5 ft./2 levels)

Targets up to one creature per level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell frees victims from curses, enchantments, and transmutations. *Break enchantment* can reverse even an instantaneous effect. For each such effect, you attempt a caster level check (1d20 + your caster level, maximum +15) against a DC equal to 11 + the caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC of the caster level check is equal to the DC of the curse.

If the spell is one that can't be dispelled by *dispel magic*, *break enchantment* works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, *break*

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enchantment doesn't remove the curse from the item but it does free the victim from the item's effects.

CALL COSMOS

School evocation

Casting Time 1 standard action

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

You evoke a vertical column of dangerous material from across the universe that rains down upon creatures in the area. This matter is made up of bits of burning stars and chunks of frozen comets, and it deals 4d6 fire damage and 3d6 cold damage to every creature in the area. This damage occurs only once, when the spell is cast. For the spell's remaining duration, the fallen starstuff makes the entire area difficult terrain, and thick, swirling clouds of particulate space matter magically block vision. This obscures all sight beyond 5 feet, including darkvision and other vision-based senses (including vision-based blindsight and sense through), but doesn't prevent blindsense. A creature within 5 feet of its attacker has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Additionally, the swirling cosmic particles are distracting to spellcasters in the area, who have a 20% chance of losing any spell they attempt to cast in the area. At the end of the duration, the starstuff disappears, leaving no aftereffects (other than the damage dealt).

CAUSTIC CONVERSION

School evocation (acid)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one creature or object

Duration 1 round + 1 round/3 levels

Saving Throw none; **Spell Resistance** yes

You fling magical nanites that convert water vapor around your target into deadly acid. Make a ranged attack roll against your target's EAC. If you hit, the target takes 4d4 acid damage and it takes 5 additional acid damage at the end of its turn each round for the spell's duration.

CHAIN SURGE

School evocation (electricity)

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Targets one primary target and up to 10 secondary targets, no two of which can be more than 30 ft. from the primary target

Duration instantaneous

Saving Throw Reflex half, see text; **Spell Resistance** yes

Choose a primary target as well as up to 10 secondary targets within 30 feet of the primary target. The primary target must

be carrying or wielding some kind of equipment that uses electricity. This spell causes the primary target's electrical equipment to surge with deadly electricity, which arcs out to strike the secondary targets, dealing 13d12 electricity damage to all targets chosen.

If the primary target fails its Reflex save, the spell also shorts out one of that target's electrical items (your choice) for 1 round, meaning the primary target can't use it for that period. If the primary target negates the effect entirely (such as with evasion), the secondary targets also suffer no effects.

CHARM MONSTER

School enchantment (charm, mind-affecting)

Targets one living creature

Duration 1 day/level

This spell functions like *charm person*, except the effect is not restricted by creature type.

CHARM PERSON

School enchantment (charm, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus to its saving throw.

The spell does not enable you to control the charmed creature as if it were an automaton. It is unlikely to attempt to harm you, but it is also unlikely to attack any of its true friends or allies. You can try to give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries of this check are not allowed.) An affected creature never obeys suicidal or obviously harmful suggestions. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your suggestions, or else be good at pantomiming.

CLAIRAUDIENCE/CLAIRVOYANCE

School divination (scrying)

Casting Time 10 minutes

Range long (400 ft. + 40 ft./level)

Effect magical sensor

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You create an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect to create this sensor in a specific spot within range, but the locale must be either a place that's familiar to you or an obvious location, such as inside a cave whose entrance you can see.



The sensor doesn't move, but you can rotate it in all directions to view the area as desired. This spell functions only on the plane of existence you are currently occupying.

COMMAND 1

School enchantment (compulsion, language-dependent, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You give the target one of the following commands, which it obeys to the best of its ability at its earliest opportunity. If the target can't carry out your command on its next turn, the spell automatically fails.

Approach: The target moves toward you as quickly and directly as possible for 1 round, taking no other actions and triggering reactions (such as attacks of opportunity) for this movement as normal.

Drop: The target drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: The target falls to the ground and remains prone for 1 round. It can otherwise act normally.

Flee: The target moves away from you as quickly and directly as possible for 1 round, taking no other actions and provoking reactions (such as attacks of opportunity) for this movement as normal.

Halt: The target is dazed for 1 round.

COMMAND, GREATER 5

School enchantment (compulsion, language-dependent, mind-affecting)

Targets up to one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

This spell functions like *command*, except you can affect up to one creature per level and the targets continue the specified activity beyond 1 round. At the start of each commanded creature's action after the first, it can attempt another Will saving throw to break free from the spell. Each creature must receive the same command.

COMMAND UNDEAD 2 2

School necromancy (sense-dependent)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one undead creature

Duration 1 day/level

Saving Throw Will negates, see text; **Spell Resistance** yes

This spell allows you a degree of control over an undead creature. If the target is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the target suggestions, but you must succeed at an opposed Charisma check to

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convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful suggestions, but it might be convinced that something very dangerous is worth doing.

An unintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. Unintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. You command the undead creature by voice and it understands you, no matter what language you speak.

COMMUNE WITH NATURE

School divination

Casting Time 10 minutes

Range personal

Duration instantaneous

You become one with nature, attaining knowledge of the surrounding territory. You instantly gain knowledge of up to three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of native creatures, presence of powerful unnatural creatures, or general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings—caves, caverns, and the like—the spell is less powerful and its radius is limited to 100 feet per caster level. The spell does not function where nature has been replaced by construction or settlements, such as in cities, factories, and starships.

COMPREHEND LANGUAGES

School divination

Casting Time 1 standard action

Range personal

Duration 10 minutes/level

You can understand the spoken or signed words of creatures or read otherwise incomprehensible written or tactile messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. You can't use this spell to read magic writing or encoded messages (though it does reveal if a message is magic or encoded), but you can use it to read raw computer code or foreign programming languages, allowing you to understand enough to attempt Computers checks on those materials without penalties.

CONFUSION

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 15-ft.-radius burst

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell causes confusion in all creatures in the area, making them unable to determine their actions. Any confused creature that is attacked automatically attacks or attempts to attack its attackers on its next turn, as long as it is still confused at the start of its next turn. Note that a confused creature will not make attacks of opportunity against any foe that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). For confused creatures that have not been attacked, roll on the following table at the start of each affected creature's turn each round to see what it does in that round.

D%	BEHAVIOR
1-25	Act normally.
26-50	Do nothing but babble incoherently.
51-75	Deal 1d8 + Str modifier damage to self with item in hand.
76-100	Attack nearest creature.

A confused creature that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused target.

CONFUSION, LESSER

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

This spell causes a single creature to become confused (as per the *confusion* spell) for 1 round.

CONTACT OTHER PLANE

School divination

Casting Time 10 minutes

Range personal

Duration concentration

You send your mind to another plane of existence (an Elemental Plane or some plane further removed) in order to receive advice and information from powers there. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "Yes," "No," "Maybe," "Never," "Irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You can ask one question for every 2 caster levels. On rare occasions, this divination may be blocked by an act of certain deities or forces.

Contacting a minor planar power is relatively safe but may not result in useful answers. For each question you ask, the GM secretly rolls 1d20.

1-2: The power gives you no answer, the spell ends, and you must attempt a DC 7 Intelligence check. On a failed check, your Intelligence and Charisma scores each fall to 8 for a week and you are unable to cast spells for that period.

3-5: You receive a random answer to the question.

6-10: You receive an incorrect answer to the question.

Based on the nature and needs of the creature contacted, this may be a lie designed to harm you.

11-15: You receive no answer to the question.

16 or More: You receive a truthful and useful one-word answer. If the question can't be truthfully answered in this way, no answer is received.

Contact with minds further removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed by the power's sheer strangeness and force, but it also increases the chance of the power knowing the answer and answering correctly. You can add any value from +1 to +5 to the d20 roll to represent contacting increasingly powerful planar beings. However, on a roll of 1 or 2, the result is still no answer, the spell ends, and you must attempt an Intelligence check to avoid losing Intelligence and Charisma. The DC of this Intelligence check is increased by the same amount added to the d20 check to contact a planar creature.

CONTROL GRAVITY

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area up to one 10-ft. cube/2 levels (S)

Duration 1 round/level (D)

Saving Throw Fortitude negates, see text; **Spell Resistance** no
You can control gravity in an area, causing it to reverse, become zero-g, or become extremely strong. A creature or object within the area that succeeds at its saving throw is unaffected (though if it stays in the area, it must succeed at a new save each round or become affected), but it might still suffer secondary effects (such as an object flying up from reversed gravity, or an object falling upon it when the spell ends). You choose how to have this spell affect gravity when you cast it, and you cannot change it without recasting the spell. If two *control gravity* spells affect the same area, they negate each other in the area of overlap.

If you reverse gravity in an area, you cause unattached objects and creatures in the area to fall upward and reach the top of the affected area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the spell's area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell's duration, affected objects and creatures fall downward. Creatures who can fly or levitate can keep themselves from falling in either direction.

If you increase gravity in the area, creatures and objects weigh twice as much as normal, move at half speed, can jump

only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by one step (from average to clumsy, for example; minimum clumsy) and plummets to the ground unless it succeeds at a DC 25 Acrobatics check to fly to remain in the air.

An area of zero-g works like the zero-g environment (see page 402). You can also use this spell to make areas of zero-g, heavy gravity, or light gravity act as normal gravity for the duration (see page 402).

CONTROL MACHINES

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets constructs of the technological subtype with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart

Duration concentration, up to 1 round/level

Saving Throw Will negates; **Spell Resistance** no

You wrest control of the target constructs and command them telepathically. You can issue commands to any number of controlled constructs on your turn, beginning when you cast this spell, as part of the concentration required to sustain its duration (a standard action).

If any of the constructs are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC equal to this spell's) to negate this spell's effect. Each construct under the control of another creature grants its controlling creature a separate saving throw to negate the effect for that construct.

While this spell is in effect, the affected constructs follow any command you give them, even if it would be dangerous to the controlled constructs. At the end of the spell, the constructs revert to their normal behavior. If they are intelligent, they know and remember that you used magic to control them.

CONTROL UNDEAD

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets undead creatures with individual CRs no greater than your level + 1 and a total CR no greater than twice your level, no two of which can be more than 30 ft. apart

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. No matter what, the controlled undead do not attack you. At the end of the spell, the targets revert to their normal behavior.

If any of the undead are under the control of a hostile creature, that controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect if the creature failed its initial saving throw. Each undead under the

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control of another creature grants its controlling creature a separate saving throw to negate the effect for that undead.

Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's duration ends.

CORROSIVE HAZE

School evocation (acid)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-diameter cloud of acid

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

A 5-foot cloud of acid-resistant nanites continually converts nearby water vapor into deadly acid. You can create the cloud in the same square as a creature and move it up to 30 feet in any direction as a move action on your turn. If the cloud enters (or is created in) a square containing a creature, it can't move any farther that round and deals 4d6 acid damage to that creature (Reflex negates). The acidic cloud also corrodes any unattended objects along its path, dealing them 4d8 acid damage.

If you don't move the cloud, it remains where it is; if it shares its square with any creature at the beginning of your turn, that creature must succeed at a Reflex save or take 4d8 acid damage. Any creature that takes damage from the cloud takes 10 additional acid damage at the end of its next turn.

COSMIC EDDY

School evocation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw Reflex partial, see text; **Spell Resistance** yes

You pull dormant mystical energy from the land and objects around you and use it to create a swirling eddy that batters your foes and can hinder their movement. The eddy deals 4d6 bludgeoning damage to each creature in the area. Additionally, creatures in the area are knocked prone and are reduced to half speed while the spell is in effect. A creature that succeeds at a Reflex save takes only half damage and is not knocked prone, but it is still reduced to half speed. Flying creatures within the eddy's area must attempt an Acrobatics check to fly (DC equals the spell's save DC) each round. Failure means the creature cannot move for that round.

The spell deals damage and knocks creatures prone only once. However, if a creature leaves the spell's area and then returns, it is subject to the damage and other effects described above again (and can attempt another Reflex saving throw). Similarly, if a creature is not in this spell's area when it is first cast but later moves into it, it is subject to the damage and other effects described above.

Small, unattended items (no more than light bulk) are also thrown around in the eddy's area. At the end of the spell's

duration, such items land in a randomly determined space within the spell's area.

CREATION 4-5

School conjuration (creation)

Casting Time 1 minute

Range 0 ft.

Effect one nonmagical, nontechnological object of nonliving matter, up to 1 bulk/level; see text

Duration see text

Saving Throw none; **Spell Resistance** no

You create a nonmagical, nontechnological, unattended object of nonliving matter. The volume of the item created can't exceed 1 cubic foot (or 1 bulk) per caster level. You must succeed at an appropriate Engineering or Profession check to make a complex item, and you can't create a consumable item.

4th: When you cast *creation* as a 4th-level spell, it creates an object made out of vegetable matter (such as wood) that has an item level no greater than one-third your caster level. The duration is 1 hour per caster level.

5th: When you cast *creation* as a 5th-level spell, it creates an object made out of vegetable matter or material of a mineral nature: crystal, metal, stone, or the like. The object can't have an item level greater than half your caster level. The duration depends on the hardness and rarity of the created object, as indicated on the following table.

HARDNESS AND RARITY EXAMPLES	DURATION
Vegetable matter	2 hours/level
Stone, crystal, base metals	1 hour/level
Precious metals	20 minutes/level
Gems	10 minutes/level
Rare metals*	1 round/level

* Includes adamantite, alchemical silver, mithral, and skymetal alloys. You can't use a 5th-level *creation* spell to create a cold iron item.

CRUSH SKULL 5

School necromancy (death)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You manipulate the energy that swirls around the target's head, pulling it inward and potentially crushing its skull. You must make a ranged attack against the target's EAC to ensure this spell hits the necessary weak spots in the target's head, but you can add your key ability score modifier to this attack roll instead of your Dexterity modifier if it is higher. If you hit and the target fails a Fortitude saving throw, it takes 18d8 damage. If the target succeeds at its saving throw, it instead takes 4d8 damage. The target might die from damage even if it succeeds at its saving throw; in this case, the spell is not a

death effect. This spell has no effect against living creatures that don't have an anatomical head.

DANCING LIGHTS 0

School evocation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect up to four lights

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** no

You create up to four lights that resemble small headlights or flashlights. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can have only one *dancing lights* spell active at a time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

DARKVISION 2 2

School transmutation

Casting Time 1 standard action

Range touch

Targets one creature or camera

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

DAZE 0 0

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one humanoid creature of CR 3 or lower

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

This spell short-circuits the mind of a humanoid creature with a CR of 3 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Humanoids of CR 4 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.

DAZE MONSTER 2 2

School enchantment (compulsion, mind-affecting)

Range medium (100 ft. + 10 ft./level)

Targets one living creature of CR 5 or lower

This spell functions like *daze*, but it can affect any one living creature of any type up to CR 5. Creatures of CR 6 or higher are not affected.

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DEATH WARD  **School** necromancy**Casting Time** 1 standard action**Range** touch**Targets** one living creature**Duration** 1 minute/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a +4 morale bonus to saving throws against all spells and effects with the death descriptor. The target can attempt a save to negate such effects even if one is not normally allowed. The target can't gain negative levels and is immune to any negative energy effects. This spell does not remove negative levels the target has already gained, but it does remove the penalties from negative levels for the duration of its effect.

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

DEEP SLUMBER  **School** enchantment (compulsion, mind-affecting)**Casting Time** 1 round**Range** close (25 ft. + 5 ft./2 levels)**Area** one or more living creatures with a total CR of 8 or lower, all within a 10-ft.-radius burst**Duration** 1 minute/level**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes living creatures in the area to fall into a magical sleep, gaining the asleep condition (except normal noise doesn't wake up the sleeping creatures). Creatures with the lowest CR are affected first. Among creatures of equal CR, those who are closest to the spell's point of origin are affected first. *Deep slumber* doesn't affect unconscious creatures, constructs, or undead creatures.

DESTRUCTION PROTOCOL  **School** enchantment**Casting Time** 1 standard action**Range** touch**Targets** one nonhostile construct of the technological subtype; see text**Duration** concentration, up to 1 round/level**Saving Throw** none; **Spell Resistance** yes

Waves of inciting programming ebb from your touch, reprogramming a construct to have murderous intentions toward your enemies. This spell must target a construct that is not already programmed or tasked with harming you. The target construct must have a CR lower than or equal to your level. If the target construct is under the control of another creature, the controlling creature can attempt a Will saving throw (DC = the spell's DC) to negate this spell's effect.

While this spell is in effect, the construct is under your control. On your turn starting when you cast this spell, you must direct it to attack a target; the construct then pursues

and attacks this target as best it can. You can change which target the construct attacks as part of your concentration to continue this spell's duration (a standard action). When you stop concentrating or when the spell's duration otherwise ends, the construct immediately stops following your commands to attack.

DETECT AFFLICTION   **School** divination**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Targets** one creature or object**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes (harmless)

You determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction. If the target is poisoned or diseased, you automatically detect that fact and can determine the exact type of poison or disease with a successful DC 20 Intelligence or Wisdom check. If you are trained in Life Science or Medicine (depending on the nature of the poison or disease), you can attempt a DC 20 check of that skill if you fail your Wisdom or Intelligence check. If the target is cursed or suffering from a similar affliction, you must succeed at a DC 20 Intelligence or Wisdom check to determine that fact. You can then determine the exact nature of the curse with a successful DC 25 Mysticism check.

DETECT MAGIC   **School** divination**Casting Time** 1 standard action**Range** 60 ft.**Area** cone-shaped emanation**Duration** concentration, up to 1 minute/level**Saving Throw** none; **Spell Resistance** no

You detect all magic spells, effects, items, and objects (including those on or affecting creatures you can see), as well as hybrid items, in the area. You can't detect magical traps in this way, as they are created with additional magic that wards them from this common spell. Each round you concentrate on the same area, you can determine if one magic source you detect is from a spell, magic item, or other effect, and the caster level (or item level) of the effect. You can't determine if there are magic sources in areas you can't see, or if there was a magic source in an area at one time but that has since expired.

DETECT RADIATION   **School** divination**Casting Time** 1 standard action**Range** 120 ft.**Area** 120-ft. spherical emanation centered on you**Duration** 10 minutes/level**Saving Throw** none; **Spell Resistance** no

You detect radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within the spell's area each round without taking an action (see Radiation on page 403 for more details). The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

DETECT TECH 1

School divination

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You detect all technological items (even hybrid items) with charges or that replenish charges in the area, including batteries, power cells, and generators (as well as such items that are on creatures you can see, even if the creatures have hidden those items on themselves). You can't determine if there are technological items in areas you can't see, nor can you detect technological traps in this way.

The information this spell provides allows you to differentiate between charged items and items that replenish charges, but it does not provide any further information nor does it tell you, for example, how many charges an item currently has or how many maximum charges it can hold. This spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

DETECT THOUGHTS 1

School divination (mind-affecting)

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level

Saving Throw Will negates, see text; **Spell Resistance** no

You detect the surface thoughts of intelligent creatures around you. The amount of information revealed depends on how long you study a particular area or target.

1st Round: You detect the presence or absence of thoughts from conscious creatures that have Intelligence scores of at least 1 (or an Intelligence modifier of -5) or higher.

2nd Round: You detect the number of thinking minds and the Intelligence score (or modifier) of each. If the highest Intelligence score is 26 (or a modifier of +8) or higher and at least 10 points higher than your own Intelligence score (or 5 points higher than your own Intelligence modifier), you are stunned for 1 round and the spell ends. This spell doesn't let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: You can read the surface thoughts of any mind in the area. A target who succeeds at its Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal

intelligence (an Intelligence score of 1 or 2 or an Intelligence modifier of -4 or lower) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

DIMENSION DOOR 4

School conjuration (teleportation)

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Targets you and touched objects or touched willing or unconscious creatures

Duration instantaneous

Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating its direction. You can bring along objects as long as their weight doesn't exceed your maximum load. You can also bring up to four additional willing or unconscious Medium or smaller creatures (carrying gear or objects up to their maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as two Large creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. After using this spell, you can't take any other actions until your next turn (and each creature traveling with you can't take any other actions until its next turn).

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you each take 1d6 damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take 2d6 additional damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take 4d6 additional damage and the spell simply fails.

DISCERN LIES 4

School divination

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets up to one creature/level, no two of which can be more than 30 ft. apart

Duration concentration, up to 1 round/level

Saving Throw Will negates; **Spell Resistance** no

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

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DISCHARGE  3**School** abjuration**Casting Time** 1 standard action**Range** medium (100 ft. + 10 ft./level)**Targets** one creature or technological object**Duration** instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** no
 You can dissipate the charges from one technological object, temporarily depower one electrically powered technological object that does not use charges, or severely hinder a construct with the technological subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the technological subtype, it affects a random charged or electrically powered item in that creature's possession. If the target is a construct with the technological subtype, it is staggered and cannot use any energy-based attacks for 1d4 rounds. A construct with the technological subtype that is affected by this spell can attempt a Fortitude saving throw at the end of each round to shrug off the effect.

DISCHARGE, GREATER  5**School** abjuration**Targets or Area** one creature or technological object, or a 20-ft.-radius burst

This spell functions as *discharge*, except it can discharge multiple technological objects. You can use it in one of two ways: an area discharge or a targeted discharge.

Area Discharge: When used in this way, the spell affects everything within a 20-foot-radius burst. Each creature in the area is affected as though by *discharge* (affecting only one object in the creature's possession), and each unattended object is similarly affected.

Targeted Discharge: If this spell targets a single creature, it can discharge one randomly determined object from the target's charged or electrically powered possessions for every 4 caster levels you have.

DISGUISE SELF  1  1**School** illusion**Casting Time** 1 standard action**Range** personal**Duration** 10 minutes/level (D)

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

The spell does not provide the abilities or mannerisms of the chosen form nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

If you use this spell to create a disguise, you gain a +10 circumstance bonus to the Disguise check (since it counts as altering your form). A creature that interacts with you directly can attempt a Will saving throw to recognize your appearance as an illusion.

DISINTEGRATE  6**School** transmutation**Casting Time** 1 standard action**Range** medium (100 ft. + 10 ft./level)**Targets** one creature or object, or up to a 10-ft. cube of nonliving matter**Duration** instantaneous

Saving Throw Fortitude partial (object); **Spell Resistance** yes
 Immense power shoots from your finger, with the potential to disintegrate a target where it stands.

When you cast this spell, a thin, green ray springs from your pointing finger. You must make a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit, the target takes 14d20 damage. Any creature reduced to 0 Hit Points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. Only one target is affected per casting of this spell.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but it does not affect other magical effects that are not an object, creature, or force effect.

A creature or object that succeeds at a Fortitude saving throw is partially affected, taking only 4d20 damage. If this damage reduces the creature or object to 0 Hit Points, the target is entirely disintegrated.

DISMISSAL  4-5  4-5**School** abjuration**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Targets** see text**Duration** instantaneous

Saving Throw Will negates, see text; **Spell Resistance** yes
 The spell instantly forces one or more extraplanar creatures off your current plane, whisking them away instantly—usually to the creature's home plane, but there is a 20% chance of sending the target to a random plane other than its own. You can improve the spell's chance of success by presenting one object or substance that the target fears, hates, or otherwise opposes; you gain a +1 circumstance bonus to your caster level check to overcome the target's spell resistance (if any), and the save DC of the spell increases by 2. At the GM's discretion, certain rare items might work twice as well, providing a +2 circumstance bonus to the caster level check to overcome spell resistance and increasing the spell's save DC by 4.



4th: When you cast *dismissal* as a 4th-level spell, it affects one extraplanar creature.

5th: When you cast *dismissal* as a 5th-level spell, it affects a number of extraplanar creatures whose total CR can't exceed your level + 2, no two of which can be more than 30 feet apart.

DISPEL MAGIC

School abjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one creature, object, spell, or spellcaster

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

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

Targeted Dispel: One creature, object, or spell is the target of the *dispel magic* spell. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as *zone of truth*). You must name the specific spell effect to be targeted in this way or otherwise uniquely identify it (such as "that burning wall" or "the spell

that's giving him those duplicates"). Attempt a dispel check (1d20 + your caster level) with a DC equal to 11 + the spell's caster level. If you succeed, the spell ends. If you don't specify a spell and there is more than one possible spell on the target, your targeted dispel attempts to dispel a spell at random.

If you target a force, an object, or a creature that is the effect of an ongoing spell (such as *unseen servant*), you attempt a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you attempt a dispel check against the item level (DC = 11 + the item level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. A magic item's nonmagical physical properties are unchanged: a suppressed *holy laser pistol* is still a laser pistol. Artifacts and deities are unaffected by mortal magic such as this.

You can choose to automatically succeed at your dispel check against any spell you have cast.

Counter: You can use the energy of *dispel magic* to disrupt the casting of other spells. First, select an opponent and take the ready action (see page 249) to cast *dispel magic* when that target casts a spell. This is considered a purely defensive action. When that readied action is triggered, you cast *dispel magic* and must attempt a dispel check (1d20 + your caster level) to counter the other spellcaster's spell. The DC is equal to 11 + the other spellcaster's caster level. If the check is successful and the target is in range, the spell fails and has no result.

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DISPEL MAGIC, GREATER  **School** abjuration**Targets or Area** one creature, object, spell, or spellcaster; or a 20-ft.-radius burst

This spell functions like *dispel magic*, except it can end more than one spell on a target and it can be used to target multiple creatures. You choose to use *greater dispel magic* in one of three ways: a targeted dispel, an area dispel, or a counter.

Targeted Dispel: This functions as a targeted *dispel magic*, but you can dispel one spell for every 4 caster levels you have, attempting a separate dispel check for each spell. Additionally, *greater dispel magic* has a chance to dispel any curse that *remove affliction* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Attempt one dispel check and apply that check to each creature or object in the area, as if it were targeted by *dispel magic*. If you don't specify spells and there is more than one possible spell on the target, your targeted dispel attempts to dispel spells at random. Magic items themselves are not affected by an area dispel but additional magical effects on them may be dispelled.

For each ongoing spell effect whose point of origin is within the area of the *greater dispel magic* spell, apply the result of the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the result of the dispel check to end the effect, but only within the overlapping area.

If an object or a creature that is the effect of an ongoing spell is in the area, apply the result of the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You can choose to automatically succeed at your dispel check against any spell you have cast.

Counter: This functions as countering with *dispel magic*, but you receive a +4 bonus to your dispel check to counter the other spellcaster's spell.

DISPLACEMENT **School** illusion**Casting Time** 1 standard action**Range** touch**Targets** one creature**Duration** 1 round/level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The target of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* doesn't prevent enemies from targeting the creature normally. *True seeing* reveals the target's true location and negates the miss chance. If a creature with blindsense can also see the displaced creature, the visual and blindsense information combined are enough for the creature with

blindsense to attack the displaced creature without a miss chance, unlike normal for blindsense.

DIVINATION **School** divination**Casting Time** 10 minutes**Range** personal**Duration** instantaneous

Similar to *augury* but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. Casting this spell requires you to expend 1 Resolve Point. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If you don't act on the information, the conditions may change so that the information is no longer useful. The chance for a correct divination is 75%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple castings of *divination* about the same topic by the same caster use the same die result as the first *divination* spell and yield the same answer each time.

DOMINATE PERSON **School** enchantment (compulsion, mind-affecting)**Casting Time** 1 round**Range** close (25 ft. + 5 ft./2 levels)**Targets** one humanoid**Duration** 1 day/level; see text**Saving Throw** Will negates; **Spell Resistance** yes

You fire a bright purple ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher.

If you hit and your target fails its Will saving throw, you establish a telepathic link with the target's mind and can control its actions. If you and the target have a common language, you can generally force the target to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the target is experiencing, but you don't receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the target, though it still can't communicate with you. You don't actually see through the target's eyes, but you still get a good idea of what's going on.

The target resists this control, and any target forced to take actions against its nature can attempt a new saving throw with

a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited as long as you and the target are on the same plane. You don't need to see the target to control it.

If you don't spend at least 1 round concentrating on the spell each following day, the target can attempt a new saving throw to throw off the domination. You can be prevented from exercising control or using the telepathic link while the target is under the effects of some spells, but such effects don't automatically dispel the domination.

ENERGY RAY

School conjuration (creation)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature or object

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

When you cast this spell, choose acid, cold, electricity, or fire; the spell gains that descriptor. You fire a ray at the target, and you must make a ranged attack against its EAC. On a hit, the ray deals 1d3 damage of the chosen energy type.

ENERVATION

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You shoot a black ray at a target, making a ranged attack against the target's EAC. If you hit, the target gains 2 temporary negative levels. Negative levels stack. If the target survives, it recovers from negative levels after a number of hours equal to your caster level (maximum 15 hours). An undead creature struck by the ray gains 10 temporary Hit Points for 1 hour.

ENSHRINING REFUGE

School abjuration

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area all creatures in 40-ft. radius burst

Duration 1 round/level (D)

Saving Throw Will negates, see text; **Spell Resistance** no
All creatures within a 40-foot radius of the spell's point of origin are protected from violence. Any opponent attempting to directly attack a warded creature, even with a targeted spell, must attempt a Will saving throw. If the opponent succeeds, it can attack that creature normally, though it takes a -2 penalty to attacks against that creature for the duration of the spell. On a failed save, the opponent can't follow through with the attack, loses that action, and can't directly attack the warded creature for the duration of the spell. Those not attempting to attack a warded creature remain unaffected.

This spell doesn't prevent warded creatures from being affected by an attack with an area of effect, though a warded creature receives a +2 bonus to saving throws against such attacks.

Each warded creature can breathe normally, no matter the surrounding atmosphere, and it suffers no harm from being in a hot or cold environment. A warded creature can't attack without breaking the spell for itself, but it can use harmless spells and abilities that don't require attack rolls, and it can act otherwise.

ENTROPIC GRASP

School transmutation

Casting Time 1 standard action

Range touch

Targets one nonmagical manufactured object (or the volume of the object within a 3-ft.-radius of the touched point) or one manufactured creature touched each round

Duration see text

Saving Throw Fortitude negates (object); **Spell Resistance** no
Any unattended, manufactured (built from component parts, including metal, wood, plastic, glass, and so on) item you touch crumbles into dust, rust, and decay. If the item is so large that it can't fit within a 3-foot radius, a 3-foot-radius volume of the material is destroyed. This is an instantaneous effect.

You can employ *entropic grasp* in combat by making a melee attack against your opponent's EAC. If you hit, you instantaneously reduce a manufactured armor's KAC and EAC bonus by 3 (to a minimum of a +0 bonus). Damaged armor can be repaired using the Engineering skill; with a successful check, the armor's armor bonuses are restored to their original values. Against a manufactured creature (generally constructs, but not undead), this attack instead deals 6d12 damage.

Weapons and equipment in use by an opponent are more difficult to affect with this spell. You attempt a sunder combat maneuver against the item. If successful, you deal 6d6 damage to the weapon or item.

Used in combat, this spell lasts 1 round per level, and you can make one melee attack each round on future rounds as a standard action. The target can attempt a save to negate each melee attack, but success does not end the spell.

Casting this spell doesn't provoke attacks of opportunity.

ERASE

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one written data set

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Erase removes writings of either magical or mundane nature from any written storage, including paper, computers, or similar devices. You remove up to 1,500 words worth of text (for computer files, this could be a 1,500-word data file or 1,500 words of computer code). With this spell, you can remove magic runes and glyphs created by spells of 3rd-level and lower.

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Nonmagical writing in a book or manual is automatically erased if you touch it and no one else is holding it. Magical writing and computer programs must be touched (either directly or by touching the physical drive that holds the file) to be erased, and you must also succeed at a caster level check (1d20 + caster level) with a DC equal to 11 + the caster level for the magical writing or the item level of the computer's drive. Computers generally keep backups on a round-by-round basis, and when you erase code from a computer, it takes 1 round for the computer to access its backups. If you erase a file that stores continuous data (like a camera feed), the computer won't be able to recover the missing round. A natural 1 is always a failure on this check. If you fail to erase writing that is part of a trap (magical or otherwise), you set off that trap.

ETHEREAL JAUNT

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are on the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear events and creatures on the Material Plane, but everything looks gray and ephemeral. Sight and hearing on the Material Plane are limited to 60 feet and many kinds of senses (such as blindsense and blindsight) don't work across the planar boundary.

Force effects and abjurations affect an ethereal creature normally, but force effects originating on the Ethereal Plane don't affect targets on the Material Plane. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures and objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as you would if you were both on the Material Plane.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted to the nearest open space and take 1d6 damage per 5 feet that you so travel.

EXPLOSIVE BLAST

School evocation (fire)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You magically transform a used battery into a powerful explosive device, propelling it in a straight line to a grid

intersection within range, at which point it detonates, dealing 9d6 fire damage to all creatures and objects in the area. If you send the battery through a narrow opening, you must make a ranged attack (usually against an Armor Class of 10 for a narrow opening or an Armor Class of 15 for an extremely narrow opening) to avoid hitting the side and detonating it prematurely.

FATIGUE

School necromancy

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You make a melee attack against a single target's EAC, adding your key ability score modifier to the attack roll instead of your Strength modifier if it is higher. The target must succeed at a Fortitude save or be fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Casting this spell doesn't provoke attacks of opportunity.

FEAR

School enchantment (emotion, fear, mind-affecting)

Casting Time 1 standard action

Range see text

Targets see text

Duration see text

Saving Throw Will partial; **Spell Resistance** yes

With a single mental nudge, you can unlock one or more targets' deepest nightmares. A target that succeeds at its Will saving throw against this spell is shaken for 1 round.

1st: When you cast *fear* as a 1st-level spell, it affects one living creature of CR 4 or lower at close range (25 feet + 5 feet/2 levels). The target must succeed at a Will saving throw or be frightened for 1d4 rounds.

2nd: When you cast *fear* as a 2nd-level spell, it affects one living creature of CR 4 or lower per 3 caster levels at medium range (100 feet + 10 feet/level), no two of which can be more than 30 feet apart. Each target must succeed at a Will saving throw or be frightened for 1 minute.

3rd: When you cast *fear* as 3rd-level spell, it affects all living creatures of CR 8 or lower in 30-foot cone-shaped burst. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

4th: When you cast *fear* as 4th-level spell, it affects all living creatures in 30-foot cone-shaped burst regardless of CR. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

FEEBLEMIND

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one creature



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You fire a scintillating ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and your target fails its Will saving throw, the target creature's Intelligence and Charisma scores each drop to 1 (a modifier of -5). The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. It still knows who its friends are and can follow them and even protect them. The target remains in this state until a *miracle*, *psychic surgery*, *wish*, or similar spell is used to cancel the effect. It can't be removed by effects like *break enchantment*.

FLESH TO STONE

School transmutation**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Targets** one creature**Duration** instantaneous**Saving Throw** Fortitude negates; **Spell Resistance** yes

You fire a dull gray ray at your target, making a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit and the target fails its Fortitude save, the target, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the target (if ever returned to its original state)

has similar damage or deformities. The creature is not dead, but it gives off no sign of life even upon close inspection. Only creatures made of flesh are affected by this spell.

If this spell is cast upon a stone creature that was once flesh, it reverses the petrification.

FLIGHT 1-6

School transmutation**Casting Time** 1 standard action; see text**Range** see text**Targets** see text**Duration** see text**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You tinker with the particles of magic surrounding one or more targets to either allow them to slow a fall, gently rise or descend, or fly short or vast distances.

1st: When you cast *flight* as a 1st-level spell, you can target one Medium or smaller falling object or creature per level at close range (25 feet + 5 feet/2 levels). The targets must all be within 20 feet of each other. A Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so on. The affected targets instantly fall slower, at a rate of just 60 feet per round (equivalent to the end of a fall from a few feet). The targets take no damage upon landing while the spell is in effect. This spell doesn't affect charging or flying creatures.

For each target, this casting of the spell lasts until that target lands or 1 round per caster level (whichever happens first).

The 1st-level version of this spell can be cast as a reaction, but when you do so, you can't take a standard action on your next round.

2nd: When you cast *flight* as a 2nd-level spell, you can target yourself or one willing or unconscious creature or unattended object (total weight up to 100 pounds or 10 bulk per level) at close range. The spell allows you to move the target up or down as you wish. Each round as a move action, you can mentally direct the target up or down as much as 20 feet. You can't move the target horizontally. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack takes a -1 penalty to attack rolls, the second a -2 penalty, and so on, to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1.

This casting of the spell lasts 1 minute per caster level and is dismissible.

3rd: When you cast *flight* as a 3rd-level spell, you can target one willing or unconscious touched creature and give it the power of flight. The target can fly at a speed of 60 feet with average maneuverability. Flying while under this spell's effects takes no more concentration than walking, so the target can attack or cast spells normally. The target can charge but not run, and it can't carry aloft more weight than its normal bulk limit. The target gains a bonus to Acrobatics checks to fly equal to half your caster level.

If this spell expires or is dispelled while the target is aloft, the target floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 damage per 10 feet fallen.

The spell lasts for 1 minute per caster level.

4th: When you cast *flight* as a 4th-level spell, you can target one willing or unconscious touched creature and affect it as per the 3rd-level version of the spell, except the target's fly speed is increased by 10 feet and the spell lasts for 10 minutes per caster level.

5th: When you cast *flight* as a 5th-level spell, you can target yourself and be affected as per the 4th-level version of the spell, except the spell lasts for 1 hour per caster level. When you use this flight speed for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). You can cover 140 miles in an 8-hour period of flight (or 80 miles at a speed of 50 feet).

6th: When you cast *flight* as a 6th-level spell, you can target multiple willing or unconscious creatures at close range (25 feet + 5 feet/2 levels) and affect them as per the 3rd-level version of the spell. You can target one creature per caster level, all of which must be within 30 feet of each other. This casting of the spell lasts 10 minutes per caster level.

FOG CLOUD

School conjuration (creation)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance) against its attacker. Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target) against their attackers.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

This spell doesn't function underwater or in a vacuum.

FORCE BLAST

School evocation (force)

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex partial, see text; **Spell Resistance** yes

You gather mystical energy and blast it outward in a mighty wave originating from your fingertips, damaging and potentially knocking back your enemies. This spell deals 2d6 force damage to each creature in the area unless it succeeds at a Reflex saving throw for half damage.

Additionally, the force from this spell effectively attempts to bull rush all creatures in the area. Attempt a single bull rush combat maneuver, using your caster level + your key ability score modifier as your attack bonus. Compare the result to each target's KAC + 8. If you're successful, that creature is knocked back 5 feet, plus 5 additional feet for every 5 by which your attack exceeds the creature's KAC + 8. If there is an obstacle in the way, the creature stops at the obstacle instead.

GHOST SOUND

School illusion

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect illusory sounds

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

You create a volume of sound that rises, falls, recedes, approaches, or remains fixed. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created can produce as much noise as 20 normal humans. Thus, you can create shouting, singing, talking, marching, running, or walking sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines, the general chatter of distant conversation, or the roar of an alien predator, but you can't make specific sounds such as intelligible speech or the exact hum of a particular starship's engines.

GRAVE WORDS **School** necromancy (language-dependent)**Casting Time** 1 minute**Range** touch**Targets** one dead creature**Duration** 1 round**Saving Throw** none; **Spell Resistance** no

You can force a touched corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse utters random sentences for 1 round, with a 10% chance this information is of some use to you. Useful information might include warnings about dangers in a wrecked starship, the password to unlock a computer, or the name of a supernatural creature seeking you or your allies. The GM makes the d% roll in secret and decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subjected to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. A corpse must have a mouth or means to speak in order for this spell to function, and the spell doesn't affect a corpse that has been turned into an undead creature.

GRAVITATIONAL SINGULARITY **School** conjuration (creation)**Casting Time** 1 round**Range** medium (100 ft. + 10 ft./level)**Effect** 5-ft.-cube gravitational singularity; see text**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

You call into being a tiny particle of mass with infinite density. You must conjure the singularity in a square that is unoccupied by any creatures or objects. When you finish casting this spell, the singularity immediately draws all Medium and smaller creatures and unattended objects of no more than light bulk within 30 feet toward it. Each round on your turn, the singularity makes a single special combat maneuver against creatures within 30 feet with an attack bonus equal to 4 + your caster level + your key ability modifier. Compare the result to each creature's KAC + 8. If the singularity is successful, that creature is moved 5 feet toward the singularity plus 5 additional feet for every 5 by which the result exceeds a target's KAC + 8. Unattended objects are automatically moved 10 feet toward the singularity each round. If a creature or object is moved into the square that contains the singularity, it is sucked inside it and takes 12d6 damage at the end of its turn each round it remains within that space.

A creature drawn into the singularity can take no actions except a full action to try to escape (it still takes damage during the rounds it attempts to escape). A creature must succeed at either an Athletics check (DC = 15 + 1-1/2 × your mystic level) or a DC 22 Strength check to escape the singularity. The singularity can hold up to four Medium creatures or objects (two Small creatures or objects count as one Medium creature, and so on); if it would pull in additional creatures, those creatures are simply pulled into a square adjacent to the singularity.

A creature within 50 feet of the singularity has its speed reduced by half when it moves away from the singularity. However, it can move at double its normal speed when moving toward the singularity. If a creature moves within 30 feet of the singularity at any point in its movement, it is subject to the combat maneuver described above. A creature that moves neither toward nor away from the singularity moves at its normal speed.

When this spell ends, the singularity disappears, and creatures and objects that were sucked into the singularity appear in the space where you conjured it (or as close as possible to that space, if they can't all fit within it).

GREASE **School** conjuration (creation)**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Area or Targets** one 10-ft. square or one object**Duration** 1 minute/level (D)**Saving Throw** Reflex partial, see text; **Spell Resistance** no

You cover a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must succeed at a Reflex save or fall prone. A creature can walk within or through the area of grease at half normal speed with a successful DC 10 Acrobatics check. Failure means the creature can't move that round and must then succeed at a Reflex save or fall prone, while failure by 5 or more means it falls prone (see the Acrobatics skill on page 135 for details). A creature that doesn't move on its turn doesn't need to attempt this check and isn't considered flat-footed. The spell can also be used to create a greasy coating on an item. Unattended material objects are always affected by this spell. If you attempt to affect an object in a creature's possession, the creature can attempt a Reflex save to negate the effect. If the creature fails the initial saving throw, it immediately drops the item and must attempt a new save each round it attempts to pick up, hold, or use the item. A creature wearing greased armor or clothing gains a +5 circumstance bonus to Acrobatics checks to escape a grapple and a +2 circumstance bonus to its AC against grapple combat maneuvers.

HANDY JUNKBOT **School** transmutation**Casting Time** 1 round**Range** touch**Targets** 1 bulk of inert electronic equipment; see text**Duration** 1 round/level**Saving Throw** none; **Spell Resistance** no

You turn a pile of technological junk into a robot that can accomplish helpful tasks. You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity.

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While casting this spell, you use your magic and technological know-how to rearrange the junked parts and infuse them with energy and helpful programming. A handy junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has a number of Hit Points equal to one-quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It can accomplish all tasks described in the Computers, Engineering, Piloting, and Sleight of Hand skills, is considered trained in those skills, and has a total skill bonus in each equal to 3 + your caster level. The junkbot is treated as if it is using a hacker's kit when using the Computers skill and an engineering kit when using the Engineering skill. A handy junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target the junkbot, it is treated as a construct with the technological and magical subtypes.

You can give new basic commands to your handy junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the junkbot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this basic telepathic link.

When the handy junkbot is destroyed or this spell ends, the electronic equipment you used to create it falls apart into refuse, its circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

HASTE

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets up to one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The targeted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack, a hasted creature can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time.

All of the hasted creature's modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice the target's normal speed using that form of movement.

This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* counters and negates *slow*.

HEALING JUNKBOT

School transmutation

Casting Time 1 round

Range touch

Targets 1 bulk of inert electronic equipment; see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You turn a pile of technological junk into a robot that can perform basic healing tasks.

You must target inert, nonworking electronic equipment of at least 1 bulk. Valid targets include a large broken computer system, nonworking or unconnected computer or robot parts, a destroyed robot or another such trashed mechanical system, or any related electronic components or combination of the above as long as the junk is found in a large enough quantity. While casting this spell, you use



your magic and technological know-how to rearrange the junked parts and infuse them with energy and medical skills.

A healing junkbot is Small, its KAC and EAC are each equal to 10 + your caster level, and it has a number of Hit Points equal to one-quarter of your own (but no Stamina Points). It has a land speed of 30 feet and a fly speed of 15 feet with average maneuverability. It is considered trained in the Medicine skill and can perform first aid, treat deadly wounds, and treat drugs or poison as if it had a medkit (though it can't provide long-term care or treat disease). The junkbot has a total skill bonus for Medicine checks equal to 3 + your caster level.

A healing junkbot can drag or fly one unconscious creature at a time to any spot you designate. It can drag or fly a Small, Medium, or Large creature at half speed. It can drag or fly smaller creatures at normal speed, but it can't move creatures bigger than Large. A healing junkbot can never attack. The junkbot uses your saving throw bonuses if it is the target of a spell or another targeted effect. For purposes of spells and effects that target it, the junkbot is treated as a construct with the technological and magical subtypes.

You can give new basic commands to your healing junkbot telepathically on your turn as a move action, and the junkbot can take actions as if it were a normal creature. You are aware when the bot has succeeded at or failed a skill check, as well as when it has been attacked or destroyed, but you can perceive nothing else through this basic telepathic link.

When the healing junkbot is destroyed or this spell ends, the electronic equipment you used to create it falls apart into refuse, its components and circuitry fried beyond anything recognizable. You can't use this refuse as a target to create another junkbot.

HEAT LEECH 5

School evocation (cold)

Casting Time 1 standard action

Range 60 ft.

Area cone-shaped burst

Duration instantaneous; see text

Saving Throw Reflex half; **Spell Resistance** yes

You drain the heat from all creatures and objects in the area, dealing 13d8 cold damage. You can store the gathered heat energy in a used battery. If you do so and use that battery when casting *explosive blast* within 1 minute, that spell deals 2d6 additional fire damage, destroying the used battery. Otherwise, the energy dissipates normally.

HOLD MONSTER 4

School enchantment (compulsion, mind-affecting)

Targets one living creature

This spell functions as *hold person*, except it can target any living creature.

HOLD PERSON 2

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one humanoid creature

Duration 1 round/level (D)

Saving Throw Will negates, see text; **Spell Resistance** yes

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

HOLD PORTAL 1

School abjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one portal up to 20 sq. ft./level

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell magically holds shut a door, gate, shutter, or window of any standard material (metal, plastic, stone, wood, and so on), or it reinforces an electronic lock. The magic affects the portal just as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

Add 5 to the normal DC for forcing open a portal or hacking an electronic lock affected by this spell.

HOLOGRAM MEMORY 3

School divination

Casting Time 1 full action

Range touch

Targets one living or deceased sentient creature; see text

Duration instantaneous

Saving Throw Will negates, see text; **Spell Resistance** no

You reach into the target's mind, extract a specific memory, and project that memory into a small hologram that plays in front of you and is visible to all creatures who can see it. The hologram memory can be no longer than 1 minute; if the extracted memory is longer than this, the hologram simply ends. The hologram includes audio as well as visual components, but it does not contain haptic, olfactory, or other components. The hologram typically plays a memory that takes place in a single scene, though it can cut to multiple scenes, if they are accurate to the memory and its length allows. The hologram plays the memory exactly as the target experienced it and from the target's perspective, so it often lacks context. The target creature must remain quiet and still while the hologram plays or the spell and hologram end.

This spell can target any living, unconscious, or deceased sentient creature with an Intelligence score of 3 or higher (or a modifier of -4 or higher). If the target is deceased, it cannot have been dead for longer than 1 week, or this spell fails; once a corpse has been subjected to *hologram memory* by any

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caster, any subsequent attempts to cast *hologram memory* on that corpse fail.

If the target is unwilling to share this memory (or if it would be unable to share the memory, in the case of an unconscious or deceased target), it can attempt a Will saving throw with a +4 bonus to negate this spell and its effects.

HOLOGRAPHIC IMAGE

School illusion

Casting Time 1 standard action

Range see text

Area see text

Duration see text

Saving Throw Will disbelief; **Spell Resistance** no

You weave nearby photons into illusory holograms that can take almost any form you can imagine. These holograms are usually effective against cameras, robots, and living creatures.

1st: When you cast *holographic image* as a 1st-level spell, it produces a purely visual hologram at long range (400 feet + 40 feet/level). The image has no sound, smell, texture, or temperature. The image can't extend beyond four 10-foot cubes plus one 10-foot cube per caster level. The image lasts for as long as you concentrate. You can move the image within the limits of the size of the effect.

2nd: When you cast *holographic image* as a 2nd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include minor sounds, but not understandable speech. The image lasts for as long as you concentrate plus 2 additional rounds.

3rd: When you cast *holographic image* as a 3rd-level spell, it produces a hologram as per the 1st-level version of the spell, except the hologram can include sound, smell, and thermal illusions (but not speech). The image disappears when it is struck by an opponent, unless you cause the hologram to react appropriately. The image lasts for as long as you concentrate plus 3 additional rounds.

4th: When you cast *holographic image* as a 4th-level spell, it produces a hologram as per the 3rd-level version of the spell, except the hologram follows a script determined by you. It follows that script for 1 minute per level without you having to concentrate on it. The hologram can include intelligible speech, if you wish.

5th: When you cast *holographic image* as a 5th-level spell, it produces a hologram as per the 4th-level version of the spell, except the size of the hologram can't extend beyond a 20-foot cube plus one 10-foot cube per caster level.

You can choose to make the hologram permanent at the time of casting. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Alternatively, you can have the hologram activate when a specific condition (which you set at the time of casting) occurs. The event that triggers the hologram can be as general or as specific and detailed as desired, but it must be based on an audible, olfactory, tactile, or visual trigger. The trigger can't be based on some quality not normally obvious to the senses,

such as alignment. The spell lasts until it is triggered, and then the hologram lasts for 1 round per caster level.

6th: When you cast *holographic image* as a 6th-level spell, it creates a quasi-real, illusory version of yourself at medium range (100 feet + 10 feet/level). This hologram looks, sounds, and smells like you, but it is intangible. The hologram mimics your actions (including speech) unless you use a move action to direct it to act differently. You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a move action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast with a range of touch or greater can originate from the hologram instead of from you. The hologram can't cast spells on itself except for illusion spells. Spells cast in this manner affect other targets normally, despite originating from the hologram.

An object isn't deceived by illusions (treat as if it had succeeded at its Will saving throw). The hologram remains for 1 round per level, and you must maintain line of effect to the hologram at all times. If your line of effect is obstructed, the spell ends. If you use *dimension door*, *plane shift*, *teleport*, or a similar spell that breaks your line of effect, even momentarily, the spell ends. This casting of the spell is a shadow effect.

HOLOGRAPHIC TERRAIN

School illusion

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Area one 20-ft. cube/level (S)

Duration 2 hours/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

You make terrain look, sound, and smell like some other sort of terrain. Equipment, structures, and vehicles within the area can be hidden or changed in appearance. The illusion includes audible, olfactory, tactile, and visual elements and is effective against cameras, living creatures, robots, and scrying spells. This spell can't disguise or add creatures nor can it make them invisible (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

HURL FORCEDISK

School evocation (force)

Casting Time 1 standard action

Range medium (100 ft. +10 ft./level)

Targets up to five creatures; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You create a spinning disk made of pure, shimmering force and hurl it at one opponent within range, potentially striking other nearby enemies as the disk ricochets. Choose the initial target, and make a ranged attack against its EAC. If the attack hits, the disk deals 3d6 force damage. The disk then ricochets to hit up to four more creatures of your choice, each no more

than 15 feet from the last target. Make a ranged attack against each successive target's EAC in turn; the disk deals 2d6 force damage to each secondary target struck (this damage is rolled separately for each target). The disk continues to ricochet in this way until it has attempted to strike five creatures, or until there are no more valid targets, or until you voluntarily end the spell. A creature can take damage only once from a single casting of this spell.

The forcedisk is subject to spell resistance, so you must attempt a caster level check (1d20 + your caster level) against each target with spell resistance before determining whether the target might take damage. If you fail this check, the spell ends.

The exact shape of the forcedisk is superficially changeable; as part of casting this spell, a spellcaster can decide to make it shaped differently from a traditional disk. For example, using this spell to create a starknife made of force is popular among Desna's followers. The spell still deals the amount of damage described above regardless of the disk's shape.

IDENTIFY

School divination

Casting Time 1 standard action

Range 5 ft.

Target one magic or technological object

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell allows you to attempt to identify the function of a magic item (with Mysticism) or technological device (with Engineering) each round. You gain a +10 insight bonus to skill checks to identify the properties and command words or passwords of items targeted when using this spell. This spell does not allow you to identify artifacts.

IMPLANT DATA

School illusion

Casting Time 1 standard action

Range touch

Targets one computer system or module

Duration 1 hour/level or until triggered; see text

Saving Throw none; **Spell Resistance** no

You subtly rearrange the internal circuitry of a computer system or module, programming it to convey a certain dataset when accessed (either normally or if it is hacked). You can implant up to one piece of data per caster level. A piece of data consists of a simple fact, such as a creature or object's location or physical description, a creature or object's tangible or intangible value, or another simple statement. When an affected computer system or module is accessed, this implanted data is the first data the accessing individual gains, regardless of what data the individual is actually looking for, though the accessing individual can access the system or module's actual information if it looks beyond the implanted data. The implanted data vanishes from the system or module once the accessing individual has reviewed it. If this spell's

duration ends before an individual accesses the implanted data, the implanted data vanishes.

The implanted data can be made permanent with a special ritual, which takes 1 hour and requires materials worth 5,000 credits. Once it's made permanent, the implanted data temporarily vanishes after it is accessed, but it returns 1 hour later.

INFLECT PAIN

School enchantment (mind-affecting, pain)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 round/level

Saving Throw Will partial, see text; **Spell Resistance** yes
You telepathically rack the target's mind and body with agonizing pain that imposes a -2 penalty to ability checks, attack rolls, and skill checks. A target that succeeds at a Will saving throw reduces the duration to 1 round.

INFLECT PAIN, MASS

School enchantment (mind-affecting, pain)

Targets up to one creature/level, no two of which can be more than 30 ft. apart

This spell functions as *inflict pain*, except as noted above.

INJECT NANOBOTS

School necromancy

Casting Time 1 standard action

Range touch

Targets one living creature or construct

Duration instantaneous and 1 round/level; see text

Saving Throw Fortitude partial and Will partial, see text;

Spell Resistance yes

You concentrate key particles in your blood into tiny biological nanobots that you can inject into a foe with a touch, disrupting and damaging its natural processes. Make a melee attack against the target's EAC; if you hit, the nanobots deal 4d8 damage and swarm through the target's biological or mechanical systems, causing the creature to be confused, as per *confusion*, for 1 round per your caster level. If the target succeeds at a Fortitude save, it takes only half damage and negates the confusion effect. A confused target can attempt a Will saving throw at the beginning of its turn each round to end the confusion effect.

Casting this spell doesn't provoke attacks of opportunity.

INSTANT VIRUS

School necromancy

Casting Time 1 standard action

Range touch

Targets one construct with the technological subtype

Duration instantaneous; see text

Saving Throw Fortitude negates, see text; **Spell Resistance** yes
You overwhelm your target's programming, installing a

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dangerous self-replicating programming virus. This works like a physical or mental disease (your choice), except it ignores the target's immunity to diseases. The programming virus has a frequency of 1 hour and requires two consecutive saving throws to cure. *Detect affliction* can reveal the existence of this virus in a construct (the virus is considered a disease for purposes of that spell). Additionally, *remove affliction* can remove this virus.

INTERPLANETARY TELEPORT

School conjuration (teleportation)

Casting Time 1 standard action

Range solar system or plane; see text

Targets you and touched objects or touched willing or unconscious creatures

Duration instantaneous

Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

This spell functions as *teleport*, except there is no hard range limit and you don't need to have seen your destination. You can teleport to anywhere you are familiar with on the planet you are on while casting the spell, or you can teleport to any other planet in the same solar system. You must have an unambiguous idea of which world you wish to travel to ("the third planet from the sun" is an acceptable destination, but "a habitable world with oceans" 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.

You can also attempt to teleport to planets in different solar systems that you have visited before. This increases the casting time to 1 hour and costs a number of Resolve Points equal to the number of days it would take to reach the planet through Drift travel (assume a base engine with a Drift rating of 1; the GM rolls this randomly, after you begin casting the spell). If you don't have enough Resolve Points, you spend all the Resolve Points you have available and the spell fails.

INVISIBILITY

School illusion

Casting Time 1 standard action

Range touch

Targets one creature or object no more than 10 bulk/level

Duration 1 minute/level (D)

Saving Throw Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object)

The creature or object touched becomes invisible (see page 264). If the target is a creature, any gear it is carrying vanishes as well. If you cast the spell on someone else, neither you nor your allies can see the target unless you can normally see invisible things or you employ magic to do so.

The spell ends if the target attacks any creature. For purposes of this spell, an attack includes any spell or harmful effect targeting a foe or whose area or effect includes a foe.

Actions directed at unattended objects don't break the spell. Spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon security forces and have them attack, start a trash compactor with foes inside, remotely trigger traps, and so forth.

INVISIBILITY, GREATER

School illusion

Targets one creature

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

INVISIBILITY, MASS

School illusion

Range long (400 ft. + 40 ft./level)

Targets any number of creatures, no two of which can be more than 180 ft. apart

This spell functions like *invisibility*, except the effect moves with the group and is broken when anyone in the group attacks. Individuals in the group can't see one another. Any individual who moves more than 180 feet from the nearest member of the group loses the benefit of this spell. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.

IRRADIATE

School conjuration (creation, disease, poison, radiation)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Area 10-ft.-radius spread; see text

Duration instantaneous

Saving Throw Fortitude partial, see text; **Spell Resistance** no

This spell floods the area of effect with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect (see page 403). Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The saving throw to resist the radiation effects is set by the spell rather than the standard save DC for radiation.

CASTER LEVEL	RADIATION LEVEL
6th or lower	Low
7th-9th	Medium
10th-16th	High
17th or higher	Severe

JOLTING SURGE  1**School** evocation (electricity)**Casting Time** 1 standard action**Range** touch**Targets** one creature or object**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yes

You touch a target with a device you're holding that uses electricity, requiring a melee attack against the target's EAC. Alternatively, you can instead touch an electrical device a target is wearing (or a target that is an electrical device, such as a robot) with your hand, gaining a +2 bonus to your attack roll. Either way, if your attack hits, the electrical device surges out of control, dealing 4d6 electricity damage to your target.

Casting this spell doesn't provoke attacks of opportunity.

KEEN SENSES  1  1**School** transmutation**Casting Time** 1 standard action**Range** touch**Targets** one creature**Duration** 1 minute/level (D)**Saving Throw** Will negates (harmless);**Spell Resistance** yes (harmless)

The target gains a +2 insight bonus to Perception checks and gains low-light vision. Targets that have low-light vision double the distance they can see under the effects of this spell.

KNOCK  2**School** transmutation**Casting Time** 1 standard action**Range** medium (100 ft. + 10 ft./level)**Targets** one door, container, or portal with an area of up to 10 sq. ft./level**Duration** instantaneous; see text**Saving Throw** none; **Spell Resistance** no

Knock opens barred, computer-sealed, locked, or stuck doors, as well as those subject to *hold portal* or *security seal*. When you complete the casting of this spell, attempt a caster level check (1d20 + your caster level) against the DC of the lock or computer seal with a +10 bonus. If successful, *knock* opens up to two means of closure. This spell opens secret doors (but doesn't identify secret doors you haven't found) as well as locked or trick-opening containers, starship doors, and similar secured entryways. It also loosens chains, shackles, or welds (provided they serve to hold something shut). If used to open a door closed with *security seal*, the spell doesn't remove the seal but simply suspends its functioning for 10 minutes. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments (such as a force field barrier) or open any door or container larger than the spell's area, nor does it affect ropes, webs, and the like.

LIFE BUBBLE  1  1**School** abjuration**Casting Time** 1 standard action**Range** medium (100 ft. + 10 ft./level)**Targets** up to one creature/level, no two of which can be more than 30 ft. apart**Duration** 1 day/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You surround the target creatures with a constant and movable 1-inch shell of tolerable living conditions customized for each creature. This shell enables the targets to breathe freely in a variety of atmospheric conditions (including in corrosive, thick, thin, and toxic atmospheres), as well as underwater or in a vacuum. It also makes the targets immune to harmful gases and



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vapors, including inhaled diseases and poisons as well as spells with a harmful gaseous effect. In addition, the shell protects targets (and their equipment) from extreme temperatures (between -50° and 140° F) without having to attempt Fortitude saving throws, as well as extreme pressures.

Life bubble doesn't provide protection from energy damage, negative or positive energy (such as found on the Negative and Positive Energy Planes), or radiation; it also doesn't provide the ability to see in conditions of poor visibility (such as in smoke or fog) or the ability to move or act normally in conditions that impede movement (such as underwater).

LOGIC BOMB 2

School abjuration

Casting Time 1 standard action

Range touch

Targets one computer system or module

Duration 1 day/level or until triggered

Saving Throw see text; **Spell Resistance** see text

You infuse one computer system or module with protective energy, inuring it against attempts to access it.

As long as this spell is in effect, the first time a creature unsuccessfully attempts to access, destroy, or manipulate the affected computer system or module (using the Computers skill or otherwise), it takes 6d6 damage (either cold, electricity, or fire damage; you choose when casting the spell, and the spell gains the appropriate descriptor). The creature can attempt a Fortitude saving throw for half damage, and spell resistance applies. This damage is in addition to any negative effects the creature suffers due to the system's other countermeasures.

MAGIC MISSILE 1

School evocation (force)

Casting Time 1 standard action; see text

Range medium (100 ft. + 10 ft./level)

Targets up to three creatures, no two of which can be more than 15 ft. apart; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You fire two missiles of magical energy that strike targets unerringly (the creatures must still be valid targets) and deal 1d4+1 force damage each. You can't target specific parts of a creature, and objects are not damaged by the spell.

You can target a single creature or several creatures, but each missile can strike only one creature. You must designate targets before you attempt to overcome spell resistance or roll damage.

You can cast this spell as a full action. If you do, you fire three missiles instead of two.

MAKE WHOLE 2

School transmutation

Range close (25 ft. + 5 ft./2 levels)

Targets one object of up to 1 bulk/level or one construct of any size

This spell functions as *mending*, except it restores 5d6 Hit Points when cast on an object or construct creature.

Make whole can fix destroyed magic items, and it restores the magic properties of the item if your technomancer level is at least twice the item's level. Items with charges (such as batteries) and single-use items (such as potions and grenades) can't be repaired in this way. When you cast *make whole* on a construct, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

MENDING 0

School transmutation

Casting Time 10 minutes

Range 10 ft.

Targets one object of up to 1 bulk

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects and constructs, restoring 1d4 Hit Points. If the object has the broken condition, this condition is removed if the object is restored to at least half its original Hit Points. All of the pieces of an object must be present for this spell to function. A construct can benefit from this spell only once per day. Magic items can be repaired by this spell, but magic items that are destroyed don't have their magic abilities restored. This spell doesn't reverse effects that warp or otherwise transmute items, but it can still repair damage dealt to such items.

MICROBOT ASSAULT 2

School conjuration (creation)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect distracting cloud of microbots

Duration concentration + 1 round

Saving Throw none; **Spell Resistance** no

You pull latent technological energy from the air to form a cloud of fist-sized hindering microbots that fill an area you designate. The microbots begin in a 10-foot-square area when you create them, and you can create the cloud so that it shares the space of other creatures. If no creatures are within the cloud's area, the microbots pursue and harass the nearest creature that is hostile to you as best they can each round. Although the microbots generally know which creatures are your enemies, you have no control over their targets or direction of travel. If there are multiple valid targets the microbots can harass, the cloud will split into a maximum of four 5-foot-square segments and pursue different targets.

The cloud (and any segments thereof) has a fly speed of 20 feet. Each round on your turn, the microbot cloud grants harrying fire (see page 247) against the foes in its spaces. In addition, the cloud grants covering fire (see page 246) to anyone attacked by foes in its spaces. The microbots

constantly repair themselves and the cloud generates new microbots every few seconds, so any attack against them is essentially ineffective.

MIND LINK 1

School divination (mind-affecting)

Casting Time 1 standard action

Range touch

Targets one creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You link your mind to that of a touched creature to swiftly communicate a large amount of complex information in an instant. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of visual images and emotional sensations, and it isn't language dependent.

MIND PROBE 4

School divination (mind-affecting)

Casting Time 1 minute

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 round/level (D)

Saving Throw Will negates, see text;

Spell Resistance yes

You gain access to the target's memories and knowledge, and you can pry the information you want from them involuntarily.

You can attempt to learn the answer to one question of your choice per round; after each question, the target can attempt a Will saving throw to end the spell. If it fails, the creature can attempt a Bluff check with a DC equal to 11 + your Sense Motive modifier. If it fails its Bluff check, you gain the answer you desire. If it succeeds at its check, you gain no information. If it succeeds by 5 or more, it answers however it chooses and you believe that wrong answer to be the truth. Your questions are purely telepathic inquiries, and the answers to those questions are imparted directly into your mind. You and the target don't need to speak the same language, though less intelligent creatures may yield up only appropriate sensory images in answer to your questions.

MIND THRUST 1-6

School divination (mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

1st: When you cast *mind thrust* as a 1st-level spell, it deals 2d10 damage to the target.

2nd: When you cast *mind thrust* as a 2nd-level spell, it deals 4d10 damage to the target.



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3rd: When you cast *mind thrust* as a 3rd-level spell, it deals 7d10 damage to the target.

4th: When you cast *mind thrust* as a 4th-level spell, it deals 10d10 damage to the target and the target is fatigued for 1 round if it fails its saving throw.

5th: When you cast *mind thrust* as a 5th-level spell, it deals 15d10 damage to the target. The target is exhausted for 1 round if it fails its save and it is fatigued for 1 round if it succeeds at its saving throw.

6th: When you cast *mind thrust* as a 6th-level spell, it deals 17d10 damage to the target. The target is exhausted and stunned for 1 round if it fails its save, and it is fatigued for 1 round if it succeeds at its saving throw.

MIRACLE

School evocation

Casting Time 1 standard action

Range see text

Area, Effect, or Targets see text

Duration see text

Saving Throw see text; **Spell Resistance** yes

When you cast *miracle*, you state what you would like to have happen and request that the power to which you are connected intercede. A request that is out of line with the power's nature is refused. A miracle can do any of the following things.

- Duplicate any mystic spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind*.
- Produce any effect whose power level is in line with the above effects.

At the GM's discretion, you may try to use a miracle to produce greater effects than these, but doing so may be dangerous or the spell may have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are the same as for a 7th-level spell. For the purpose of other effects that depend on spell level, *miracle* counts as a 9th-level spell.

MIRROR IMAGE

School illusion

Casting Time 1 standard action

Range personal

Duration 1 minute/level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When you cast *mirror image*, it creates 1d4 figment images. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack hits, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the

attack misses by 5 or less, one of your figments is destroyed by the near miss, and an attack that misses you due to a miss chance also destroys an image. Area spells and effects that don't require an attack roll affect you normally and don't destroy any of your figments. Spells with a range of touch are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect. Blindsight doesn't help distinguish the figments from the real you, but blindsight is sufficient to do so.

MISLEAD

School illusion

Casting Time 1 standard action

Range personal; see text

Effect one illusory double

Duration 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw none or Will disbelief, see text; **Spell Resistance** no
You become invisible (as *greater invisibility*), and at the same time, a figment double of you (as per a 3rd-level casting of *holographic image*) appears. The double appears within close range (25 feet + 5 feet/2 levels) but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it can't attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

MODIFY MEMORY

School enchantment (compulsion, mind-affecting)

Casting Time 1 round; see text

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You reach into the target's mind and modify up to 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the target actually experienced. This spell cannot negate *charm person*, *suggestion*, or similar spells.
- Allow the target to recall with perfect clarity an event it actually experienced.
- Change the details of an event the target actually experienced.
- Implant a memory of an event the target never experienced.

Casting the spell takes 1 round. If the target fails its saving throw, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify

in the target. If your concentration is disturbed before the visualization is complete, or if the target moves beyond the spell's range at any point during this time, the spell fails.

A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is usually dismissed as a bad dream, a hallucination, or another similar excuse.

MYSTIC CURE 1-6

School conjuration (healing)

Casting Time 1 standard action

Range touch

Targets one living creature

Duration instantaneous

Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

With a touch, you heal and invigorate your target, restoring a number of Hit Points. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing.

Mystic cure restores a number of Hit Points to your target depending on the spell's level.

1st: 1d8 + your Wisdom modifier

2nd: 3d8 + your Wisdom modifier

3rd: 5d8 + your Wisdom modifier

4th: 7d8 + your Wisdom modifier

5th: 9d8 + your Wisdom modifier

6th: 11d8 + your Wisdom modifier

In addition, unlike most healing, when you cast *mystic cure* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to restore an extra 5d8 Hit Points with a 4th-level *mystic cure* spell, an extra 7d8 Hit Points with a 5th-level *mystic cure* spell, or an extra 9d8 Hit Points with a 6th-level *mystic cure* spell. The second option is to bring a target that died within 2 rounds back to life. In addition to healing such a creature, the spell returns the target to life, and the target takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on.

Casting this spell doesn't provoke attacks of opportunity.

MYSTIC CURE, MASS 5-6

School conjuration (healing)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels); see text

Targets up to one creature/level, no two of which can be more than 30 ft. apart

Duration instantaneous

Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

You restore a number of Hit Points to a number of targets. Choose one of these targets within 10 feet of you; if that target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all of that target's Hit Points, you can transfer any number of your own Hit Points to that target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing.

The number of Hit Points *mass mystic cure* restores to each target depends on the spell's level.

5th: 3d8 + your Wisdom modifier

6th: 5d8 + your Wisdom modifier

NONDETECTION 3

School abjuration

Casting Time 1 standard action

Range touch

Targets one creature or object

Duration 1 hour/level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as *clairaudience/clairvoyance* and spells with the word "detect" in their names. *Nondetection* also prevents location by magic items such as *crystal balls* and technological items such as cameras and surveillance systems. Casting this spell places significant stress on you, and requires you to spend 1 Resolve Point.

If a magic divination is attempted against the warded creature or item, the caster of the divination must succeed at a caster level check (1d20 + caster level) against a DC equal to 11 + your caster level. If surveillance is attempted with remote cameras or sensors, the viewer must succeed at a Perception check against a DC equal to 11 + your caster level to see the target. If you cast *nondetection* on yourself or on an item currently in your possession, the DC for each of these checks is equal to 15 + your caster level. If cast on a creature, *nondetection* wards the creature's gear as well as the creature itself.

Nondetection protects the target only from discovery by items and remote sensors, not by creatures. A camera mounted to a wall and monitored from a security booth is subject to *nondetection*, but a camera in a creature (including constructs) is not.

OVERHEAT 1

School evocation (fire)

Casting Time 1 standard action

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You collect the heat generated by nearby bodies and devices

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and vent it outward in a thermal wave, dealing 2d8 fire damage to creatures and objects in the area.

OVERLOAD SYSTEMS

School enchantment (compulsion)

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

By touching the target (usually requiring a melee attack roll against the target's EAC, but you can add your key ability score modifier instead of your Strength modifier if it is higher), you flood the target's body with random jolts of electricity or other interference. On a failed Fortitude save, the target is overwhelmed and potentially unable to perform tasks as normal. While this spell is in effect, whenever the target takes any action or reaction, there is a

50% chance that the target simply takes no action instead. Roll this chance separately for each action the target would take. For example, if the target wishes to move and attack during its turn, it would roll d% twice to determine whether it could take those actions—once before each action it wishes to take. Each attack of a full attack action counts as separate action.

This spell is effective against living and unliving creatures, and casting it doesn't provoke attacks of opportunity.

PASSWALL

School transmutation

Casting Time 1 standard action

Range touch

Effect 5-ft.-by-8-ft. opening

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You can create a passage through metal, plaster, plastic, stone, or wooden walls, but you can not create one through force fields, starship bulkheads, or other harder materials. The passage is 30 feet deep. If the wall's thickness is more than the depth of the passage created, then a single casting of *passwall* simply makes a niche or short tunnel. Several castings of *passwall* can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is more than one, or out the sole exit.

PLANAR BARRIER

School abjuration

Casting Time 6 rounds

Range medium (100 ft. + 10 ft./level)

Area one 60-ft. cube/level (S)

Duration 24 hours

Saving Throw none; **Spell Resistance** yes

Planar barrier seals an area against all planar travel into or within it. This includes all teleportation spells, summoning spells, plane shifting, astral travel, and ethereal travel. Such effects simply fail automatically. Starships cannot enter or emerge from Drift travel in an area affected by this spell.

Dispel magic does not dispel your *planar barrier* effect unless the caster level of the creature attempting to dispel it is at least as high as your own. You can't have multiple overlapping *planar barrier* effects. If *planar barrier* effects would overlap, the more recent effect stops at the boundary of the older effect.

A *planar barrier* can be made permanent with a special ritual, which takes 1 hour and requires materials worth 15,000 credits per 60-foot cube.



PLANAR BINDING  4-6  4-6**School** conjuration (calling); see text**Casting Time** 10 minutes**Range** close (25 ft. + 5 ft./2 levels)**Targets** see text**Duration** instantaneous; see text

Saving Throw Will negates; **Spell Resistance** yes; see text
Casting this spell attempts a dangerous act: to lure a creature from another plane to a specifically prepared trap, created by the spell within its range. The called creature is held in the trap until it agrees to perform one service in return for its freedom or breaks free. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the spell. The CR of the outsider you can call with *planar binding* depends on the spell's level.

4th: One outsider of CR 4 or lower**5th:** One outsider of CR 7 or lower**6th:** One outsider of CR 10 or lower

The target creature can attempt a Will saving throw. If the creature succeeds at the saving throw, it resists the spell. If it fails, the creature is immediately drawn to the trap (spell resistance does not keep it from being called). The creature can escape from the trap by successfully using its spell resistance (meaning you fail a caster level check against its spell resistance), by dimensional travel, or with a successful Charisma check (DC = 15 + half your caster level + your Charisma modifier). It can try each method once per day, and a natural 20 on this check always succeeds (and a natural 1 on your caster level check always fails). If it breaks loose, it can flee or attack you. A *planar barrier* spell cast in the area prevents the creature from escaping via dimensional travel.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to convince the creature to perform a task for you in exchange for release and perhaps some sort of reward. The creature decides which terms it is willing to accept, and it must willingly agree to the terms; magical compulsion isn't sufficient. This continues until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell. It never agrees to unreasonable commands.

Once the requested service has been completed, the creature need only to inform you to be instantly sent back to its home plane. The creature might later seek revenge against you for having imprisoned it. If you assign some open-ended task that the creature can't complete through its own actions, the spell remains in effect for 10 days and the creature gains an immediate chance to break free. A defined task that will take longer than 10 days usually counts as unreasonable. Note that a clever recipient can subvert some instructions.

When you use this spell to call a creature with the air, chaotic, earth, evil, fire, good, lawful, or water subtype, the spell gains that descriptor.

PLANE SHIFT  6  6**School** conjuration (teleportation)**Casting Time** 1 standard action**Range** touch**Targets** one creature, or up to eight willing or unconscious creatures**Duration** instantaneous**Saving Throw** Will negates; **Spell Resistance** yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing or unconscious creatures are linked by hand in a circle, as many as eight can be affected by a single casting of *plane shift*. Arriving at a precise location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane (except for the Drift), though you appear 5 to 500 miles (5d%) from the last place one of the targets (your choice) was located last time that target traveled to that plane. If it's the first time traveling to a particular plane for all targets, you appear at a random location on the plane, though you can use other means of transit, such as *interplanetary teleport*, to travel on the new plane. Mystics must have an object attuned to a specific plane or native to that plane in order to use *plane shift* to travel to a plane. A technomancer requires a planar navigational program for a specific plane in order to travel to that plane with *plane shift*. Special rituals, jealously hoarded by powerful technomancers and mystics, can allow you to travel to specific locations on the chosen plane, or even to unknown worlds.

PRIVATE SANCTUM  5**School** abjuration**Casting Time** 10 minutes**Range** close (25 ft. + 5 ft./2 levels)**Area** one 30-ft. cube/level (S)**Duration** 24 hours (D)**Saving Throw** none; **Spell Resistance** no

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells can't perceive anything within the area, and those within are immune to *detect thoughts*. The ward prevents speech between those inside and those outside (because it blocks sound), and technological communication (as it blocks broadcasts), but it doesn't prevent other magic communication, such as a *telepathic message* spell, or telepathic communication.

The spell does not prevent creatures or objects from moving into and out of the area.

PROBABILITY PREDICTION  3**School** divination**Casting Time** 1 standard action**Range** personal

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Duration 1 round/level (D); see text

You open your mind to read the underlying probability of the universe. At any point during the duration of this spell, you can discharge it to reroll any d20 roll (attack roll, saving throw, skill check, etc.; see page 243). This takes no action, but you must choose to do it before you learn the results of the first roll. You must take the result of the second roll, even if it is worse.

PRYING EYES 5

School divination

Casting Time 1 minute

Range 1 mile

Effect 20 magical sensors

Duration 1 hour/level (D); see text

Saving Throw none; **Spell Resistance** no

You create 20 semitangible, visible magical orbs called “eyes.” These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct (about the size of a small apple) with the magical subtype. They each have 1 Hit Point and EAC and KAC of 18, and they fly at a speed of 30 feet with a +20 bonus to Acrobatics checks to fly and a +16 bonus to Stealth checks. An eye has a +20 Perception bonus and is subject to darkness, fog, illusions, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. The eyes know anything you know.

In order to report their findings, the eyes must return to your hand. Each eye replays in your mind all that it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying all of its findings, an eye simply disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel magic* can destroy the eyes. Roll separately for each eye caught in an area dispel.

PSYCHIC SURGERY 6

School enchantment (mind-affecting)

Casting Time 10 minutes

Range touch

Targets one willing or unconscious, living creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Psychic surgery heals the target of all Intelligence, Wisdom, and Charisma damage, and it restores all points

permanently drained from the target’s Intelligence, Wisdom, and Charisma scores. It also eliminates all ongoing confusion, fear, and insanity effects. *Psychic surgery* also removes any mental afflictions that could be removed with *dispel magic*, as well as mental diseases. *Psychic surgery* removes all effects magically altering the target’s memory, even instantaneous effects, and it can restore a memory to perfect clarity (even if the memory loss is due to the mundane passage of time).

PSYCHOKINETIC HAND 6

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one unattended object of no more than 10 lbs. or 1 bulk

Duration concentration

Saving Throw none; **Spell Resistance** no

You point your finger at the target object, gaining the ability to lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell’s range. You can’t perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or lid and work simple buttons to open or close automated doors or trigger an alarm.

PSYCHOKINETIC STRANGULATION 3

School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature that breathes

Duration concentration up to 1 round/level

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You manipulate the mystical energy around a creature’s throat into a viselike grip, potentially choking the life out of your victim.

Each round you concentrate on this spell, it deals 3d8 bludgeoning damage and immobilizes the target. A creature immobilized in this way cannot move and must hold its breath (see page 404). The creature can still attack with any of its weapons (except any bite attacks), cast spells, and so on. Each round the spell affects the target, the target can attempt a Fortitude saving throw to halve the damage and avoid being immobilized.

RAISE DEAD 5

School conjuration (healing)

Casting Time 1 minute

Range touch

Targets one dead creature

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes (harmless)

You restore life to a deceased creature. You can raise a



creature that has been dead for no longer than 1 day per caster level. In addition, the target's soul must be free and willing to return. If the target's soul is not willing to return, the spell fails; therefore, a target that wants to return to life receives no saving throw against this spell. Casting this spell requires you to create a complex representation of the target deceased creature, worth at least 5,000 credits, to serve as a beacon for the creature's soul. This object is consumed when you cast the spell.

Coming back from the dead is an ordeal. The target of the spell gains 2 permanent negative levels when it is raised, just as if it had been hit by a creature's ability that bestows permanent negative levels. If the target is 1st level, it takes 2 Constitution drain instead (if this would reduce its Constitution to 0 or less, it can't be raised). A raised creature returns with no Resolve Points, no Stamina Points, and no spell slots (until it rests to recover them normally). It has 5 Hit Points. Any ability scores reduced to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the target, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life.

The spell can't bring back a creature that has died of old age. Constructs, elementals, and outsiders can't be raised by this spell. It is possible to bring back a creature that has been turned into an undead creature, but the beacon for the

creature's soul must be more powerful, and must be worth at least 15,000 credits.

RAPID REPAIR

School transmutation

Casting Time 1 standard action

Range touch

Targets one construct or weapon

Duration 1 minute

Saving Throw Fortitude negates (harmless, object); **Spell**

Resistance yes (harmless, object)

On each round, the target construct or weapon regains 2d8 Hit Points. This does not stack with any fast healing the construct or weapon already has. You can't target a construct or weapon that has been brought to 0 Hit Points or destroyed.

RAY OF EXHAUSTION

School necromancy

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 minute/level

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You create an enervating ray of magic. You must make a ranged attack against your opponent's EAC. On a hit, the target is immediately exhausted for the spell's duration. A creature

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that succeeds at a Fortitude saving throw is only fatigued, unless it is already fatigued, in which case it instead becomes exhausted despite the saving throw.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

RECHARGE 2

School evocation

Casting Time 1 round

Range touch

Targets one object

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You restore up to 10 charges to a battery or 5 charges to a technological item capable of being charged by a battery. Since this spell takes your personal energy, you must spend 1 Resolve Point to cast it. If you recharge a battery, there is a 20% chance the battery is destroyed by the attempt. If you restore more charges than the item can hold, the item must succeed at a Fortitude saving throw or take 1d6 electricity damage for each excess charge. This spell provides no knowledge of how many charges an item can safely hold, but you can choose to bestow fewer charges than the maximum allowed to reduce the risk; you must declare how many charges you are restoring before casting this spell.

REFLECTING ARMOR 1

School abjuration (force)

Casting Time 1 standard action

Range personal

Duration 10 minutes/level or until dismissed (D); see text

You create a shimmering skin-like coating of mystical force that covers your body, allowing you to reflect damage you take back against your attacker. At any time during this spell's duration, when you take Hit Point damage from an attack made with a weapon by a foe within 100 feet, you can choose to dismiss the spell as a reaction. If you do, the armor crackles with energy as it disappears, arcing through the air to strike the attacking creature, which takes an amount of force damage equal to the damage dealt to you at the time this spell was dismissed (maximum 10). The target can attempt a Reflex save for half damage.

REGENERATE 6

School conjuration (healing)

Casting Time 3 rounds

Range touch

Targets one living creature

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs (including eyes) grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also restores 12d8 Hit Points, rids the target of exhaustion and fatigue, and eliminates all nonlethal damage the target has taken. It has no effect on nonliving creatures (including undead).

REINCARNATE 4

School transmutation

Casting Time 10 minutes

Range touch

Targets one dead creature

Duration instantaneous; see text

Saving Throw none, see text; **Spell Resistance** yes (harmless)

When you cast this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the target's soul is free and willing to return. If the target's soul is not willing to return, the spell fails; therefore, a target that wants to return receives no saving throw. Casting this spell requires a special monument worth at least 1,000 credits to serve as a beacon for the departed creature's soul. This object is consumed when you cast the spell.

Since the dead creature is returning in a new body, all physical ills and afflictions are removed. The condition of the creature's remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the target is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class features, feats, and skill ranks it formerly had. Its class, base attack bonus, base save bonuses, and Hit Points are unchanged. The creature should recalculate its ability scores from scratch as a member of its new race (remembering to include any ability score increases from leveling up). The target of the spell gains 2 permanent negative levels when it is reincarnated. If the target is 1st level, it takes 2 Constitution drain instead (if the Constitution drain would reduce its Constitution to 0 or less, the creature cannot be reincarnated). The target creature can decide whether its new body retains any of the implants it had in its former body. A spellcasting creature has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

For a humanoid creature, the new incarnation is determined using the table on the facing page. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

Elementals, outsiders, and undead creatures can't be reincarnated. Any creature that can't benefit from the *mystic cure* spell cannot be reincarnated. The spell can bring back a creature that has died of old age.

The reincarnated creature gains all abilities associated with its new form, including any forms of movement and speeds, natural attacks, extraordinary abilities, and the like, but it does not automatically speak the language of the new form it takes.

D%	INCARNATION
1-6	Android
7-14	Dwarf
15-22	Elf
23-30	Gnome
31-34	Half-elf
35-38	Half-orc
39-46	Halfling
47-55	Human
56-64	Lashunta
65-73	Kasatha
74-81	Shirren
82-90	Vesk
91-99	Ysoki
100	Other (GM's choice)

A *miracle* or *wish* spell can restore a reincarnated creature to its original form.

REMOVE AFFLICTION

School conjuration (healing)

Casting Time 1 standard action

Range touch

Targets one creature or object

Duration instantaneous or 10 minutes/level; see text

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You remove impurities from a creature or object, potentially neutralizing the curses, diseases, infestations, poisons, and other harmful conditions affecting it. If the target is a creature, you must attempt a caster level check (1d20 + your caster level) for each curse, disease, infestation, and poison affecting it (DC = 4 + the DC of the affliction). Success means that affliction is removed. Additionally, if the target is blind or deaf due to an affliction or damage, *remove affliction* restores vision and hearing unless the appropriate organ has been entirely removed from the creature's body.

A creature that is cured with *remove affliction* takes no additional effects from the curses, diseases, infestations, or poisons removed, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as Hit Point damage, temporary ability damage, or effects that don't go away on their own (such as poison states). This spell cannot remove the curse from a cursed item, though a successful caster level check enables the creature afflicted with any such cursed item to remove the curse and get rid of it. Since the spell's duration is instantaneous, it does not prevent the target

from suffering from the same curse, disease, infestation, or poison after a new exposure at a later date.

You can instead cast this spell to neutralize the poison in a poisonous creature or object for 10 minutes per level. If you cast it on a creature, the creature can attempt a Will saving throw to negate the effect.

Remove affliction counters *bestow curse*.

REMOVE CONDITION

School conjuration (healing)

Casting Time 1 standard action

Range touch

Targets one creature

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions in the same way as *lesser remove condition*, except you remove any one of the following conditions affecting the target: frightened, nauseated, shaken, sickened, or staggered.

REMOVE CONDITION, GREATER

School conjuration (healing)

Casting Time 1 standard action

Range touch

Targets one creature

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser remove condition*, except you remove all of the following conditions affecting the target: cowering, dazed, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, and stunned.

REMOVE CONDITION, LESSER

School conjuration (healing)

Casting Time 1 standard action

Range touch

Targets one creature

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You remove any one of the following conditions affecting the target: shaken, sickened, or staggered. If the condition is the result of a disease or another ongoing effect, this spell removes the condition but does not cure the disease or ongoing effect, and the target can regain the condition from that effect as normal, potentially immediately. *Lesser remove condition* also doesn't cure or remove other damage or conditions the target is suffering from any source, even the same source that caused the removed condition. Since this spell's duration is instantaneous, it does not prevent the target from gaining the condition again.

Casting this spell doesn't provoke attacks of opportunity.

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REMOVE RADIOACTIVITY  **School** conjuration (healing)**Casting Time** 1 standard action**Range** touch**Targets or Area** one creature or object or one 20-ft.-radius area**Duration** instantaneous**Saving Throw** Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

You remove all ongoing effects of radiation from a single target if you succeed at a caster level check (DC = the DC associated with the radiation effect). The target is cured of both the radiation's poison effects and the radiation sickness disease, moving the target to the healthy state on both tracks. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

RESILIENT SPHERE  **School** evocation (force)**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Targets** one Large or smaller creature**Duration** 1 minute/level (D)**Saving Throw** Reflex negates; **Spell Resistance** yes

A 10-foot-diameter globe of shimmering force encloses the target creature. The sphere contains the target for the spell's duration. The sphere functions in the same way as a *wall of force*, except it can be negated by *dispel magic*. A target inside the sphere can breathe normally. The sphere can't be physically moved either by creatures outside it or by the struggles of those within.

RESISTANT AEGIS  **School** abjuration**Casting Time** 1 standard action**Range** 30 ft.**Targets** up to 10 creatures wearing armor within range**Duration** 1 minute/level**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser resistant armor*, except as indicated above, and the wearers and their gear gain DR 5/– or energy resistance 5 that protects against all five energy types.

RESISTANT ARMOR  **School** abjuration

This spell functions as *lesser resistant armor*, but the target and her gear gain DR 10/– or energy resistance 10 that protects against three energy types.

RESISTANT ARMOR, GREATER  **School** abjuration

This spell functions as *lesser resistant armor*, but the target and her gear gain DR 15/– or energy resistance 15 that protects against four energy types.

RESISTANT ARMOR, LESSER  **School** abjuration**Casting Time** 1 standard action**Range** touch**Targets** one creature wearing armor**Duration** 10 minutes/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless) *Lesser resistant armor* grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 5/– that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 5 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.

RESTORATION  **School** conjuration (healing)**Casting Time** 3 rounds**Range** touch**Targets** one creature**Duration** instantaneous**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser restoration*, except it also removes temporary negative levels or 1 permanent negative level. You must spend 5 Resolve Points when casting this spell to remove a permanent negative level. This spell can't be used to remove more than 1 permanent negative level from a target in a 1-week period.

Restoration heals all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target, but it doesn't remove any underlying source of fatigue or exhaustion. A target that has benefited from the removal of fatigue or exhaustion from this spell can't benefit from either effect again for 24 hours.

RESTORATION, LESSER  **School** conjuration (healing)**Casting Time** 3 rounds**Range** touch**Targets** one creature**Duration** instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the target's ability scores, or it heals 1d4 temporary ability damage to one of the target's ability scores. It also eliminates any fatigue suffered by the creature or improves an exhausted condition to fatigued, but it doesn't remove any underlying source of fatigue or exhaustion. It also doesn't heal permanent ability drain. A target that has benefited from the removal of fatigue or the reduction of exhaustion from *lesser restoration* can't benefit from either effect again for 24 hours.

RETROCOGNITION 5

School divination

Casting Time 1 minute

Range personal

Duration concentration, up to 1 minute/level

This spell allows you to gain psychic impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last hour throughout the first minute of the spell's duration, followed by impressions from the next hour back throughout the next minute you concentrate, and so on. If a psychically traumatic or turbulent event happened during that period, you must succeed at a Will saving throw (DC = 15, 20, or 25, depending on the severity of the traumatic or turbulent event) or lose your concentration on the spell. If you fail this saving throw, the spell ends.

At mystic level 16th and higher, you can choose to collect impressions from over the course of a longer interval of time than an hour, beginning at 1 week per minute of concentration (as listed on the table below). The amount of detail you receive diminishes, so this eventually makes it harder to distinguish impressions left by anything but the most major events. In most circumstances, you can't glean information about what occurred during the Gap with this spell.

MYSTIC LEVEL	PERIOD
16th-17th	1 week per minute
18th-19th	1 year per minute
20th	1 decade per minute

REWIRE FLESH 4

School transmutation

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one living creature

Duration 1 round/level (D); see text

Saving Throw Will negates and Fortitude

half, see text; **Spell Resistance** yes

Like rewriting the code that makes up a computer program, you manipulate the target's DNA to painfully rewire that target's biological functions to mimic the cold and rigid processes of a robot. The target must succeed at a Will saving throw, or all of its movement speeds are halved and it takes 3d6 slashing damage per round on its turn as its internal organs shift and transform to become more like the inner components of a robot. Each round, the target can attempt a Fortitude saving throw to halve the damage this spell causes.

While this spell is in effect, the target's body becomes visibly more robotic; its voice is tinny and halting, its movements are jerky, and its face is unmoving and emotionless. The target has the flat-footed condition, and it takes a -2 penalty to all Sense Motive checks as well as to all Charisma-based and Dexterity-based skill and ability checks.



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REWIRE FLESH, MASS **School** transmutation**Targets** up to one living creature/level, no two of which can be more than 30 ft. apartThis functions as *rewire flesh*, except as stated above.**SECURITY SEAL** **School** abjuration**Casting Time** 1 standard action**Range** touch**Targets** one door, container, or portal up to 30 sq. ft./level in size**Duration** 24 hours**Saving Throw** none; **Spell Resistance** no

A *security seal* spell magically locks a single door, container with a lid or latch, portal, or computer system. Casting this spell requires you to spend 1 Resolve Point. You can freely bypass your own security seal without affecting it. If the sealed object has a lock, the DC to open that lock increases by 5 while it remains attached to the object. If the object doesn't have a lock, this spell creates one that can only be opened with a successful DC 20 Engineering check to disable devices. If the sealed object has computer security, the DC to bypass that security increases by 5. A door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell. Add 5 to the normal DC to break open a door or portal affected by this spell. A *knock* spell removes the *security seal* automatically, counting as one means of closure.

SEE INVISIBILITY  **School** divination**Casting Time** 1 standard action**Range** personal**Duration** 10 minutes/level (D)

You can see any invisible or ethereal objects or beings within your range of vision, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible and invisible or ethereal creatures.

The spell doesn't reveal the method used to obtain invisibility, doesn't reveal illusions or enable you to see through opaque objects, and doesn't reveal creatures that are simply concealed, hiding, or otherwise hard to see.

SHADOW WALK  **School** illusion (shadow)**Casting Time** 1 standard action**Range** touch**Targets** up to one Medium creature or vehicle/level**Duration** 1 hour/level (D)**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

To use *shadow walk*, you must be in an area of dim light. You and any creature or vehicle you touch are then transported along a coiling path of shadowstuff to the edge of the Material

Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real.

All targets affected must be in direct contact with one another. A Large target counts as two Medium targets, a Huge target counts as four Medium targets, and so forth. Creatures you transport this way can opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if the creatures are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow can attempt a Will saving throw to negate the effect.

In the region of shadow, you move at a rate of 200 miles per hour. Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 × 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no saving throw).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow (except for the Drift), but this usage requires you to travel across the Plane of Shadow to arrive at a border with another plane of reality, which takes 1d4 hours.

SHADOWY FLEET **School** illusion (shadow)**Casting Time** 1 standard action**Range** long (400 ft. + 40 ft./level)**Area** 60-ft. radius**Duration** 1 round/level**Saving Throw** Will disbelief and Reflex half, see text; **Spell Resistance** yes

You create a powerful vision of a fleet of hostile starships overhead that appears to rain fiery laser shots mercilessly at your enemies. The ships appear to be 1,000 feet overhead and target a 60-foot-radius area that you designate on the ground. You can't cast this spell indoors unless you are within a structure that a fleet of starships could believably fit within.

Each round this spell is in effect, the starships deal 3d6 piercing damage and 3d6 fire damage to all hostile creatures in the area as the ships appear to shoot lasers at your enemies. If a creature interacts with the illusion (such as by taking damage), it can attempt a Will saving throw to take only half of this damage per round for the remainder of the spell. Regardless of whether a creature disbelieves the illusion, each round it takes damage from this spell, it can attempt a Reflex saving throw to instead take half damage; thus, if a creature that succeeded at its Will saving throw also succeeds at its Reflex save in a given round, it takes one-quarter the spell's damage that round.

SHARE LANGUAGE  1**School** divination**Casting Time** 1 standard action**Range** touch**Targets** one creature**Duration** 24 hours**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

For 24 hours, the target can read, understand, and communicate to the best of its ability in up to three languages that you already know. This doesn't change the physical nature of the creature (if it lacks a means of speech, it still can't talk) or its attitude toward you. It does, however, allow intelligent creatures that normally have no language to understand and (if physically capable) communicate in the languages granted by this spell.

SHIELD OTHER  2**School** abjuration**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Targets** one creature**Duration** 1 hour/level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell wards the target and creates a mystic connection between you and the target so that some of its wounds are transferred to you. Casting this spell requires you to spend 1 Resolve Point. The target takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal Hit Point damage, and you take the amount of damage not taken by the target. Only Hit Point damage is transferred in this manner; the target's Stamina Points are damaged as normal. If you still have Stamina Points, you take the damage to your Stamina Points before Hit Points, as with normal damage.

Forms of harm that do not involve Hit Points, such as charm effects, temporary ability damage, ability drain, permanent negative levels, and death effects, are not affected. When the spell ends, subsequent damage is no longer divided between the target and you, but damage already split is not reassigned to the target. If you and the target of the spell move out of range of each other, the spell ends.

SLOW   3**School** transmutation**Casting Time** 1 standard action**Range** close (25 ft. + 5 ft./2 levels)**Targets** up to 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

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered (see page 277) and can take only a single move action or standard action

each turn, but not both, and it can't take full actions. A slowed creature moves at half its normal speed (round down to the next 5-foot increment). Multiple *slow* effects don't stack. *Slow* counters and negates *haste*.

SNUFF LIFE  5**School** necromancy (death)**Casting Time** 1 standard action**Range** medium (100 ft. + 10 ft./level)**Targets** up to one creature/2 levels, no two of which can be more than 30 ft. apart**Duration** instantaneous**Saving Throw** Fortitude partial, see text; **Spell Resistance** yes

You twist the essence of life that flows through your targets, snuffing the spark out of weaker creatures and debilitating or disabling others. This spell's effects depend on each target's CR.

A creature of CR 5 or lower is slain by this spell. If it succeeds at a Fortitude saving throw, it is instead reduced to 1 Hit Point.

A creature of CR 6–10 takes 10d20 damage and is stunned for 3 rounds. If it succeeds at a Fortitude saving throw, it takes half damage and negates the stunned effect.

A creature of CR 11–14 takes 8d20 damage and is staggered for 3 rounds. If it succeeds at a Fortitude saving throw, it takes half damage and negates the staggered effect.

A creature of CR 15 or higher takes 6d20 damage. If it succeeds at a Fortitude saving throw, it takes half damage.

Regardless of whether the target succeeds at its saving throw, it still might die from the damage this spell deals, though in this case the spell is not a death effect.

SOOTHING PROTOCOL  4**School** enchantment**Casting Time** 1 standard action**Range** touch**Targets** one construct with the technological subtype; see text**Duration** 10 minutes/level**Saving Throw** none; **Spell Resistance** yes

Waves of calming programming ebb from your touch, potentially stabilizing a construct's harmful intentions toward you and your allies. The target construct must have a CR lower than your level; if it does, the construct is convinced that you and your allies pose no threat. It can't take violent actions against you or your allies, and it can't do anything that would otherwise harm or threaten you (though it continues to carry out orders to take actions that do not harm or threaten you). Any aggressive action or damage dealt by you or your allies to a construct soothed in this way or its allies immediately ends this spell's effects (and could cause the construct to attack you, if it was doing so previously).

If an affected construct is under the control of a spellcaster or another creature, the controlling creature can spend a full action to remove *soothing protocol*, as long as it can either touch the construct or give it an order.

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SPEAK WITH DEAD

School necromancy (language-dependent)

Casting Time 10 minutes

Range 10 ft.

Targets one dead creature

Duration 1 minute/level

Saving Throw Will negates, see text; **Spell Resistance** no
You grant the semblance of life to a corpse, allowing it to answer questions. You can ask up to six questions. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature was friendly or helpful toward you in life, the spell works automatically. Otherwise, the corpse can attempt a Will saving throw to resist the spell as if it were alive. On a successful save, the corpse can refuse to answer your questions or attempt to deceive you using its Bluff skill. The target can speak only about what it knew in life. It can't answer any questions that pertain to events that occurred after its death.

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

SPIDER CLIMB

School transmutation

Casting Time 1 standard action

Range touch

Targets one creature

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. An affected creature with four limbs must have three limbs free (not holding equipment or being used to perform skills and so on) to climb in this manner. A creature with six limbs needs only four available. In general, other creatures must have 75% of their limbs available to benefit from this spell. The target gains a climb speed of 20 feet (and the +8 racial bonus to Athletics checks to climb granted by that climb speed); furthermore, it doesn't need to attempt Athletics checks to climb to traverse a vertical or horizontal surface (even upside down). An affected creature climbing in this way is not flat-footed while climbing, and opponents get no special bonus to their attacks against it. The creature, however, can't use the run action while climbing.

STABILIZE

School conjuration (healing)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

If the target of this spell has 0 Hit Points and is dying, it automatically stabilizes. If the creature later takes damage, it is no longer stable.

STATUS

School divination

Casting Time 1 standard action

Range touch

Targets up to one living creature touched/3 levels

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When you need to keep track of comrades who get separated, *status* allows you to mentally monitor their relative positions and general conditions. You are aware of the direction of and distance to the creatures and any conditions or states affecting them: confused, diseased, dying, nauseated, panicked, poisoned, staggered, stunned, unconscious, unharmed, wounded, wounded and out of Stamina points, and the like. Once the spell has been cast upon the targets, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a target leaves the plane (including via Drift travel) or dies, the spell ceases to function for that creature.

SUBJECTIVE REALITY

School illusion (mind-affecting)

Casting Time 1 standard action

Range personal

Duration 1 round/level (D)

Choose one object or creature you can see within long range (400 feet + 40 feet/level). You alter your perceptions to become convinced the target is an illusion. For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target unimpeded and the target can move through you. The target's nonmagical attacks can't harm you, and the target's magical attacks deal half damage to you. The target's non-damaging magical abilities have only a 50% chance of affecting you, and you are immune to all its sonic, language-dependent, and scent-based attacks. However, your attacks deal no damage to the target, and your magical abilities don't affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your *charm monster* spell, if you charmed another creature that then attacked the target creature, the target would not be immune to the damage from that attack.

SUGGESTION

School enchantment (compulsion, language-dependent, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration 1 hour/level or until completed

Saving Throw Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration of the spell. If the suggested activity can be completed in a shorter time, the spell ends when the target finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell's duration expires, the activity is not performed.

A very reasonable suggestion imparts a penalty (such as -1 or -2) to the target's saving throw.

SUGGESTION, MASS

School enchantment (compulsion, language-dependent, mind-affecting)

Range medium (100 ft. + 10 ft./level)

Targets up to one creature/level, no two of which can be more than 30 ft. apart

This spell functions as *suggestion*, except it can affect more creatures. All of the affected creatures are subject to the same suggestion.

SUPERCHARGE WEAPON

School evocation

Casting Time 1 standard action

Range touch

Targets one weapon

Duration see text

Saving Throw none; **Spell Resistance** no

You supercharge the target weapon. If the weapon's next attack hits (provided it is made before the end of the next round), the attack deals 4d6 additional damage if the weapon is a single target attack or 2d6 additional damage if the weapon attacks all creatures in an area. This bonus damage is of the same type as the weapon's normal damage.

SYMPATHETIC VIBRATION

School evocation (sonic)

Casting Time 10 minutes

Range touch

Targets one freestanding structure or vehicle

Duration up to 1 round/level

Saving Throw none; **Spell Resistance** yes

By attuning yourself to a freestanding structure or vehicle (this doesn't include starships), you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 sonic damage

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per round to the target, bypassing hardness. You can choose at the time of casting to limit the duration of the spell; otherwise, it lasts for 1 round per level. If the spell is cast upon a target that is not freestanding, the surrounding material dissipates the effect and no damage occurs.

Sympathetic vibration can't affect creatures (even if they are constructs).

SYNAPSE OVERLOAD

School divination (mind-affecting)

Casting Time 1 standard action

Range touch

Targets one living creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

To affect the target, you must hit with a melee attack against its EAC; you can add your key ability score modifier to this attack roll instead of your Strength modifier if it is higher. You then overload the target's mind, causing the target's synapses to violently trigger. The target takes 18d8 damage and is staggered for 1 minute. A target can negate the staggered effect with a successful Fortitude saving throw, but still takes full damage.

Casting this spell doesn't provoke attacks of opportunity.

SYNAPTIC PULSE

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range 20 ft.

Area 20-ft.-radius spread centered on you

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You stun all creatures in range for 1 round.

SYNAPTIC PULSE, GREATER

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range 20 ft.

Area 20-ft.-radius spread centered on you

Duration 1d4 rounds

Saving Throw Will partial; **Spell Resistance** yes

You stun all creatures in range for 1d4 rounds. With a successful Will saving throw, a creature is instead sickened for 1 round.

TELEKINESIS

School transmutation

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Targets see text

Duration concentration (up to 1 round/level) or instantaneous; see text

Saving Throw none, Will negates (object), see text; **Spell Resistance** yes (object), see text

You move objects or creatures by concentrating on them. Depending on your desired effect (choose one from below), the spell can perform a variety of combat maneuvers, provide a gentle, sustained force, or exert a single short, violent thrust.

Combat Maneuver: Once per round, you can use telekinesis to perform a ranged attack that acts as a bull rush, disarm, grapple (including pin), or trip combat maneuver. Resolve these attempts as normal, but use your caster level plus your key ability score modifier as your attack bonus. No saving throw is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentrating.

Sustained Force: A sustained force moves an object of no more than 25 pounds or 2 bulk per caster level up to 20 feet per round in any direction (including up or down). A creature can negate the effect on an object it holds with a successful Will save or with spell resistance. This version of the spell lasts 1 round per caster level, but it ends if you cease concentrating. The spell ends if the object is forced beyond the spell's range.

You can telekinetically manipulate an object as if with one hand. For example, a lever can be pulled, a key turned, a button pushed, an object rotated, and so on if the force required is within the weight limitation. You might even be able to untie simple knots, though a delicate activity such as this requires a successful DC 15 Intelligence check.

Violent Thrust: The spell energy can be spent in a single round. You can hurl up to 15 objects or creatures that are within range (no two of which can be more than 10 feet apart) toward any target within 150 feet of all the objects. You can hurl up to a total weight of 400 pounds or 40 bulk. You must make attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus plus your key ability score modifier as your attack bonus. All objects cause damage ranging from 1 damage per 25 pounds or 2 bulk (for less dangerous objects) to 1d10 damage per 25 pounds or 2 bulk (for extremely dangerous objects, such as weapons or bladed or spiked objects). Objects and creatures that miss the target land in a square adjacent to the target. Creatures that fall within the weight capacity of the spell can be hurled, but they can attempt Will saving throws (or rely on spell resistance) to negate the effect, as can those whose held possessions are targeted by the spell. If a thrown creature is hurled against a solid surface, it takes 1d6 damage as if it had fallen 10 feet.

TELEKINETIC PROJECTILE

School evocation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one object and one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You fling an object weighing up to 5 pounds (less than 1 bulk) at the target, making a ranged attack against its KAC. If you

hit, you deal 1d6 bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack.

TELEPATHIC BOND

School divination

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets you plus up to one willing creature per 3 levels, no two of which can be more than 30 ft. apart

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You forge a telepathic bond between yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher (or a modifier of -4 or higher). Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you can leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

TELEPATHIC JAUNT

School conjuration (teleportation)

Casting Time 1 standard action

Range touch

Targets you and touched objects and other touched willing or unconscious creatures

Duration instantaneous

Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

Telepathic jaunt thrums along the mental connection you have with a creature with which you currently have an active telepathic bond via your mystic telepathic bond class feature (but not via the *telepathic bond* spell), and it instantly teleports you to that creature. This spell teleports you to a random, unoccupied square adjacent to the creature with which you have the telepathic bond. If no such square is available, you teleport to the closest eligible square; if the nearest eligible square is more than 50 feet away from the creature, this spell fails.

You can be transported any distance within a plane, even across the galaxy, but you can't travel between planes, and you can't transport yourself to a creature if one of you is traveling via Drift travel and the other isn't. In addition to yourself, you can transport any objects you carry as long as their weight doesn't exceed your maximum load. You can also bring up to six additional willing or unconscious Medium or smaller creatures (each carrying gear or objects up to its maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as two Large creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures

must be in contact with you. Exceeding this limit causes the spell to fail. There must be sufficient space near the creature with which you have the telepathic bond for all the creatures you are teleporting, or this spell fails.

TELEPATHIC MESSAGE

School divination (language-dependent, mind-affecting)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets up to one creature/level

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

You can send a short telepathic message and hear simple telepathic replies. Any living creature within 10 feet of you or an intended recipient also receives your telepathic message if it succeeds at a DC 25 Perception check. You must be able to see or hear each recipient. The creatures that receive the message can reply telepathically, but no more than a single message can be sent each round, and each message cannot exceed 10 words. A technomancer casting this spell can also use it to send a message to a computer or a construct with the technological subtype if the receiving target is designed to receive messages.

TELEPATHY

School divination (mind-affecting)

Casting Time 1 standard action

Range personal

Duration 10 minute/level

You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as speaking and listening to multiple people simultaneously. You can't use *telepathy* to locate creatures to communicate with them, but once you've established telepathic communication, you don't require line of effect to maintain it.

TELEPORT

School conjuration (teleportation)

Casting Time 1 standard action

Range 2,000 miles

Targets you and touched objects and other touched willing or unconscious creatures

Duration instantaneous

Saving Throw none, Will negates (object); **Spell Resistance** no, yes (object)

This spell instantly transports you to a designated destination within 2,000 miles. Interplanar and interplanetary travel is not possible, and neither is travel between two moving starships during combat, though you might be able to teleport to a planet's surface from an orbiting starship. You can bring along objects as long as their weight doesn't exceed your maximum bulk limit. You can also

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TABLE 10-1: TELEPORTATION RESULTS

FAMILIARITY	ON TARGET	OFF TARGET	SIMILAR AREA	MISHAP
Very familiar	1-97	98-99	100	–
Studied carefully	1-94	95-97	98-99	100
Seen casually	1-88	89-94	95-98	99-100
Viewed once	1-76	77-88	89-96	97-100
False destination	–	–	81-92	93-100

bring up to five additional willing or unconscious Medium or smaller creatures (carrying gear or objects up to its maximum load) or their equivalent. A Large creature counts as two Medium creatures, and a Huge creature counts as four Medium creatures. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As the caster, you need not attempt a saving throw, nor is spell resistance applicable to you. Only objects held or in use by another creature receive saving throws and benefit from spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy can make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult Table 10-1. Refer to the following information for definitions of the terms on the table.

Familiarity: “Very familiar” describes a place you have been very often and where you feel at home. “Studied carefully” describes a place you know well, either because you can currently physically see it or because you’ve been there often. “Seen casually” describes a place you have been to more than once but with which you are not very familiar. “Viewed once” describes a place you have seen once in person or have extensively studied through scrying magic, remote cameras, or recorded images (for a remote-viewed location, you still need to have a clear idea of the location; you can’t teleport to an unknown location that you’ve seen in a holovid).

“False destination” describes a place that doesn’t truly exist, or if you are teleporting to an otherwise familiar location, it is a place that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. The distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that’s visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell’s range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten “scrambled.” You each take 2d10 damage, and you reroll on the chart to see where you wind up. For these rerolls, roll

1d20+80. Each time “mishap” comes up, the creatures take more damage and must reroll.

TERRAFORM

School transmutation

Casting Time 1 hour

Range 100 ft.

Area 100-ft.-radius emanation centered on you

Duration 1 day/level; see text

Saving Throw none; **Spell Resistance** no

You alter the area’s terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert into plains. To cast this spell, you must spend 10 Resolve Points along with technological gear worth 30,000 credits (which is magically augmented to do much of the terraforming, then consumed by the spell). A xenodruid mystic instead uses crystals and incenses worth 30,000 credits. This magically alters the area’s climate and normal plants to those appropriate to the new terrain, but it doesn’t affect creatures or the configuration of the ground. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but it doesn’t flatten the hills or change the animals to suit the new environment.

You can alter the climate by one step (cold, temperate, or warm). The maximum extent of the terrain change is up to the GM, but in general it changes to a similar terrain type or by one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on).

Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsustainable and shorten the duration or that some are suitable for the area and extend the duration. This spell could have many secondary effects based on the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming a desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas.

TOKEN SPELL

School transmutation

Casting Time 1 standard action

Range 10 ft.

Targets, Effect, or Area see text

Duration 1 hour

Saving Throw none; **Spell Resistance** yes

Token spells are often some of the first minor changes that spellcasters produce when they begin experimenting with magic. Once cast, *token spell* enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. You can slowly lift one item of light bulk. You can alter items in a 1-foot cube each round, coloring, cleaning, soiling, cooling, warming, or flavoring them. You can create small objects, but they look artificial and are extremely

fragile (they can't be used as tools or weapons). You can illuminate an object to shed dim light in a 30-foot radius.

Token spell lacks the power to duplicate any other spell effects. Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.

TONGUES

School divination

Casting Time 1 standard action

Range touch

Targets one creature

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** no
This spell grants the creature touched the ability to speak and understand the spoken or signed language of any intelligent creature, whether it is a racial tongue or a regional dialect. The target can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the target to speak with creatures who don't speak. The target can make itself understood as far as its voice carries.

TRANSFER CHARGE

School transmutation

Casting Time 1 standard action

Range touch

Targets two objects of the same type; see text

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can transfer any number of charges from one battery to another battery or from one power cell to another power cell. You can only transfer charges using two objects of the exact same type (two batteries of the same size, two identical power cells, or the like); you transfer charges from the source object to the receiving object.

You must declare how many charges you are transferring before casting this spell. If you transfer more charges from the source than the receiving item can hold, the receiving item must succeed at a Fortitude saving throw or take 1d6 electricity damage. This spell provides no knowledge of how many charges a receiving item can safely hold, but you can choose to transfer fewer charges than the maximum allowed to reduce the risk.

TRUE SEEING

School divination

Casting Time 1 standard action

Range touch

Targets one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You confer upon the target the ability to see all things within 120 feet as they actually are. The target sees through normal and magical darkness, notices secret doors hidden by magic,

sees the exact locations of creatures or objects that are invisible or displaced, sees through illusions, and sees the true form of changed or transmuted things. Further, the target can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces).

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

UNWILLING GUARDIAN

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./level)

Targets one creature with CR lower than your level; see text

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Your overwhelming presence bores into the target's mind, cowing its will. This turns it into an automaton-like guardian that protects you at all costs. As soon as it is able, the target mindlessly moves along the most direct route toward you and stops when it is within 10 feet of you (provoking attacks of opportunity for movement as normal). If you are being attacked in melee by a creature within 10 feet, the target instead takes the quickest route to intercept that creature from a square within 10 feet of you and attack it on your behalf.

While this spell is in effect, the target attacks any creature that attacks you in melee, though it can't move more than 10 feet from you to do so. If multiple creatures are attacking you in melee, you can choose which creature the target attacks on your behalf as part of combat banter. If you are the target of ranged attacks and your guardian is not attacking a melee assailant on your behalf, it moves to provide cover against the ranged attacks. Due to the strong momentary connection between you and your unwilling guardian, if you are the single target of a hostile creature's spell or effect, the creature must succeed at a caster level check (DC = 6 + your caster level) or the spell or effect instead targets your guardian. This spell has no effect on area of effect or multi-target spells or other effects that include you as a target.

When this spell ends, the target regains control of its faculties entirely and it knows and remembers that you used magic to control it. Once a creature has been the target of *unwilling guardian*, it can't be targeted with this spell again for 24 hours if cast by the same spellcaster.

UNSEEN SERVANT

School conjuration (creation)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect one invisible, mindless, shapeless servant

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

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The spell conjures an invisible, mindless, shapeless force that performs simple tasks at your command (a move action). It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It has an effective Strength score of 2 (so it can lift up to 20 pounds or 2 bulk or drag up to 100 pounds or 10 bulk). It can trigger traps and such, but it can't exert enough force to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant can't fly, climb, or swim (though it can walk on water). Its land speed is 15 feet.

The servant can't attack in any way; it is never allowed to make attack rolls. It can't be killed, but it dissipates if it takes 6 or more damage from area attacks; it gets no saving throws against attacks.

VEIL 6

School illusion

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Targets up to one or more creatures, no two of which can be more than 30 ft. apart

Duration concentration + 1 hour/level (D)

Saving Throw Will negates or disbelief, see text; **Spell**

Resistance yes, see text

You instantly change the appearance of the targets and then maintain that appearance for the spell's duration. You can make the targets appear to be anything you wish. The targets look, feel, and smell just like what the spell makes them resemble. Affected creatures return to their normal appearances if slain. You must succeed at a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus to such a check (since it counts as altering your form).

An unwilling target can negate the spell's effect on it by succeeding at a Will saving throw or by relying on spell resistance. Those who interact with the targets can attempt Will saving throws to disbelieve the illusion, but spell resistance doesn't help pierce the illusion.

VISION 5

School divination

Casting Time 1 standard action

Range personal

Duration see text

You pose a question about some person, place, or object while casting this spell. If the person or object is at hand or if you are in the place in question and you succeed at a caster level check (1d20 + your caster level, DC 20), you receive a vision about that person, place, or object. The information gained includes everything available about the target that could be discovered by spending weeks in dedicated research with excellent-quality but standard reference works.

If the person or object is not at hand or you are not in the place and you know only detailed information about the person, place, or object, the DC of the caster level check is 25 and the information gained is incomplete (though it often provides enough information to help you find the person, place, or thing, thus allowing a better *vision* result next time). If you know only rumors, the DC is 30 and the information gained is vague (though it often directs you to more detailed information, thus allowing a better *vision* result next time). In most circumstances, you can't glean information about what occurred during the Gap with this spell.

Casting this spell requires access to a computer or similar device, which displays the information gained. Additionally, casting this spell places considerable strain on you, requiring you to spend 1 Resolve Point.

WALL OF FIRE 4

School evocation (fire)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect wall up to 20 ft. long/level or a ring with a radius up to 5 ft./2 levels; either form 20 ft. high

Duration concentration + 1 round/level

Saving Throw none; **Spell Resistance** yes

An immobile blazing curtain of opaque, shimmering, violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d6 fire damage to creatures within 10 feet and 1d6 fire damage to those beyond 10 feet but within 20 feet. The wall deals this damage when it appears and on your turn each subsequent round. In addition, the wall deals 5d6 fire damage to any creature passing through it. The wall deals double damage to undead creatures.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 or more cold damage in 1 round, that length goes away.

WALL OF FORCE 5

School evocation (force)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect wall with area up to one 10-ft. square/level

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Wall of force creates an invisible wall of pure force. You can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

This counts as a force field for effects that can't penetrate a force field. The wall can't move and is not easily destroyed. A wall of force is immune to *dispel magic*. A *greater dispel magic* specifically targeting the *wall of force* can dispel it, but treat the wall of force's caster level as being 5 higher than the actual caster level. A wall of force can be damaged by spells and

attacks as normal, but a wall of force has hardness 30 and 300 Hit Points. *Disintegrate* instantly destroys a wall of force.

Breath weapons and spells can't pass through a wall of force in either direction, though *dimension door*, *teleport*, and similar effects can bypass the barrier. The wall blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks operate normally through a wall of force.

WALL OF STEEL

School conjuration (creation)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect steel wall with area up to one 5-ft. square/level; see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You cause a flat, vertical steel wall to spring into existence. The stress of casting this spell requires you to spend 1 Resolve Point. The wall can fit into any space of surrounding nonliving material if its area is sufficient to do so. The wall can't be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A wall of steel is 4 inches thick. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has hardness 15 and 45 Hit Points per inch of thickness. A section of wall that is reduced to 0 Hit Points is breached. The DC of the Strength check for a creature to break through the wall with a single attack is 30. The wall is firmly anchored to its surroundings, and it doesn't easily tip over; it can't be summoned into any area where it is likely to fall or collapse.

Like any steel wall, this wall is subject to perforation and other natural phenomena, though it doesn't rust or corrode under typical circumstances. The metal created by this spell is not suitable for use in the creation of other objects and can't be sold.

WAVES OF FATIGUE

School necromancy

Casting Time 1 standard action

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

WISH

School universal

Casting Time 1 standard action

Range see text

Area, Effect, or Targets see text

Duration see text

Saving Throw see text; **Spell Resistance** see text

By simply speaking aloud, you can alter reality to better suit you. Even *wish*, however, has its limits. A *wish* spell can produce any one of the following effects.

- Duplicate any technomancer spell of 6th level or lower.
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind*.
- Produce any effect whose power level is in line with the above effects.

At the GM's discretion, you may try to use a *wish* to produce greater effects than these, but doing so may be dangerous or the spell may have only a partial effect.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are the same as for a 7th-level spell. For the purpose of other effects that depend on spell level, *wish* counts as a 9th-level spell.

WISP ALLY

School conjuration (creation)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Effect one distracting, glowing servant

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You draw forth otherworldly energy to create a small, spherical, floating wisp that can distract your enemies in combat. This wisp can move 60 feet per round in any direction, and you can direct it as a move action on your turn. If the wisp occupies the same space as an enemy, the wisp provides your choice of either harrying fire or covering fire (see pages 246–247) against the enemy each round on your turn, and it follows that enemy within range automatically unless you direct it to change targets. The wisp is made of pure light and energy and can't be damaged in combat, though it can be dispelled as normal.

In addition to the function described above, the wisp sheds light in a 20-foot radius in a color of your choice (chosen when you cast the spell).

ZONE OF TRUTH

School enchantment (compulsion, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

Creatures within the emanation area can't speak any deliberate and intentional lies. Each potentially affected creature can attempt a Will saving throw to avoid the effect when the spell is cast or when that creature first enters the emanation area. Affected creatures are aware of this enchantment, and they can therefore avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

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