

ADVENTURE PATH PLUG-IN

ASIAN SPELL COMPENDIUM



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ASIAN SPELL COMPENDIUM



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WELCOME TO ADVENTURE PATH PLUG-INS!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Far East Adventure Path" instead of the title of the most recent Adventure Path. Or, you may see us use names such as the "Destined Empress," the "Elven Protector," the "Caravan Master," the "Mystic Seer," or even the "Emerald Shogun" or "Goddess of Love" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy this adventure to supplement your "Far East Adventure Path," helping the "Destined Empress" claim her birthright in the "Eastern Kingdoms." See, that wasn't so hard, was it?

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

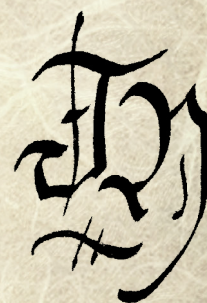
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WHAT YOU WILL FIND INSIDE THE ASIAN SPELL COMPENDIUM:

The ***Asian Spell Compendium*** brings you 110 amazing new magical spells inspired by the mysteries of the Orient, from the frozen tundra and boreal forests of the far north to the serpent jungles of the south. Drawing from the myths, legends, and lore of China, Japan, India, Southeast Asia, Siberia, and more, you'll find tons of new spells for every school and 20 spellcasting classes, from *ancestral wrath* to *word of pain* and all spells in between. You'll see offensive spells like *flame shuriken*, *tiger trap*, and *blessed jade strike* and defensive incantations like *spirit ward*, *toad's kiss*, and *sublime detachment*, from minor magics like *awful apparition*, *drowsy fireflies*, and *punji pit* to mighty enchantments like *divine wind*, *rain of sacred lotus petals*, *terra cotta legion*, and the deadly *marvelous chopsticks*. Whether you favor arcane, divine, or psychic spells, tapping the power of elements or magic of the mind, you'll find an incredible array of new and inventive spells perfect for introduction into an all-Asian campaign or one that simply draws a bit here and there from the magic and mystery of the unapproachable east.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



INTRODUCTION

Roleplaying games that dabble in Asian themes often focus on familiar movie tropes of martial arts and military leaders, from armored and honorable samurai and shoguns to swift and stealthy monks and ninjas. The magic of the Far East sometimes gets shorter shrift, however, relegated to the background of the campaign in the form of ancient scrolls and inscrutable inscriptions, or magical creatures such as imperial dragons and fiery phoenixes. This book is an effort to remedy that discrepancy, presenting 101 amazing Asian-inspired spells for virtually every spellcasting class in the *Pathfinder Roleplaying Game*, helping you to introduce an Asian flair into the spells and secrets of the Far East for characters whether they hail from the Occident or the Orient. Whether you want potent elemental evocations, spirit summoning and communion, magical words of creation, or elegant illusions, you'll find a vast array of exciting options. You can introduce these into your campaign a few at a time, placing them within scrolls or wands your heroes find left behind by enemies with ties to your campaign's Asian equivalent, or introduced to them by expansive magical tomes or mysterious mystic trainers and tutors.

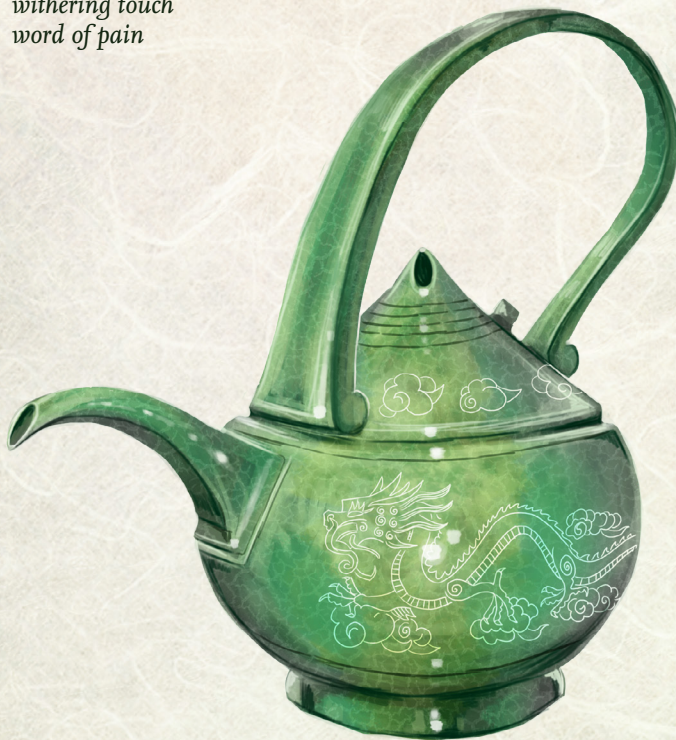
Optional Rule: To represent the exotic nature of these spells in the campaign world, you may choose to increase the DC of Spellcraft checks by 5 on checks made to identify these spells, learn them from a spellbook, or identify a spell-completion or spell-trigger magic item using Asian spells. This DC increase might be reduced to 2 for characters trained in Knowledge (local) or Linguistics to reflect their broader knowledge of world cultures, languages, and traditions, or eliminated entirely for characters who spend at least a month in Asian lands.

ALPHABETICAL SPELL LIST

ancestral wrath
army of servants
artesian spring
awakened from death
awful apparition
backbiting blow
banishing blade
blackblade katana
bleeding fire
blessed jade strike
bo of the river
centering form
chameleon skin
charm ward
circle aflame
cloud barge
clouds of radiance
cobra spit
colossus
commune with spirits
compulsory conversion
consuming fire
creeping shadow
dagger of deception
dancing weapon

discern curse
distant accuracy
divine wind
drowsy fireflies
fault line
flame shuriken
flood tide
focusing form
frost chakram
ghostly glow
glory of the chrysanthemum throne
greater diminution
hail of needles
herald wind
hide from enemies
inscribed enemy
irresistible onslaught
jade prison
koan of castigation
koan of rebuke
koan of rest
koan of vulnerability
lightning lance
lizard scales
magnetic ray
manifold selves
marvelous chopsticks
meltwater
merciful mandate
mist ladder
one with the shadows
open mind
paper vessel
peaceful sutra
phoenix wings
poisoned needles
profound advice
punji pit
purifying mist
putrid pit
rain of sacred lotus petals
remove fatigue
repel elementals
rising sun
rotting grasp
scaly barrier
scarf of slashing steel
see shapechangers
seize the heart
sense harmony
severing scarf
shapechanging reversion
shroud of the gaki
silk self
snake arrows
snake mother's kiss
soulpiercer
spew sleet
spirit split
spirit trance
spirit ward
steaming breath
steelskin
sublime detachment
substitutionary idol

sustenance
symbol of life
tamer's whip
tangle scarf
tengu fan
terra cotta legion
terra cotta lions
tetsubo of the mountain
tiger trap
toad's kiss
transfixion circle
unfortunate origami
wall of bamboo
warning bell
weakening touch
wind yari
withering touch
word of pain



SPELLS BY CLASS AND LEVEL

Alchemist Extracts

1st-remove fatigue; **2nd**-chameleon skin, cobra spit, frost chakram, shroud of the gaki, spew sleet, toad's kiss; **3rd**-see shapechangers, snake mother's kiss, steaming breath, sustenance; **4th**-bleeding fire, steelskin; **6th**-manifold selves, shapechanging reversion, silk self.

Antipaladin Spells

1st-backbiting blow; **2nd**-awful apparition, one with the shadows, open mind, shroud of the gaki, toad's kiss; **3rd**-seize the heart, word of pain; **4th**-creeping shadow, dagger of deception, irresistible onslaught, steelskin.

Bard Spells

1st-charm ward, remove fatigue, scarf of slashing steel; **2nd**-awful apparition, merciful mandate, one with the shadows, open mind, tangle scarf; **3rd**-dancing weapon, see shapechangers, tengu fan; **4th**-herald wind; **6th**-rain of sacred lotus petals, severing scarf.

Bloodrager Spells

1st-remove fatigue; **2nd**-magnetic ray, punji pit, shroud of the gaki; **3rd**-putrid pit, see shapechangers, seize the heart, snake mother's kiss; **4th**-irresistible onslaught, steelskin.

Cleric Spells

1st-charm ward, inscribed enemy, koan of vulnerability, remove fatigue, sense harmony, spirit trance; **2nd**-ancestral wrath, artesian spring, shroud of the gaki, spirit ward, warning bell; **3rd**-discern curse, focusing form, hide from enemies, koan of castigation, koan of rebuke, merciful mandate, snake mother's kiss, substitutionary idol; **4th**-awakened from death, blessed jade strike, commune with spirits, dancing weapon, koan of rest, scaly barrier, see shapechangers, steelskin, sustenance; **5th**-clouds of radiance, peaceful sutra, profound advice, purifying mist, weakening touch; **6th**-banishing blade, centering form, rising sun, soulpiercer, symbol of life; **7th**-jade prison, rain of sacred lotus petals, withering touch; **8th**-compulsory conversion, divine wind, sublime detachment; **9th**-glory of the chrysanthemum throne.

Druid Spells

1st-lizard scales, meltwater, remove fatigue, sense harmony; **2nd**-artesian spring, bo of the river, chameleon skin, circle aflame, cobra spit, lightning lance, punji pit, tetsubo of the mountain, wind yari; **3rd**-focusing form, putrid pit, rotting grasp, snake mother's kiss; **4th**-repel elementals, scaly barrier, sustenance, tiger trap, wall of bamboo; **5th**-purifying mist; **6th**-centering form, flood tide, rising sun, shapechanging reversion; **7th**-rain of sacred lotus petals; **8th**-cloud barge, divine wind; **9th**-consuming fire, glory of the chrysanthemum throne.

Inquisitor Spells

1st-charm ward, inscribed enemy, koan of vulnerability, sense harmony, spirit trance; **2nd**-awful apparition, koan of rebuke, merciful mandate, open mind, spirit ward, tamer's whip; **3rd**-discern curse, focusing form, koan of castigation, see shapechangers, word of pain; **4th**-seize the heart; **5th**-profound advice; **6th**-soulpiercer.

Magus Spells

1st-backbiting blow, distant accuracy, hail of needles, inscribed enemy, lizard scales, remove fatigue, scarf of slashing steel; **2nd**-bo of the river, circle aflame, flame shuriken, frost chakram, lightning lance, magnetic ray, one with the shadows, tamer's whip, tangle scarf, tetsubo of the mountain, wind yari; **3rd**-dancing weapon, fault line, snake mother's kiss, tengu fan; **4th**-blessed jade strike, dagger of deception, irresistible onslaught, poisoned needles, snake arrows, steelskin; **5th**-weakening touch; **6th**-blackblade katana, jade prison, severing scarf.

Medium Spells

1st-ghostly glow, sense harmony, spirit trance; **2nd**-ancestral wrath, spirit ward; **3rd**-commune with spirits, discern curse; **4th**-soulpiercer, spirit split.

Mesmerist Spells

1st-charm ward, sense harmony; **2nd**-merciful mandate, open mind; **3rd**-hide from enemies, see shapechangers; **4th**-profound advice; **5th**-transfixion circle.

Occultist Spells

1st-ghostly glow, spirit trance; **2nd**-ancestral wrath, awful apparition, one with the shadows, shroud of the gaki, spirit ward;

3rd-commune with spirits, discern curse, see shapechangers, substitutionary idol; **4th**-blessed jade strike, dagger of deception, seize the heart; **5th**-creeping shadow, soulpiercer, spirit split; **6th**-jade prison.

Paladin Spells

1st-charm ward, inscribed enemy, remove fatigue; **2nd**-koan of rebuke, merciful mandate, warning bell; **3rd**-dancing weapon, hide from enemies, koan of rest; **4th**-blessed jade strike, clouds of radiance, irresistible onslaught, peaceful sutra, purifying mist, steelskin.

Psychic Spells

1st-sense harmony, spirit trance; **2nd**-merciful mandate, open mind, spirit ward; **3rd**-focusing form, hide from enemies; **4th**-commune with spirits; **5th**-transfixion circle; **6th**-centering form; **8th**-sublime detachment.

Ranger Spells

1st-distant accuracy, inscribed enemy, koan of vulnerability, lizard scales, meltwater, punji pit, remove fatigue; **2nd**-chameleon skin, one with the shadows, putrid pit, tamer's whip, warning bell; **3rd**-koan of rest, scaly barrier, sustenance; **4th**-tiger trap, wall of bamboo.

Shaman Spells

1st-charm ward, ghostly glow, koan of vulnerability, lizard scales, meltwater, mist ladder, remove fatigue, sense harmony, spirit trance; **2nd**-ancestral wrath, artesian spring, chameleon skin, circle aflame, drowsy fireflies, shroud of the gaki, spirit ward; **3rd**-commune with spirits, fault line, hide from enemies, phoenix wings, see shapechangers, snake mother's kiss, substitutionary idol; **4th**-awakened from death, bleeding fire, koan of rest, repel elementals, scaly barrier, sustenance, wall of bamboo; **5th**-profound advice, snake arrows, spirit split; **6th**-flood tide, soulpiercer; **7th**-rain of sacred lotus petals; **8th**-cloud barge, divine wind, greater diminution; **9th**-colossus, glory of the chrysanthemum throne.

Sorcerer/Wizard Spells

1st-backbiting blow, charm ward, distant accuracy, ghostly glow, hail of needles, meltwater, mist ladder, scarf of slashing steel, spirit trance; **2nd**-chameleon skin, circle aflame, drowsy fireflies, flame shuriken, frost chakram, lightning lance, magnetic ray, one with the shadows, punji pit, shroud of the gaki, spirit ward, tamer's whip, tangle scarf, tetsubo of the mountain, toad's kiss, wind yari; **3rd**-fault line, focusing form, open mind, phoenix wings, putrid pit, rotting grasp, snake mother's kiss, tengu fan; **4th**-commune with spirits, dancing weapon, discern curse, repel elementals, scaly barrier, see shapechangers, seize the heart, steaming breath, wall of bamboo; **5th**-army of servants, clouds of radiance, creeping shadow, dagger of deception, herald wind, poisoned needles, tiger trap, unfortunate origami; **6th**-banishing blade, centering form, paper vessel, shapechanging reversion, soulpiercer, terra cotta lions, transfixion circle; **7th**-blackblade katana, manifold selves, severing scarf, silk self, withering touch; **8th**-cloud barge, greater diminution; **9th**-colossus, consuming fire, marvelous chopsticks, terra cotta legion.

Spiritualist Spells

1st-ghostly glow, sense harmony, spirit trance; **2nd**-ancestral wrath, spirit ward; **3rd**-commune with spirits, discern curse; **5th**-clouds of radiance, soulpiercer, spirit split.

Summoner Spells

1st-spirit trance; **2nd**-spirit ward; **3rd**-repel elementals; **4th**-tiger trap; **5th**-banishing blade.

Witch Spells

1st-backbiting blow, charm ward, ghostly glow, hail of needles, lizard scales, mist ladder, scarf of slashing steel, spirit trance; **2nd**-ancestral wrath, awful apparition, cobra spit, drowsy fireflies, frost chakram, lightning lance, one with the shadows, shroud of the gaki, spew sleet, spirit ward, tangle scarf, toad's kiss; **3rd**-commune with spirits, discern curse, fault line, focusing form, open mind, phoenix wings, rotting grasp, see shapechangers, snake mother's kiss, substitutionary idol; **4th**-awakened from death, bleeding fire, repel elementals, scaly barrier, seize the heart, steaming breath, word of pain; **5th**-army of servants, creeping shadow, dagger of deception, poisoned needles, snake arrows, spirit split, unfortunate origami, weakening touch; **6th**-centering form, flood tide, shapechanging reversion, soulpiercer, transfixion circle; **7th**-blackblade katana, manifold selves, severing scarf, withering touch; **8th**-greater diminution; **9th**-colossus, consuming fire.

SPELLS BY SCHOOL, SUBSCHOOL, AND DESCRIPTOR

Abjuration School: banishing blade, centering form, charm ward, focusing form, hide from enemies, purifying mist, remove fatigue, repel elementals, scaly barrier, shapechanging reversion, spirit ward, sublime detachment, substitutionary idol

Conjuration: army of servants, artesian spring, awakened from death, bo of the river, cloud barge, clouds of radiance, cobra spit, creeping shadow, drowsy fireflies, flood tide, glory of the chrysanthemum throne, hail of needles, koan of rest, manifold selves, poisoned needles, rain of sacred lotus petals, snake arrows, steaming breath, symbol of life, tengu fan, terra cotta legion, terra cotta lions, tetsubo of the mountain, tiger trap, wall of bamboo, wind yari

(creation): army of servants, artesian spring, bo of the river, cloud barge, clouds of radiance, cobra spit, creeping shadow, flood tide, glory of the chrysanthemum throne, hail of needles, manifold selves, poisoned needles, rain of sacred lotus petals, snake arrows, tengu fan, terra cotta legion, terra cotta lions, tetsubo of the mountain, tiger trap, wall of bamboo, wind yari

(healing): awakened from death, koan of rest, symbol of life

Divination: commune with spirits, discern curse, see shapechangers, sense harmony, spirit trance, warning bell

Enchantment: compulsory conversion, merciful mandate, open mind, peaceful sutra, profound advice, transfixion circle

Evocation: circle aflame, consuming fire, flame shuriken, koan of castigation, koan of rebuke, lightning lance, marvelous chopsticks, rising sun, spew sleet, tamer's whip

Illusion: awful apparition, chameleon skin, one with the shadows

(glamer): awful apparition, chameleon skin, one with the shadows

Necromancy: ancestral wrath, blackblade katana, bleeding fire, dagger of deception, ghostly glow, koan of vulnerability, seize the heart, shroud of the gaki, soulpiercer, spirit split, toad's kiss, withering touch, word of pain

Transmutation: backbiting blow, blessed jade strike, colossus, dancing weapon, distant accuracy, divine wind, fault line, greater diminution, herald wind, inscribed enemy, irresistible onslaught,

jade prison, lizard scales, magnetic ray, meltwater, mist ladder, phoenix wings, punji pit, putrid pit, rotting grasp, scarf of slashing steel, severing scarf, snake mother's kiss, steelskin, sustenance, tangle scarf, unfortunate origami, weakening touch

[air]: cloud barge, divine wind, herald wind, mist ladder, purifying mist, repel elementals, wind yari

[cold]: frost chakram, spew sleet

[curse]: dagger of deception, koan of vulnerability

[darkness]: creeping shadow

[death]: seize the heart

[disease]: putrid pit

[earth]: fault line, punji pit, putrid pit, repel elementals, terra cotta legion, terra cotta lions, tetsubo of the mountain

[electricity]: lightning lance

[fear]: awful apparition, ghostly glow

[fire]: bleeding fire, circle aflame, consuming fire, flame shuriken, phoenix wings, repel elementals, steaming breath

[force]: marvelous chopsticks, tamer's whip

[good]: blessed jade strike, glory of the chrysanthemum throne, jade prison, rain of sacred lotus blossoms

[language-dependent]: compulsory conversion, profound advice

[light]: clouds of radiance, rising sun

[metal]: backbiting blow, dancing weapon, distant accuracy, magnetic ray, scarf of slashing steel, severing scarf, steelskin, tangle scarf, tengu fan

[mind-affecting]: awful apparition, compulsory conversion, ghostly glow, merciful mandate, open mind, profound advice, transfixion circle

[pain]: word of pain

[poison]: cobra spit, poisoned needles, snake arrows, snake mother's kiss, toad's kiss

[sonic]: koan of castigation, koan of rebuke

[water]: artesian spring, bo of the river, flood tide, meltwater, repel elementals, steaming breath

[wood]: backbiting blow, dancing weapon, distant accuracy, punji pit, putrid pit, rotting grasp, wall of bamboo

SPELL DESCRIPTIONS

ANCESTRAL WRATH

School necromancy; **Level** cleric 2, medium 2, occultist 2, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components V, S, DF

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

Target one creature

Duration instantaneous

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

You call forth the spirit of one of your ancestors, rebuking an opponent for their misdeeds and invoking this ancestral spirit to administer divine punishment. The spirit streaks towards the target, automatically hitting and dealing 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points of damage per caster level (maximum 10d6) to undead. *Ancestral wrath* deals full damage to incorporeal undead, and any undead creature failing its save against the spell is treated as *shaken* for 1 round.

ARMY OF SERVANTS

School conjuration (creation); **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a stick with many lengths of knotted thread attached to it)

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

Effect 2d6 *unseen servants* + 1 per caster level (maximum +15)

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You create a small army of *unseen servants* that serve at your direction. They can perform any task an *unseen servant* can perform, but you also may direct them to perform basic labor as though they had a number of ranks in any one Craft or Profession skill equal to one-half your caster level. All members of the *army of servants* gain ranks in the same skill. Any members of the *army of servants* that move beyond the spell's range from your location wink out of existence.

ARTESIAN SPRING

School conjuration (creation) [water]; **Level** cleric 2, druid 2, shaman 2

Casting Time 1 minute

Components V, S, F (a wooden staff or bamboo cane)

Range touch

Effect a spring of fresh water

Duration permanent

Saving Throw none; **Spell Resistance** no

You create a spring of pure, fresh water bubbling forth from an area of natural rock or earth you strike with the focus item, producing a flow of 1d6 gallons of cool potable water each hour. You cannot create an *artesian spring* in a building or an area of worked stone, nor can you create an *artesian spring* within 1 mile of an existing *artesian spring*.

AWAKENED FROM DEATH

School conjuration (healing); **Level** cleric 4, shaman 4, witch 4

Casting Time 10 minutes

Components V, S, M (a white shawl or prayer cloth and incense)

Range touch

Targets one dead creature

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

This spell functions like *raise dead*, but while its body is restored the target is not fully brought back to life. Its body ceases to decay, as *gentle repose*, and like that spell time spent *awakened from death* does not count against the time limit on bringing a creature back from the dead. While reanimated by this spell, the target hovers on death's door, able to take only a single move action each round and unable to attack, cast spells, or activate magic items. It can be wounded and healed, but its maximum hit points can never exceed 1 hit point per Hit Die it possesses. Increases to its Constitution score cannot increase its hit points, though the target can benefit from effects that grant temporary hit points.

The target's mind is clouded while *awakened from death*, as if *feble-minded*. While the target can speak, its memory is confused and disjointed, with great difficulty remembering even basic details of its past life. A *heal*, *limited wish*, or *restoration* spell can restore the target's memories and intellect, but its physical state can be restored only by returning it fully to life with *raise dead* or a similar effect.

AWFUL APPARITION

School illusion (glamer) [fear, mind-affecting]; **Level** antipaladin 2, bard 2, inquisitor 2, occultist 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You shroud the target's face with a horrible and terrifying mask of monstrous mien, with coloration and features as described by you (though you cannot duplicate the appearance of any specific creature), causing its own allies to react with fear and revulsion. The target is unaware of the illusion and you and your allies perceive the illusory nature of the target's appearance and are not disturbed. Suffer no ill effects, but any other creature within 10 feet of the target must succeed on a Will save or become shaken as long as they have line of sight to the *awful apparition* and for 1 round thereafter. This fear effect ends immediately when the spell ends.

BACKBITING BLOW

School transmutation [metal, wood]; **Level** antipaladin 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one wooden or wooden-hafted weapon
Duration 1 round/level or until discharged (D)
Saving Throw Will negates; **Spell Resistance** yes

You cause a weapon to twist around and strike its wielder. The next time the target weapon is used to make a melee attack or as a thrown weapon, its shaft twists around and strikes at its wielder instead. The wielder makes a normal attack roll against its own AC, dealing normal damage on a hit (including bonus damage for Power Attack and other feats or abilities that improve damage). The wielder may not choose to deal nonlethal damage with this attack, though damage reduction may apply against the damage dealt by the weapon. If the weapon wielder misses, the *backbiting blow* effect persists and each attack he makes with the target weapon twists around to attack him instead until he successfully hits and damage himself or switches to a different weapon.

This spell affects weapons entirely made of wood, such as a club or staff, as well as hafted or handled weapons such as axes, maces, spears, nunchaku, flails, polearms, and the like. It does not affect entirely metallic weapons such as swords and daggers.

BANISHING BLADE

School abjuration; **Level** cleric 6, sorcerer/wizard 6, summoner 5
Casting Time 1 standard action
Components V, S
Range touch
Target one weapon
Duration 1 round/level (D)
Saving Throw none (see text); **Spell Resistance** no

You imbue the target weapon with an aura that disrupts the connection of summoned creatures (including quasi-real summoned creatures created with *shadow conjuration* and similar effects) to the material plane. When the *banishing blade* strikes such a creature, the wielder may attempt a caster level check using the caster level of the *banishing blade* against a DC of 11 + the caster level of the summoner; if the check succeeds, the summoned creature vanishes as if dispelled. The wielder can attempt only one such caster level check against an individual creature each round, even if he strikes it multiple times with the *banishing blade*, though he may make one check against each summoned creature he hits during a round. Despite the name, *banishing blade* can be cast on any type of weapon; when cast on a ranged weapon, the spell affects the weapon's ammunition.

BLACKBLADE KATANA

School necromancy; **Level** magus 6, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (a katana)
Range medium (100 ft. + 10 ft./level)
Effect katana of black energy
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

You create a katana of force infused with negative energy. The blade functions as *spiritual weapon*, but in addition each time a living creature is struck by the *blackblade katana* it gains a temporary negative level, which lasts for 1 hour/level. These temporary negative levels cannot become permanent. An undead creature struck by a *blackblade katana* takes no damage and gains 3d6 temporary hit points (up to a maximum of 25) that last for 1 hour.

BLEEDING FIRE

School necromancy [fire]; **Level** alchemist 4, shaman 4, witch 4
Casting Time 1 standard action
Components V, S, M (your blood)
Range medium (100 ft. + 10 ft./level)
Targets one or more creatures or objects
Duration instantaneous
Saving Throw none or Reflex negates (see text); **Spell Resistance** yes

You carve a mystic pictogram into your own flesh, dealing yourself 1d4 points of damage. Your blood coalesces into one seething ball of burning blood per three caster levels (maximum five missiles), which you may direct at one or more creatures or objects within range. You may direct all missiles at the same target or at different targets, making a ranged touch attack with each. A successful hit deals 2d8 points of fire damage to the target (no save), and creatures and unattended objects within 5 feet of the target take the same damage if they fail a Reflex save.

BLESSED JADE STRIKE

School transmutation [good]; **Level** cleric 4, magus 3, occultist 3, paladin 3
Casting Time 1 standard action
Components V, S

Range touch

Target weapon touched

Duration 1 round/level

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

Resistance yes

You infuse a touched weapon with the power of holy and blessed jade, making it a purifying weapon against the powers of death. The touched weapon is treated as an *undead bane* weapon and deals full damage to incorporeal undead creatures. In addition, whenever the wielder confirms a critical hit against an undead creature (or rolls a natural 20 on an attack roll against an incorporeal undead), that undead creature is blinded for 1 round (Fortitude negates).

BO OF THE RIVER

School conjuration (creation) [water]; **Level** druid 2, magus 2

Casting Time 1 standard action

Components V, S, DF

Range 0 ft.

Effect staff of water

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes

You create a 6-foot-long quarterstaff of churning water, which you can wield with proficiency as a two-handed weapon or double weapon. A hit with a *bo of the river* deals 1d8 points of bludgeoning damage + 1 point per two caster levels (maximum +5), or +1 per level (maximum +10) against creatures with the fire subtype.

CENTERING FORM

School abjuration; **Level** cleric 6, druid 6, psychic 6, sorcerer/wizard 6, witch 6

Casting Time 1 swift action

Components S

Range personal

Target you

Duration concentration (up to 1 minute/level)

This spell functions as *focusing form*, but once cast you no longer need to concentrate to maintain your companion spell, as it is controlled by your unconscious mind. You can take other actions, including moving, attacking, and casting other spells, and you can be injured or distracted without disturbing your concentration. If your companion spell needs to be actively controlled, such as causing an illusion to respond to the actions of others, that occurs as you direct without you needing to take any actions to do so. You continue concentrating on the companion spell until it ends, even while unconscious, unless you are killed, *feebleminded*, or become insane.

CHAMELEON SKIN

School illusion (glamer); **Level** alchemist 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2

Casting Time 1 round

Components V, S, M (the shed skin of a lizard)

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw none (harmless); **Spell Resistance** yes

The target gains the ability to alter its coloration to match its background, including changing and shifting to match that background when the target is moving less than 20 feet per round, granting the target a +10 bonus on Stealth checks and enabling it to make Stealth checks even when it does not have cover or concealment. If the target moves more than 20 feet per round or attacks, or if it moves between two areas with radically different backgrounds (such as moving from a gray stone wall into a forest or open field), the effects of the spell are suppressed until the beginning of the target's next turn.

CHARM WARD

School abjuration; **Level** bard 1, cleric 1, inquisitor 1, mesmerist 1, paladin 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature

Duration 10 minutes/level

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

You fortify the mental defenses of the target, granting it a +2 resistance bonus on saves against charm and compulsion effects. This bonus increases by 1 for every 4 caster levels (maximum +5 at 12th level).



HENDERSHOT



CIRCLE AFLAME

School evocation [fire]; **Level** druid 2, magus 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 20 ft.

Area 20-ft.-radius burst centered on you

Duration instantaneous

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

Red-hot flames burst out from you, dealing 1d8 points of fire damage + 1 point per caster level (maximum +10) to creatures and unattended objects in the area. Flammable materials like paper, straw, and light wood in the area ignites, and creatures failing their saving throw catch on fire.

CLOUD BARGE

School conjuration (creation) [air]; **Level** druid 8, shaman 8, sorcerer/wizard 8

Casting Time 1 round

Components V, S, M (a small ball of cotton)

Range touch

Targets you and one willing Medium or smaller creature per 4 caster levels

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You create an elaborate vessel sculpted of ivory and alabaster, floating upon a cloud, which lifts you and the targets of the spell into the air and whisks you away at incredible speed. The *cloud barge* moves at a speed of 10 miles per minute and moves the passengers smoothly

and without disturbance through any kind of weather; the passengers are unaffected by natural or magical precipitation or wind. Any creatures other than the ones you designate cannot ride the *cloud barge*, falling through it as if it were made of insubstantial mist. While riding in the *cloud barge*, you and the other passengers are in *gaseous form*, but you can cast spells that affect yourselves and each other and can otherwise interact with each other normally. The *cloud barge* and its passengers have concealment from creatures outside of it, or total concealment if in an area of mist or cloud. When the spell ends, whether from the expiration of its duration, dismissing the spell, or if it is dispelled, the *cloud barge* and its passengers float gently to the ground as *feather fall* for 1 round.

CLOUDS OF RADIANCE

School conjuration (creation) [light]; **Level** cleric 5, paladin 4, sorcerer/wizard 5, spiritualist 5

Casting Time 1 standard action

Components V, S, DF

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

Area mist spreads in 20-ft. radius

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell functions as *solid fog*, but mist you create is suffused with bright light equivalent to *daylight*. Creatures within the *clouds of radiance* are automatically dazzled as long as they remain within and for 1 minute thereafter. Creatures with light sensitivity or light blindness may be blinded by exposure to such bright light, as appropriate for those special qualities.

COBRA SPIT

School conjuration (creation) [poison]; **Level** alchemist 2, druid 2, witch 2

Casting Time 1 standard action

Components S, M (a cobra's fang)

Range 10 ft.

Area 10-ft. cone-shaped burst

Duration instantaneous

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

You spew forth a spray of virulent venom, causing all creatures in the area to take 1d3 points of Constitution damage. In addition, creatures failing their saves are dazzled for 1 minute by stinging in their eyes. Creatures rolling a natural 1 on their saving throw are instead blinded for 1 minute.

COLOSSUS

School transmutation; **Level** shaman 9, sorcerer/wizard 9, witch 9

Casting Time 1 standard action

Components V, S, M (a dragon's scale or hairs from a giant's head)

Range personal

Target you

Duration 1 round/level (D)

This spell functions like *enlarge person*, except as noted above. In addition, you can grow yourself by multiple size categories, to a minimum of Colossal. For each size category you grow beyond the first, you take an additional -2 penalty to your Dexterity score and gain a +4 size bonus to your Strength and Constitution scores, a +4 natural armor bonus to your AC, and a +10-foot enhancement bonus to your speed. You should apply the size penalty on attack rolls and AC and the size bonus to your CMB and CMD appropriate to the new size you assume. You also gain the natural reach appropriate to your new size. Any weapon damage you deal is increased by one die size for each size category you shrink.

COMMUNE WITH SPIRITS

School divination; **Level** cleric 4, medium 3, occultist 3, psychic 4, shaman 3, sorcerer/wizard 4, spiritualist 3, witch 3

Casting Time 10 minutes

Components V, S, M (incense and an offering worth 10 gp)

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

Target one spirit

Duration 1 minute/level (D)

Saving Throw Will negates (see text); **Spell Resistance** no

You reach out your consciousness into the spirit world and contact one spirit or haunt within range. You must be aware of the haunt or spirit creature's existence, either by encountering it directly or discerning its presence with a *spirit trance* spell. You can ask the spirit a number of questions equal to your caster level. These questions must ordinarily be yes or no questions, though it may also answer that it doesn't know. If such an answer would be misleading or against the spirit's own interests it may answer with a short phrase of a few words instead, which counts as two answers for the purpose of the spell. The spirit's knowledge



is limited to its own perceptions and interests, and it usually answers questions literally and may not volunteer information, though good-aligned spirits are more apt to be helpful and evil spirits are more likely to attempt to deceive (while giving literally true answers). If the spirit is a creature whose alignment is different from yours, it is entitled to a saving throw to resist the effects of this spell. You cannot contact the same spirit more than once per week.

COMPULSORY CONVERSION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 8

Casting Time 1 round

Components V, S, DF

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

Target one living creature

Duration permanent

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

You force the target to change its alignment to a new alignment you designate, which must be within one step of your own alignment and your deity's alignment. If the target fails its saving throw, its alignment changes and it believes that it has always had that alignment and that its alignment represents its true ethical and moral outlook. The target makes no efforts to return to its former alignment, and in fact views that possibility as horrifying and does whatever possible to avoid it. *Compulsory conversion* can be reversed by *miracle* or *wish* or by another *compulsory conversion* spell (though it gains a save to maintain its current alignment). *Atonement* can restore the creature's former alignment only if it can be convinced to change alignment as described in that spell.

When you cast this spell to change a creature's alignment to chaotic, evil, good, or lawful, the spell is a spell of that type. Creatures with an alignment subtype are immune to this spell, and creatures whose class restricts their alignment, such as barbarians, monks, and paladins, gain a +4 bonus on their save.

CONSUMING FIRE

School evocation [fire]; **Level** druid 9, sorcerer/wizard 9, witch 9

Casting Time 1 round

Components V, S, F (an iron brazier filled with hot coals)

Range medium (100 ft. + 10 ft./2 levels)

Target one or more living creatures, no more than two of which can be more than 30 ft. apart

Duration instantaneous

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

You cause a searing volcanic heat to erupt from within the bodies of the targets, causing them to burst into flame from the inside out. Creatures failing their saving throw are instantly killed and their bodies reduced to ash. Creatures with the fire subtype or that are immune to fire damage are immune to this spell, but creatures with energy resistance to fire can still be killed by it. A successful save reduces damage to 6d6 points of fire damage, + 1 point per caster level. The spell can affect a total number of Hit Dice of creatures equal to your caster level. Creatures with the fewest Hit Dice are affected first. If you do not have sufficient Hit Dice left to fully affect a creature, it instead takes 1d6 points of fire damage for each Hit Dice of effect you have remaining on a failed save, or half that amount on a successful save.

CREEPING SHADOW

School conjuration (creation) [darkness]; **Level** antipaladin 4, occultist 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a whisker from a black cat and a bottle of smoke trapped on a moonless night)

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

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

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You create an amorphous cloud of tangible, inky blackness that completely blocks normal vision and darkvision, as *deeper darkness*. In addition, the *creeping shadow* swallows all sound within it, muffling speech and affecting the entire area as *silence*. As a move action, you can move the cloud up to 20 feet in any direction. You can reshape the cloud as

The *creeping shadow* has physical substance and can be dispersed rapidly by wind effects. Each round of light wind (11+ miles per hour) expends 2 rounds of the remaining duration of the *creeping shadow*, while a strong wind (51+ miles per hour) disperses it in a single round.

DAGGER OF DECEPTION

School necromancy [curse]; **Level** antipaladin 4, magus 4, occultist 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, F (a tiny sword and a set of loaded dice)

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

Effect blade of force

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

You create a dagger of force that glows with a sickly green radiance. The blade functions as a *spiritual weapon*, but in addition each time it strikes the target acquires a curse of unluck, causing it to take a -1 penalty on its next attack roll and its next saving throw. This penalty is doubled to -2 on a critical hit, and the penalty stacks up to a maximum of -5. The curse persists until the target makes an attack roll or saving throw in a dangerous situation. It cannot be dispelled but can be removed with *remove curse*.

DANCING WEAPON

School transmutation [metal, wood]; **Level** bard 3, cleric 4, magus 3, paladin 3, sorcerer/wizard 4

Casting Time 1 round

Components V, S, F (a weapon)

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

Target one weapon

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no

You cause a single unattended weapon to leap into the air and fight to protect a single ally you designate. The *dancing weapon* swoops to that creature's side and moves with that creature, remaining within 5 feet of it at all times. The *dancing weapon* fights using your base attack bonus (gaining iterative attacks if the designated creature moves 5 feet or less on its turn) and dealing normal damage, but it gains no bonuses from your ability scores. If you are not proficient with the weapon you target, it takes a -4 penalty on its attack rolls. The *dancing blade* provides some protection to the designated creature as well, granting it a +1 shield bonus to AC. In addition, if the designated creature is flanked by two opponents, it is not treated as flanked. If it would be flanked by three or more opponents, all enemies gain the normal benefits of flanking.

You may instead cast this spell on a weapon in the

possession of a willing ally, in which case the *dancing weapon* protects that creature and uses its base attack bonus rather than yours. The *dancing weapon* otherwise functions as noted above.

DISCERN CURSE

School divination; **Level**

cleric 3, inquisitor 3, medium 3, occultist 3, sorcerer/wizard 4, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S, M

(a crushed gemstone worth at least 10 gp)

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

Target one creature, object, or location up to a 10-ft. cube

Duration instantaneous

Saving Throw none; **Spell**

Resistance no

You detect whether the target is cursed or carries a curse, and can determine the nature of the curse with a successful DC 20 Spellcraft check, or the precise nature of the curse with a DC 30 check. If the check succeeds, you gain a +4 insight bonus on caster level checks made to remove the curse with *remove curse*, *break enchantment*, and similar effects. If attempting to examine the target or remove the curse risks affecting the caster with the curse as well, he also gains a +4 insight bonus on his saving throw to resist being affected by it.

Like *detect magic* and similar spells, *discern curse* can penetrate solid barriers, but it can be blocked by 3 feet of wood or earth, 1 foot of stone, 1 inch of metal, or a thin layer of lead, gold, or similar material.

DISTANT ACCURACY

School transmutation [metal, wood]; **Level** magus 1, ranger 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S

Range touch

Targets one ranged weapon, or one thrown weapon/level

Duration 10 minutes/level

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

You enchant the target weapon(s) with the ability to strike creatures far beyond its normal range, doubling its range increment. If cast on a ranged weapon, this effect applies to all ammunition shot from it. Any creature wielding these weapons gains this benefit.

DIVINE WIND

School transmutation [air]; **Level** cleric 8, druid 8, shaman 8

Casting Time 10 minutes

Components V, S, M (a drum and flag, painted with the symbol for the wind), DF

Range 1 mile/level

Effect one square mile/level

Duration 10 minutes/level

Saving Throw none, see text; **Spell**

Resistance no

You create a mighty storm of driving rain and **hurricane-force winds**, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, blowing in any direction you choose.

This gale of your *divine wind* creates waves 10-30 feet high, automatically capsizing and sinking Large or smaller watercraft; Huge or larger ships must succeed on a Profession (sailor) check with a DC equal to the spell's save DC

or be capsized as well. Large or smaller land vehicles and siege weapons are likewise destroyed, while Huge or larger vehicles and siege weapons have a 50% chance of destruction.

Large or smaller wooden buildings (and tents and pavilions of any size) are automatically destroyed, while Huge or larger wooden buildings and tree trunks have a 25% chance of suffering massive damage. Stone buildings are safe from destruction (though falling trees may damage such buildings). Buildings *consecrated* or *hallowed* to your deity are never damaged by your *divine wind*, nor are trees or other vegetation within their grounds. Otherwise, exposed crops and gardens are 75% likely to be ruined.

If sand, dust, or snow is present in the area of your *divine wind*, it is carried aloft on the wind and blocks vision as if the entire area were shrouded in *obscuring mist*, and it piles up in drifts 1d3-1 feet deep every 10 minutes, potentially burying creatures sheltering in sturdy buildings. The *divine wind* extinguishes Large or smaller fires immediately, while Huge or larger fires erupt into roaring conflagrations (treat as a Colossal **forest fire**^{CRB}) for 1d10 minutes before blowing out.

Creatures unable to find shelter take 1d10 points of lethal damage every 10 minutes they are exposed to the pelting rain and howling wind and may be checked or blown away by the wind. In addition, they must succeed on a DC 15 Constitution check every 10 minutes or become fatigued (or exhausted, if already fatigued).

DROWSY FIREFLIES

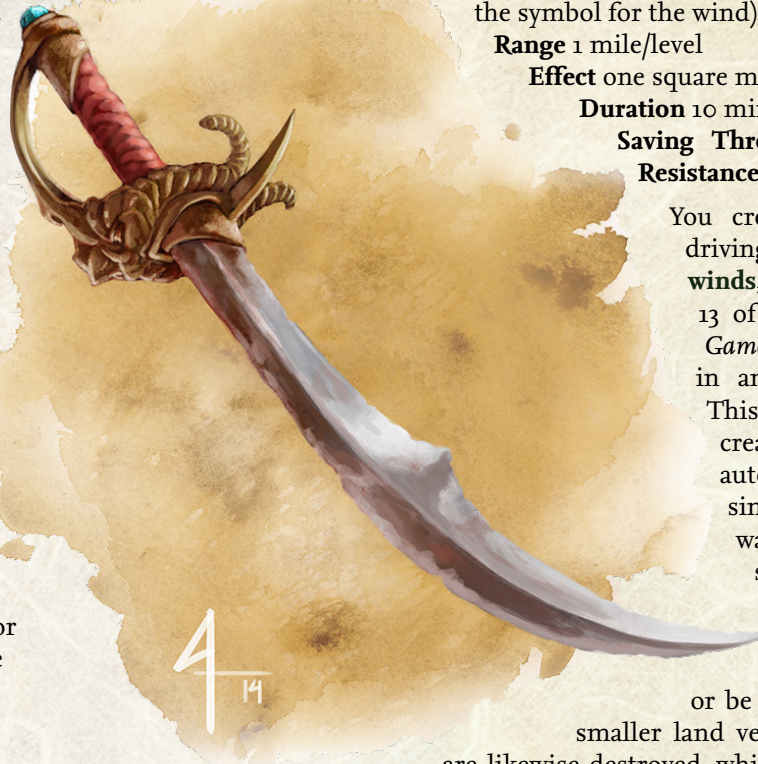
School conjuration (summoning); **Level** shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S, M (a live firefly)

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

Effect one swarm of fireflies



Duration 1 round; see text

Saving Throw Fortitude negates (see text); **Spell Resistance** no

You summon a small cloud of glimmering fireflies that fills a 10-foot cube, obscuring vision into or through the cloud (providing concealment if line of sight must pass through 5 feet or more of the swarm), and causing all creatures within the swarm to become dazzled (no save). In addition, the *drowsy fireflies* secrete a soporific pheromone that causes all creatures within the cloud to fall into a light slumber for 2d6 rounds; creatures succeeding on a Fortitude save instead become drowsy for 1 round, taking a -5 penalty on Perception checks and a -2 penalty on Will saves for 1 round. This is a sleep effect.

The slumber induced by the *drowsy fireflies* is not as deep as that caused by *sleep* or *deep slumber*, and loud noises such as combat allow sleeping creatures to attempt a DC 10 Perception check (with a -10 penalty for being asleep) each round at the beginning of their turn to awaken. Sleeping creatures can be automatically awakened by an ally as a standard action.

FAULT LINE

School transmutation [earth]; **Level** druid 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30-ft. line

Duration instantaneous

Saving Throw Reflex negates (see text); **Spell Resistance** no

You strike the ground and unleash a tremor of seismic force, hurling up earth, rock, and sand. The area becomes **dense rubble**^{CRB}, costing 2 squares of movement to enter while increasing the DC of Acrobatics checks by 5 and Stealth checks by 2. Creatures in the area take 1d6 points of bludgeoning damage per caster level (maximum 10d6), or half damage on a successful save. Medium or smaller creatures failing their save are knocked prone.

This spell can only be cast on a surface of earth, stone, or sand. It has no effect if you are in a wooden or metal structure or if you are not touching the ground.

FLAME SHURIKEN

School evocation [fire]; **Level** magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a shuriken coated with pitch or oil)

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

Effect one or more magical shuriken

Duration 1 minute (D)

Saving Throw none; **Spell Resistance** yes

You create a handful of shuriken that crackle with multicolored flames. You create 1d4 *flame shuriken*, plus one additional shuriken per 2 caster levels (maximum +5). You are considered proficient with these *flame shuriken* and can hurl them as thrown weapons with a range increment of 10 feet, dealing 1d2 points of piercing damage and 1d4 points of fire damage. You may hurl up to three *flame shuriken* as a standard action, though if you hurl more than

one *flame shuriken* as a standard action, all must target the same creature. Any remaining *flame shuriken* remain in your hand, shedding light as a torch, though they cannot be used to make melee attacks. Any *flame shuriken* unused after 1 minute are lost, as are any *flame shuriken* you are holding if you cast another spell with a somatic component.

If you hit the same creature with three *flame shuriken* in the same round, or if you confirm a critical hit with a *flame shuriken*, the burning projectiles burst in a puff of multicolored smoke, as if a smokestick had been lit in the target's space.

FLOOD TIDE

School conjuration (creation) [water]; **Level** druid 6, shaman 6, witch 6

Casting Time 1 standard action

Components V, S

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

Area 20-ft.-radius spread (see text)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

You create a surging rush of water in the area that deals 1d8 points of bludgeoning damage per two caster levels (Reflex half) to all creatures and unattended objects in the area (maximum 10d8); this damage is increased by 50% against creatures with the fire subtype. Exposed natural fires in the area are extinguished. Magical fire effects in the area are affected as if you had cast a *dispel magic*.

In addition, you may designate a direction for the *flood tide*, causing all creatures in the area to be pushed that direction as if you had made a bull rush combat maneuver, treating your caster level as your base attack bonus and add your Intelligence (for wizards) or Charisma (for bloodragers and sorcerers) modifier to determine your CMB for this maneuver.

If you cast this spell while in or on a large source of water, such as a lake, river, or ocean, you may choose change the spell's area to a 30-foot cone-shaped burst or a 10-foot-wide line 60 feet long. This *flood tide* may flow towards you or away from you, bull rushing or dragging creatures in the area as appropriate.

FOCUSING FORM

School abjuration; **Level** cleric 3, druid 3, inquisitor 3, psychic 3, sorcerer/wizard 3, witch 3

Casting Time 1 swift action

Components S

Range personal

Target you

Duration concentration (up to 1 minute/level)

By performing a swift ritual gesture, stance, or pose, you focus and refine your ability to concentrate on a spell. You can cast this spell immediately prior to casting its companion spell, or at any point while concentrating on that spell, granting you a +10 bonus on any concentration checks you make as part of casting or maintaining that spell.

FROST CHAKRAM

School evocation [cold]; **Level** alchemist 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of water or piece of ice)

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

Effect one chakram of ice

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

You create a razor-sharp ring of enchanted ice that speeds to strike a target you designate as a ranged attack, dealing 1d8 points of slashing damage, and if the target fails a Fortitude save it also takes 2 points of Dexterity damage. After impact, the *frost chakram* explodes in a 10-foot-radius burst of ice crystals dealing 1d8 points of cold damage (Reflex half) to all creatures in the area and making the area very slippery (as a *grease* spell) for 1 round. If the *frost chakram* misses, treat it as a miss with a splash weapon. It explodes in a burst of ice crystals as noted above at the point of impact.

GHOSTLY GLOW

School necromancy [fear, mind-affecting]; **Level** medium 1, occultist 1, spiritualist 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Effect one or more ghostly lights

Duration concentration plus 1 round/level (D)

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

This spell functions like *dancing lights*, except as noted above. The radiance of the *ghostly glow* is always eerie and unwholesome, and if the caster concentrates the glow into a single Medium or smaller point of light (rather than multiple smaller lights) it causes creatures nearby to feel unsettled and nervous. Creatures coming within or beginning their turn within 30 feet of the *ghostly glow* become spooked^{HA}, taking a -2 penalty on saving throws against fear effects and on Perception checks (Will negates), though their heightened agitation grants them a +1 bonus on initiative checks. Creatures succeeding on their save are immune to this effect; those that fail their save remain spooked as long as they remain within 30 feet of the *ghostly glow*, or if they return to the area after leaving it. The caster is immune to the effect of his own *ghostly glow*.

If the caster dismisses the spell, it bursts in a horrifying phantasmagoria of tormented ectoplasmic faces, causing creatures within 30 feet of the *ghostly glow* to become shaken for 1 round (Will negates).

GLORY OF THE CHRYSANTHEMUM THRONE

School conjuration (creation) [good]; **Level** cleric 9, druid 9, shaman 9

Casting Time 1 standard action

Components V, S, M (a chrysanthemum blossom)

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

Area cylinder (5 ft./level radius, 80 ft. high)

Duration 1 round/level (D)

Saving Throw Fortitude negates (see text); **Spell Resistance** yes

You create a gleaming petal throne of crystal and gold formed in the likeness of an unfolding chrysanthemum that gleams with bright light equivalent to *daylight* that fills the entire area, sparkling through innumerable

ghostly blossoms floating through the air. These crystalline blossoms float harmlessly around non-evil creatures, but they explode in deadly shards in the presence of evil. Evil creatures entering or beginning their turn in the area take 5d6 points of piercing and slashing damage every round (no save), and in addition must succeed on a Fortitude save each round or become nauseated until they leave the area. The glittering crystal chrysanthemums scatter and refract the vision of evil creatures, resulting in a 20% miss chance on ranged attacks they make while either they or their target is within the *rain of sacred lotus petals*.

You may designate yourself or another creature within range as the rightful regent to sit upon that royal seat, and as long as that creature remains seated upon the throne, it gains a +6 enhancement bonus to Charisma. Attacks against a creature seated upon the throne have a 50% miss chance for ranged attacks and a 20% miss chance for melee attacks, as the blossoms of celestial crystal swarm around the throne to protect it.

GREATER DIMINUTION

School transmutation; **Level** shaman 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, M (a flea)

Range personal

Target you

Duration 1 round/level (D)

This spell functions like *reduce person*, except as noted above. In addition, you can shrink yourself by multiple size categories, to a minimum of Fine. For each size category you shrink beyond the first, you take an additional -2 penalty to your Strength score and gain a +2 size bonus to your Dexterity and a +4 bonus on Stealth checks. You should apply the size bonus on attack rolls and AC and the size penalty to your CMB and CMD appropriate to the new size you assume. If you become Tiny or smaller, you have a reach of 0 feet, and to attack in melee you must enter a creature's space, provoking attacks of opportunity. Any weapon damage you deal is reduced by one die size for each size category you shrink.

HAIL OF NEEDLES

School conjuration (creation) [metal]; **Level** magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a metal needle)

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

Targets one or more creature, no two of which can be more than 30 feet apart

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

You create a rain of deadly sharp needles that deal a total of 1d4 points of damage per caster level (maximum 5d4), which you may direct all at a single target or at multiple targets, allotting a number of damage dice to each target as you choose. You must make a ranged attack roll against each creature, though you do not take a penalty on attack rolls due to soft cover (such as creatures in between you

and the target) or because a creature is in melee combat. Creatures damaged by the *hail of needles* take bleed damage equal to the number of dice of damage dealt to them (e.g., a creature taking 5d4 points of damage would then take 5 points of bleed damage), beginning on your next turn. This bleed damage lasts a maximum number of rounds equal to your caster level. Creatures wearing heavy armor or whose natural armor bonus to AC is +5 or greater are immune to this bleed damage.

HERALD WIND

School transmutation [air]; **Level** bard 4, sorcerer/wizard 5

Casting Time 10 minutes

Components V, S

Range 10 miles/level; see text

Targets up to 10 creatures/level; see text

Duration up to 1 hour/level or until discharged (destinations are reached); see text

Saving Throw none; **Spell Resistance** no

This spell functions like *whispering wind*, but you can send the message to creatures that you specify rather than to a specific location. You can specify creatures by name or designate them by their position or role, such as the soldiers of a palace guard or the governors of the scattered provinces of an empire. Once the wind arrives, it delivers its whispered message into the ears of its recipients. Other nearby creatures generally perceive it only as a gentle breeze; a DC 30 Perception check required to overhear the message. You may choose to send the *herald wind* to only 1 creature/level in order to extend its range to 100 miles/level and its duration to 1 day/level or until discharged.

HIDE FROM ENEMIES

School abjuration; **Level** cleric 3, mesmerist 3, paladin 3, psychic 3, shaman 3

Casting Time 1 round

Components V, S, DF

Range touch

Target creature touched

Duration 1 minute/level (D)

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

This functions as *hide from undead*, but the target is undetectable to creatures who may have hostile intentions toward it. Creatures with Intelligence of 2 or less can perceive the target normally, as their motivations are based on instinct and survival rather than actual hostility.

INSCRIBED ENEMY

School transmutation; **Level** cleric 1, inquisitor 1, magus 1, paladin 1, ranger 1

Casting Time 10 minutes

Components V, S, F (a writing brush and ink)

Range touch

Area one weapon

Duration permanent until discharged

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

You inscribe a potent blessing upon a weapon for use against one specific creature, whose name must be written on the weapon with the focus component; if the creature's name is not known, you can still use *inscribed enemy* by identifying



the creature specifically; for example, "the ogre that lives on Tumbledown Hill." The target weapon functions against the designated creature as a +1 *bane* weapon. The spell ends after the weapon has been used to successfully hit the designated creature; it also ends if the weapon is used to strike any other creature.

IRRESISTIBLE ONSLAUGHT

School transmutation; **Level** antipaladin 4, bloodrager 4, magus 4, paladin 4

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

You become an unstoppable juggernaut in battle. You gain the benefits of *freedom of movement* and you ignore the effects of difficult terrain, including magically manipulated terrain, though you do not gain the ability to jump, climb, or swim more effectively than normal. You can pass through the squares of allies and enemies without needing to make an Acrobatics checks or succeed on an overrun combat maneuver, and without interfering with your ability to charge. You can charge whenever you can move at least 5 feet before attacking, regardless of intervening terrain, obstacles, or creatures, and may turn as often as desired during your movement as part of a charge. You gain a +10 bonus on combat maneuver checks to bull rush or drag opponents (or overrun them, if you choose to use such a maneuver) and can attempt a combat maneuver check once per round as swift action to perform one of these maneuvers. You gain a +4 dodge bonus to AC against attacks of opportunity provoked by your movement. If you are mounted, your mount also gains the benefits of this spell.

JADE PRISON

School transmutation [good]; **Level** cleric 7, magus 6, occultist 6

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets evil creature touched

Duration concentration, up to 1 round/level

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

You attempt to leach out the evil taint within the target using the purity of holy jade. If the target succeeds on its initial saving throw, it takes 1d3 points of Dexterity damage but is otherwise unaffected. If the target fails its initial saving throw, it takes 1d4 points of Dexterity drain and Constitution drain and is paralyzed as its flesh begins transforming into jade stone. The target can take purely mental actions, but the sanctified jade encasing it affects it as *dimensional anchor*. The target is considered to have hardness 8 if attacked while paralyzed, but *holy* weapons and effects with the good descriptor ignore this hardness.

Each round you maintain concentration, the target must save again. A successful save deals Dexterity damage as noted above but ends the effect. A failed save results in continuing paralysis and Dexterity and Constitution drain. If the target's Dexterity or Constitution is reduced to 0,

the creature is petrified, its evil encysted in a solid statue of pitted, discolored, and valueless jade. This spell has no effect on living creatures that do not have the evil subtype.

This spell affects evil undead, even if they are incorporeal or normally immune to paralysis or petrification. The spell functions as describe above, but deals Charisma drain in place of Constitution drain.

KOAN OF CASTIGATION

School evocation [sonic]; **Level** cleric 3, inquisitor 3

Casting Time 1 standard action

Components V, DF

Range 20 ft.

Target 20-ft.-radius spread centered on you

Duration instantaneous

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

You deliver a withering pronouncement of divine wrath that 1d6 points of deals sonic damage per caster level (maximum 10d6) to creatures whose alignment that is opposed to yours on either the good-evil or lawful-chaotic axis. Creatures failing their saving throws are deafened for 1d4 rounds.

Creatures whose alignment differs from yours but are not opposed to it take half damage and are not deafened on a failed save. Creatures whose alignment matches yours are not harmed by your *koan of castigation*.

KOAN OF REBUKE

School evocation [sonic]; **Level** cleric 3, inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, DF

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

Target one creature

Duration 1d4+1 rounds

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

You speak a word of sanctified power that causes the target creature to become stunned if it fails its saving throw. Large or larger creatures are instead stunned for 1 round and staggered for 1d4 rounds thereafter on a failed save.

KOAN OF REST

School conjuration (healing); **Level** cleric 4, paladin 3, ranger 3, shaman 4

Casting Time 10 minutes

Components V, DF

Range touch

Targets one touched creature per two levels

Duration instantaneous

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

The touched creatures are immediately refreshed as if they had 8 hours of restful sleep, including healing nonlethal damage. The rest provided by this meditation is so salubrious that the targets gain a +2 bonus for the next 24 hours on daily saving throws they make that day against ongoing effects such as a curse, disease, or to remove negative levels, as well as saving throws or Constitution checks made to avoid fatigue, exhaustion, or sleep effects.

The rest provided by this spell does not allow creatures to regain spell slots or prepared spells more quickly than normal.

KOAN OF VULNERABILITY

School necromancy [curse]; **Level** cleric 1, inquisitor 1, ranger 1, shaman 1

Casting Time 1 standard action

Components V, DF

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

Target one creature

Duration 1 round/level

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

You surround the target with a necrotic curse that calls out to the powers of death, drawing weapons towards the target and making them strike true. Any weapons (including natural weapons and unarmed strikes) that strike the target deal +1 damage per caster level (maximum +5).

LIGHTNING LANCE

School evocation [electricity]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S

Range touch

Target creature touched

Duration 1 round/level or until discharged

Saving Throw none; **Spell Resistance** yes

You call down a bolt of lightning that coalesces in the hand of the target in the shape of a crackling blue long spear that sheds light as a torch. The *lightning lance* can be wielded as a long spear with 10-foot reach to make melee touch attacks (including iterative attacks, if applicable), or the wielder can unleash a ray of electricity at a target within 30 feet as a standard action. A creature not proficient with the long spear takes a non-proficiency penalty when wielding the *lightning lance*.

When created, the *lightning lance* can deal a total number of d6 of electricity damage equal to your caster level (maximum 10d6). The wielder must decide before making each attack how many d6 of its damage he wishes to allocate to that attack. If the attack misses, those dice of damage are wasted. The *lightning lance* has no physical substance; all damage it deals is electricity damage and the wielder's Strength modifier does not apply to this damage.

LIZARD SCALES

School transmutation; **Level** druid 1, magus 1, ranger 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S, F (a tattoo of a lizard on your skin)

Range personal

Target you

Duration 1 round/level (D)

Your skin grows a layer of thick, jagged scales that grants you a +2 natural armor bonus to AC. This bonus increases by 1 per 4 caster levels (maximum +5 at 12th level). In addition to providing this bonus, the spiny protrusions on each scale deal 1d3 points of slashing and piercing damage to any creature making a successful grapple check against you.

MAGNETIC RAY

School transmutation [metal]; **Level** bloodrager 2, magus 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a lodestone)

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

Effect ray

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

You can target a metallic item each round and draw it towards you. The item's weight cannot exceed 25 pounds per caster level and must be primarily comprised of metal. If the item is secured or attached to a larger item or structure, you can make a Strength check to burst or break that item, treating the strength of the *magnetic ray* as if it had a Strength bonus equal to your Intelligence (for wizards) or Charisma (for bloodragers and sorcerers) modifier. If the check succeeds, the item is ripped free and drawn to your hand.

If the target item is worn or held by another creature, you can use the arm to perform a disarm or steal combat maneuver to seize the item and draw it to you. You treat your caster level as your base attack bonus and add your Intelligence (for wizards) or Charisma (for bloodragers and sorcerers) modifier to determine your CMD for this maneuver. The target gains a +4 bonus to its CMD against this check if it is wielding an item in two hands.

If the target is wearing medium or heavy armor made of metal, or is a creature primarily composed of metal, you



can instead use the *magnetic ray* to perform a drag combat maneuver to pull the creature towards you, as long as it is your size or smaller, regardless of its actual weight.

MANIFOLD SELVES

School conjuration (creation); **Level** alchemist 6, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range 10 ft.

Effect one duplicate body per 5 levels

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You create several identical duplicates of your own body, which share your ability scores, class levels, skills, feats, and memories. They have nonmagical duplicates of all of your equipment, but they cannot use supernatural or spell-like abilities, cast spells, or activate spell-completion or spell-trigger items (unless they make a successful Use Magic Device skill check). They have one-quarter your current hit point total at the time the spell is cast, and if a duplicate is killed its body and possessions disappear and you take 3d6 points of damage. You can dismiss one or more duplicates as a standard action without taking damage, and they disappear at the expiration of the spell without harm to you. Your duplicates are indistinguishable from you and are completely obedient to you and friendly toward one another and your allies. You can order your allies to take any actions you wish, even dangerous or suicidal actions.

MARVELOUS CHOPSTICKS

School evocation [force]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a pair of chopsticks)

This spell functions like *grasping hand*, but the hand it creates wields a long pair of chopsticks of force which it may use to grapple creatures (or to bull rush them, or act as an *interposing* hand if desired). If the *marvelous chopsticks* maintain a grapple and pin a Large or smaller creature, a disembodied mouth of force appears that contains an extradimensional space similar to a *rope trick*. The chopsticks deposit the creature into the extradimensional space within the mouth, where the creature is treated as if it had been swallowed whole, taking 2d6+10 points of force damage each round as it is chewed. Unlike a creature with the swallow whole special attack, a swallowed creature cannot cut its way out of the extradimensional space, though it can escape the mouth with a successful combat maneuver check or Escape Artist check to escape the grapple. Once the *marvelous chopsticks* have swallowed a creature, they can be directed to attack a different creature and can swallow additional creatures; any number of creatures can be swallowed simultaneously, as the extradimensional space expands to make room for them as needed.

MELTWATER

School transmutation [water]; **Level** druid 1, ranger 1, shaman 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Area one 5-ft. cube of ice or 10-ft. cube of snow per level

Duration instantaneous

Saving Throw no or Fortitude half (see text); **Spell Resistance** no

You can instantly liquefy a large volume of ice and/or snow, transmuting it into an equivalent volume of cold liquid water (a 10-foot cube of snow melts into a 5-foot cube of liquid water), which flows away as normal. If this ice flows across a surface that is already icy, that surface becomes very slippery (+5 to Acrobatics and Climb DCs).

Creatures with the cold subtype in the affected area take 1d6 points of nonlethal damage, +1 point per level of the caster (Fortitude negates).

MERCIFUL MANDATE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 3, inquisitor 2, mesmerist 2, paladin 2, psychic 3, shaman 3

Casting Time 1 standard action

Components V

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

Area one creature

Duration 1 round/level

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

You compel the target to fight with an eye toward mercy and restraint. The target is forced to deal nonlethal damage with its attacks, taking a -4 penalty on its attack rolls if fighting with a weapon that normally deals lethal damage. The target cannot perform a coup de grace nor otherwise attack or harm a creature that is helpless, and it must avoid using damaging spells and effects. The target may not command creatures it controls, including summoned creatures, to perform any actions that are prohibited for it to take, though if a summoned or controlled creature is attacked in a way that deals lethal damage, it may attack its attacker(s) without restriction.

MIST LADDER

School transmutation [air]; **Level** shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 round

Components V, S, F (a smokestick, or a Small or larger fire)

Range touch

Effect a ladder made of smoke

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You mold and shape the smoke from a smokestick or fire into a flexible ladder of smoke and mist. It is weightless and easily handled by the caster, occupying one of his hands. As a full-round action, the caster can extend it in the form of a rigid, stable ladder extending up to 10 feet per level. It need not be supported or leaned against an object, though its orientation must be generally vertical (no more than 45 degrees from vertical); however, every round it is exposed to strong or stronger winds its remaining duration is reduced by 1 minute. It remains in place until the caster spends

another full-round action collapsing back into a smoky bundle, at which point he can carry it with him and extend it again elsewhere. As long as the *mist ladder* is in its flexible form, it occupies one of the caster's hands.

ONE WITH THE SHADOWS

School illusion (glamer); **Level** antipaladin 2, bard 2, magus 2, occultist 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components S

Range personal

Target you

Duration 1 minute/level (D)

You bend and twist nearby shadows around you to hide you. You gain a +10 bonus on Stealth checks in dim light or darkness, and as long as you are within 10 feet of an area of dim light or darkness, you can make Stealth checks even when being directly observed and without needing cover or concealment. You cannot hide in your own shadow.

This spell does not end when you attack, unlike *invisibility*, though you are clearly visible when attacking, so your target is not denied its Dexterity bonus against your attacks; however, you can make a Stealth check as a move action (or as part of your movement) immediately after attacking to hide again, as long as there is dim light or darkness within 10 feet.

OPEN MIND

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 2, inquisitor 2, mesmerist 2, psychic 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will partial or see text; **Spell Resistance** yes

You crush the mental defenses of the target, causing it to take a -4 penalty on Will saves on a failed save. If the target successfully saves, it takes a -2 penalty on Will saves for 1 round.

If the target is currently using a spell or spell-like ability that grants it protection or immunity against divination or mind-affecting, you can attempt a Spellcraft check to identify that spell as a free action when you touch the target. If you identify such an effect, you can forgo the normal effect of *open mind* and instead attempt to dispel that effect, as if you had cast a targeted *dispel magic*.

PAPER VESSEL

School conjuration (creation); **Level** sorcerer/wizard 6

Casting Time 10 minutes

Components V, S, M (a sheet of origami paper)

Range touch

Effect a boat or ship of paper

Duration 1 hour/level (D)

Saving Throw no; **Spell Resistance** none

You create a seaworthy vessel out of a single sheet of paper,

folding the component into the shape of an oared boat or a small junk. The *paper vessel* is similar in all respects to a *folding boat*. In addition, you may propel the *paper vessel* forward under its own power with a speed of 40 feet, with no need for a crew. Every 10 minutes or fraction thereof spent with the *paper vessel* moving under its own power expends 1 hour of the spell's remaining duration. When moving under its own power, the *paper vessel* has a bonus on its Profession (sailor) checks equal to one-half your caster level.

PEACEFUL SUTRA

School enchantment (compulsion) [mind-affecting]; **Level** cleric 5, paladin 4

Casting Time 1 standard action

Components V, DF

Range 60 ft.

Target one creature/level in a 60-ft.-radius spread centered on you

Duration 1 round/level

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

You pronounce a blessing of overwhelming peace and tranquility over the area, affecting all creatures failing their save as *calm emotions*. Even creatures succeeding on their saving throws are quelled in their ability to commit violence, needing to succeed on a Will save whenever they take an offensive action to avoid being affected as a *slow* spell until the end of their next turn. If an affected creature is attacked by an unaffected creature or a creature that has succeeded on its saving throw, the calming effect of the *peaceful sutra* is broken only for that creature. If the caster takes an offensive action, the *peaceful sutra* ends for all creatures.

The effects of the *peaceful sutra* persist whenever affected creatures are within 60 feet of the caster. If they leave that radius, the effects of the *peaceful sutra* subside, but they return if the creature comes within 60 feet of the caster again prior to the expiration of the spell.

PHOENIX WINGS

School transmutation [fire]; **Level** shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a feather, lit on fire when casting the spell), DF

Range personal

Target you

Duration 1 minute/level (D)

You transform your arms into sweeping wings of reddish-gold feathers shrouded in blazing fire. While using *phoenix wings*, any items worn or held on your arms meld into your form, and you cannot grasp items or perform somatic spell components. Magic items worn on the hands or arms that have continuous effects continue to function, but you cannot trigger or activate a held or worn item on the arms or hands. You can use the wings as secondary natural weapons that deal 1d4 points of bludgeoning damage and 1d6 points of fire damage. A creature that attempts a grapple check against you takes 1d6 points of fire damage, plus an additional 1d6 points of fire damage if it ends its

turn grappling you. You and your gear are not harmed by the flames of the *phoenix wings*.

Your *phoenix wings* grant you a fly speed of 60 feet with good maneuverability, but you cannot carry more than a light load and remain in flight. Your *phoenix wings* are extinguished and the spell ended if you are immersed in water or exposed to hurricane-force winds. If you are exposed to heavy rain or snow or a strong or stronger wind, you must succeed on a DC 15 Fortitude save each round or your wings are extinguished. If your flaming wings are extinguished, the gleaming feathers of your *phoenix wings* begin to shrivel and fall out. Your fly speed immediately drops to 30 feet with clumsy maneuverability, and you must attempt a DC 15 Fortitude save each round to remain flying. If you fail this save, you begin *feather falling* and must save again each round. If you fail this second save, you plummet to the ground, taking falling damage based on the height at which you failed this save.

POISONED NEEDLES

School conjuration (creation) [metal, poison]; **Level** magus 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a metal needle)

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

Targets one or more creature, no two of which can be more than 30 feet apart

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

This spell functions like *hail of needles*, but you can deal maximum damage with your needles of 15d4 (though bleed damage to any creature cannot exceed 1/2 your caster level). In addition, any creature damaged by the needles is also exposed to one of the following poison effects:

Deadly poison-injury: effect 1d3 Con; frequency 1/round; duration 6 rounds, cure 1 save.

Numbing poison-injury: effect 1d4 Con; frequency 1/round; duration 6 rounds, cure 1 save.

Paralytic poison-injury: effect paralysis 1 round; secondary effect paralysis 2d6 rounds.

The save DC for any of these poison effects is equal to the spell's save DC.

PROFOUND ADVICE

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric 5, inquisitor 5, mesmerist 4, shaman 5

Casting Time 1 round

Components V

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

Target one living creature

Duration 1 hour/level or until completed

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

You can deliver thoughtful and wise advice to a creature, and if it fails its saving throw it believes your plan and suggestions are completely reasonable and it follows your advice to the best of your ability. This spell is similar in nature to *suggestion*, but you are not limited to a brief request or a few sentences. If following your advice would lead the

target into great peril or cause its death, it can attempt a new saving throw with a +4 bonus to end the compulsion before plunging ahead to its doom.

PUNJI PIT

School transmutation [earth, wood]; **Level** bloodrager 2, druid 2, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (tiny shovel and a sharpened stake)

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

Area dirt in a 10-ft. cube

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

You can instantly excavate a 10-foot-deep pit lined with sharpened stakes. This spell functions like *expeditious excavation*^{APG}, but creatures falling into the pit take 1d6 points of falling damage and 1d6 points of piercing damage and must succeed on a Fortitude save or have their movement impaired, reducing the creature's speed by half because its legs or feet are wounded. A creature failing its Fortitude save by 5 or more also contracts filth fever^{CRB}. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A DC 15 Climb check is required to climb out of a *punji pit*, and a creature that fails its Climb check by 5 or more falls back into the *punji pit* and takes falling and piercing damage and must save or have its feet injured as above.

PURIFYING MIST

School abjuration [air]; **Level** cleric 5, druid 5, paladin 4

Casting Time 1 standard action

Components V, S, DF

Range 30 ft.

Targets 30-ft. emanation centered on you

Duration 1 minute/level (D)

You surround yourself with a thin, swirling mist of damp white mist that purges the air around you of smoke, dust, and noxious fumes. Non-magical inhaled poisons or diseases that are automatically neutralized within the area, and non-magical smoke is dispersed harmlessly. Magical effects that create harmful gas, mist, or smoke, such as *acid fog* or *cloudkill* or the breath weapon of a green dragon, deal half damage and the save DC against such effects is reduced by 4. If your caster level is at least 4 levels higher than the caster level of such harmful gas effects (or the Hit Dice of the creature that created the effect for supernatural effects), those effects are suppressed completely within the *purifying mist*. The *purifying mist* itself does not impair vision or provide concealment.

PUTRID PIT

School transmutation [disease, earth, wood]; **Level** bloodrager 3, druid 3, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (tiny shovel and a sharpened stake)

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

Area dirt in a 20-ft. cube

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

This spell is similar to *punji pit* but creates a much larger hole, dealing 2d6 points of falling damage and 2d6 points of piercing damage to creatures falling into it. In addition, creatures damaged by the pit must succeed on a Fortitude save or immediately contract filth fever. The initial save to avoid contracting the disease is made using the spell's DC, but saves to recover from the disease later use the disease's standard save DC. A DC 20 Climb check is required to climb out of a *putrid pit*.

RAIN OF SACRED LOTUS PETALS

School conjuration (creation) [good]; **Level** bard 6, cleric 7, druid 7, shaman 7

Casting Time 1 standard action

Components V, S, M (a lotus flower)

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

Area cylinder (5 ft./level radius, 40 ft. high)

Duration 1 round/level (D)

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

You create a flurry of celestial lotus blossoms that rain down upon the area. Evil creatures entering or beginning their turn in the area must save each round or take 1d4 points of Wisdom damage and become sickened until the beginning of their next turn. In addition, the falling petals cloud their vision of good-aligned creatures within the area, resulting in a 20% miss chance on ranged attacks they make while either they or their target is within the *rain of sacred lotus petals*.

REMOVE FATIGUE

School abjuration; **Level** alchemist 1, bard 1, bloodrager 1, cleric 1, druid 1, magus 1, paladin 1, ranger 1, shaman 1

Casting Time 1 standard action

Components V, S

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

Targets one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart

Duration 10 minutes; see text

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

You refresh and invigorate the targets of the spell, granting them a +4 morale bonus on saving throws or Constitution checks to avoid become fatigued or exhausted for 10 minutes. If the subject is fatigued or exhausted when receiving the spell, that effect is suppressed for the duration of the spell.

REPEL ELEMENTALS

School abjuration; **Level** druid 4, shaman 4, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 60-ft.-radius emanation, centered on you

Duration 1 round/level (D)

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

You can select one subtype of elementals to drive away from you, including not only air, earth, fire, and water elementals but also rarer types of elementals such as ice, mud, or time elementals, as well as creatures with the elemental subtype that are not true elementals (such as a **crystal**^{B2} or **magmin**^{B3}) if they have the elemental subtype you designate. Elementals of the chosen subtype that fail their save are affected as *repulsion*, and if they have fewer Hit Dice than your caster level they are compelled to flee the area if possible. If you move so that the area encompasses an elemental that was outside the area at the beginning of your turn, that elemental is unaffected. Thus, you cannot compel creatures to flee or move by forcing the area of the spell against them.

If you cast this spell to affect an elemental subtype, it is a spell of that type.

RISEING SUN

School evocation [light]; **Level** cleric 6, druid 6

Casting Time 1 standard action

Components V, S, DF

Range 10 ft.

Area 10-ft.-radius emanation centered on you

Duration 1 round/level (D)

Saving Throw Reflex partial; **Spell Resistance** no

You shed the dazzling radiance of the sun in a 10-foot-radius burst, blinding all creatures entering or beginning their turn within this area for 1 minute per level. Creatures that save are instead dazzled for 1d4 rounds. Creatures that worship your deity are immune to the blinding effect, but undead and creatures with light blindness or light sensitivity take a -4 penalty on their save. Undead, oozes, fungus, and creatures native to the Shadow Plane take 2d6 points of damage + 1 point of damage per caster level (maximum +20) when they enter or begin their turn within this emanation, or half damage on a successful save.



ROTTING GRASP

School transmutation [wood]; **Level** druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a termite)

Range touch

Target one non-magical wooden object (or the volume of a larger object within 3 feet of the touched point) or one plant creature

Duration see text

Saving Throw none; **Spell Resistance** no

This spell functions as *rusting grasp* but affects living plants, plant creatures, and objects made of wood, rather than ferrous objects and creatures.

SCALY BARRIER

School abjuration; **Level** cleric 4, druid 4, ranger 3, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a shed snakeskin)

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

Area one 5-foot cube/level (S)

Duration 1 minute/level (D)

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

You create an invisible barrier that blocks reptilian creatures from crossing it, including reptilian humanoids, reptilian animals, dragons, and snake-like or lizard-like aberrations, monstrous humanoids, magical beasts, and outsiders. Such creatures can sense the barrier when they are within 10 feet, and intelligent reptilian creatures become suspicious and unfriendly when they notice its presence, with their attitude being shifted negatively by one step. Non-sentient reptilian creatures refuse to move through the *scaly barrier*, though if magically controlled (or urged with a successfully DC 25 Handle Animal check) they can be compelled to enter it. Reptilian creatures entering the scaly barrier take 1d4 points of damage per level of the caster (maximum 10d4) and are sickened for 1d4 rounds; a successful Fortitude save reduces damage by half and negates the sickened condition. In addition, reptilian creatures with 6 or fewer Hit Dice must succeed on a Will save or be repelled by the *scaly barrier* after taking damage, unable to enter it for the remainder of the spell's duration.

SCARF OF SLASHING STEEL

School transmutation [metal]; **Level** bard 1, magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, F (a silk scarf)

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

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You cause the target scarf to lash out and strike a single creature within range. This is treated as a melee attack if the target is adjacent to you or a ranged attack if it is more than 5 feet away from you. The *scarf of slashing steel* becomes hard as iron and razor-sharp when it hits, dealing 1d8 points of

slashing damage + 1 point per caster level (maximum +5), plus 1 point of bleed damage.

The *scarf of slashing steel* can be used to perform a reposition or trip combat maneuver rather than dealing damage, though if the combat maneuver succeeds the target takes 1 point of bleed damage as described above.

SEE SHAPECHANGERS

School divination; **Level** alchemist 3, bard 3, bloodrager 3, cleric 4, inquisitor 3, mesmerist 3, occultist 3, shaman 3, sorcerer/wizard 4, witch 3

Casting Time 1 round

Components V, S, M (ointment of honey and lotus petals, applied to the eyelids)

Range personal

Target you

Duration 1 round/level (D)

You gain a bonus equal to your caster level on Perception checks made against creatures using a polymorph effect or with the shapechanger subtype, on Knowledge checks to identify the abilities of a shapechanger, and on Spellcraft checks to identify polymorph effects or transmutations that alter the composition or size of a creature's body. In addition, as a move action, you can examine any creature within 60 feet and determine whether it is using a polymorph or transmutation effect (with a bonus equal to your caster level on Spellcraft checks to identify the exact effect) and what its true form is.

If the target is a shapechanger but is already in its true form, this divination identifies that it is a shapechanger but cannot determine what other forms it might be able to assume unless you succeed on a Knowledge check to identify the creature. If the target is a spellcaster that currently has a polymorph spell prepared, or is a spontaneous caster able to cast polymorph spells, you discern that it is a spellcaster and whether it is an arcane, divine, or psychic spellcaster but do not learn which spells it knows and can cast.

SEIZE THE HEART

School necromancy [death]; **Level** antipaladin 3, bloodrager 3, inquisitor 4, occultist 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Targets one or more living creatures within a 20-ft. cube

Duration instantaneous

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

You reach out with grasping tendrils of necrotic energy that plunge into the chest of living creatures you designate and rip their beating hearts out of their chests, killing them instantly on a failed saving throw. The spell can affect a total number of Hit Dice of creatures equal to your caster level. Creatures with the fewest Hit Dice are affected first. If you do not have sufficient Hit Dice left to fully affect a creature, it is fatigued rather than killed on a failed saving throw. Living creatures that do not have hearts, such as elementals, oozes, plants, and many types of aberrations or outsiders, are unaffected by this spell, as are creatures with more than 5 Hit Dice.

SENSE HARMONY

School divination; **Level** cleric 1, druid 1, inquisitor 1, medium 1, mesmerist 1, psychic 1, shaman 1, spiritualist 1

Casting Time 10 minutes

Components V, S, F (a scroll of sutras devoted to law, chaos, evil, and good - 5 gp)

Range 0 ft.

Effect see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You sense the balance of alignment forces in a wide area around you. *Sense harmony* does not reveal the exact alignment of specific creatures, objects, or effects, but rather the general balance of aligned forces in the area. You may *sense harmony* in an area (including any building's in that area) filling a cube up to 100 feet/level on a side, revealing the most prevalent alignment(s) in the area. Alternatively, you can cast it upon a single creature or object within 120 feet, allowing you to gain a general sense of that creature's faithfulness to its own alignment and ideals. You also can determine if a creature is currently affected by *confusion*, *feeblemind*, *insanity*, or any other form of mental illness or addiction, and if you detect such an effect or affliction you gain a +2 circumstance bonus on Heal checks or caster level checks you make within 1 hour to remove or treat it.

SEVERING SCARF

School transmutation [metal]; **Level** bard 6, magus 6, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S, F (a silk scarf)

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

Target one creature

Duration instantaneous; see text

Saving Throw none and Fortitude partial; **Spell Resistance** no

This spell functions like *scarf of slashing steel*, but if you hit the target it must succeed on a Fortitude save or be decapitated, as if the *severing scarf* were a *vorpals* weapon. Most living creatures are killed instantly if decapitated, but this spell has no effect on creatures without heads, such as elementals, oozes, plants, incorporeal creatures, and many aberrations and outsiders. A construct cannot be decapitated by this spell. Undead with physical bodies can be decapitated by are not destroyed by decapitation; however, they lose any bite attack and their line of sight and their ability to speak is based on the location of their head. An undead spellcaster missing its head can cast spells as long as its head and body are within 30 feet of each other, but they have a 50% spell failure chance due to the difficulty coordinating their verbal and somatic components.

A living creature that succeeds on its Fortitude save is not decapitated but does take 1d8 points of slashing damage per 2 caster levels (maximum 10d8).

SHAPECHANGING REVERSION

School abjuration; **Level** alchemist 5, druid 6, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, DF

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

Targets one creature/level

Duration 1 round/level (D)

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

You invert the power of shapeshifting powers and lock creatures into their true forms. Targets using a polymorph effect take 3d10 points of damage (Will half), and you can make a caster level check as if you had cast *dispel magic* to dispel that polymorph effect. If you target multiple creatures using such effects, make a single caster level check and apply the result against all targets. If a creature is using multiple polymorph effects, begin checking with the highest-level effect; if it is not dispelled, make another check for the next highest-level effect, continuing on until you have dispelled one polymorph effect or until you have checked each effect once. For the purpose of *shapechanging reversion*, a spell or spell-like ability that changes the target's size or the composition of its body, such as *enlarge person*, *iron body*, *righteous might*, or *statue*, is affected as if it were a polymorph effect.

Targets with the shapechanger subtype or the ability to assume an alternate form by way of an exceptional or supernatural ability take 3d10 points of damage (Will half), and on a failed save they are forced to revert to their true form and maintain that form for the duration of the spell.

SHROUD OF THE GAKI

School necromancy; **Level** alchemist 2, antipaladin 2, bloodrager 2, cleric 2, occultist 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a paste of herbs and ground bones and onyx dust worth 10 gp)

Range personal

Target you

Duration 1 round/level (D)

You shroud yourself in a corrupted and necrotic aura of the malicious undead gaki. Other undead creatures tend to ignore you, as if you had cast *hide from undead*. In addition, any living creature that strikes you in melee (unless wielding a reach weapon) takes 1d4 points of negative energy damage + 1 point per 2 caster levels (maximum +5). An attacker with spell resistance is harmed by your *shroud of the gaki* only if you succeed on a caster level check to overcome its spell resistance the first time it attacks you.

SILK SELF

School transmutation; **Level** alchemist 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a detailed silk portrait of the caster worth 1,000 gp)

Range personal

Target you

Duration 1 round/level (D)

You compress yourself into a flexible and perfectly flat image of yourself with height and width but no depth, shunting your third dimension into an extradimensional space that moves with you. Your flowing flat form grants

you concealment and attacks against you have a 20% miss chance, and you take no damage from bludgeoning weapons in this form. In addition, as an immediate action you can turn sideways in response to an attack, granting you total concealment and a 50% miss chance on that attack; even if the attack hits, you take only half damage. You take normal damage from area effects, and a creature flanking you deals double damage to you with a piercing or slashing weapon.

As a swift or move action, you can turn yourself sideways and shunt your second dimension into the space, leaving only a virtually invisible single silken thread. *See invisibility* does not reveal your location, but *true seeing* allows creatures to see your thread and effects like *faerie fire* and *glitterdust* reveal your presence as a sinuous line. Your own senses function normally and you can move normally in this form and can pass through any gap small enough to admit a silken thread, and can slip through impediments as if using *freedom of movement*. You are immune to virtually all forms of attack in this shunted form, though your senses can be affected by illusions, gaze weapons, the blinding beauty of a nymph or horrific appearance of a hag, and similar effects, and you can be blinded, dazzled, or deafened normally. You must still breathe in this form, and inhaled poisons and similar effects can affect you. You can hold your breath and avert your eyes as normal.

You can cast spells or use items or abilities that affect only you in this form, but you cannot cast spells that affect an area, affect other creatures, or create an object or effect

outside your body. You can return to your two-dimensional flat state as a swift or move action.

A *dimensional anchor*, *dimensional lock*, *forbiddance* or similar effect that blocks planar travel does not block your movement, but it does prevent you from shifting your dimensionality from flat to thread or vice versa, or from dismissing the *silk self* spell, though it ends when its duration expires even if you are subject to such an effect.

SNAKE ARROWS

School conjuration (creation) [poison]; **Level** magus 4, shaman 5, witch 5

Casting Time 1 standard action

Components V, S, F (at least two snake tattoos)

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

Target one or two creatures

Duration instantaneous

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

You cause two of your snake tattoos to burst forth from your skin and streak through the air to strike targets you designate. The *snake arrows* automatically hit for 2d6 points of piercing damage each, and a creature struck also is affected as *poison*. A creature struck by both *snake arrows* must save twice to avoid being poisoned. If he fails both saves, he takes Constitution damage only once per round but the save DC is increased by 2.



SNAKE MOTHER'S KISS

School transmutation [poison]; **Level** alchemist 3, bloodrager 3, cleric 3, druid 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a vial of snake or naga poison, which the target must swallow)

Range touch

Target one humanoid creature

Duration 1 hour/level

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

You shift and transform the target into a tainted serpentine form, similar in appearance to a **nagaji**^{ARG} (though the target retains its normal size). The target gains the reptilian subtype and a +2 size bonus to Strength and a +1 natural armor bonus to AC, and it also gains low-light vision and a +2 racial bonus on Perception checks. The target also gains a +2 bonus on saves against mind-affecting effects and poison, and is immune to the poison of nagas and snakes (and other snake-like creatures at the GM's discretion), including the vial of poison drunk as part of the casting of this spell. The target gains a +2 bonus on Charisma checks and Charisma-based skill checks made with nagas, nagaji, and snakes.

Special: If created as an alchemist extract, this extract can affect other creatures even if you do not have the infusion discovery.

SOULPIERCER

School necromancy; **Level** cleric 6, inquisitor 6, medium 4, occultist 5, shaman 6, sorcerer/wizard 6, spiritualist 5, witch 6

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You hurl a needle of enchanted iron at a single elemental, fey, outsider, undead, or incorporeal creature as a ranged attack. If the needle hits, the target is fixed in place, unable to use transmutation or teleportation effects or any form of planar travel (as *dimensional anchor*) and also unable to move physically from the place where it was struck by the *soulpiercer*. The target can still attack and take move actions that do not involve moving from its location, but it is flat-footed and gains the entangled condition. If the target is normally incorporeal, its body becomes solid and it loses any AC bonus from its Charisma score and takes full damage all attacks and effects (though any other defensive abilities, resistances, or immunities apply normally). The trapped creature cannot remove the *soulpiercer*, but another creature can remove the needle as a full-round action.

SPEW SLEET

School evocation [cold]; **Level** alchemist 2, witch 2

Casting Time 1 standard action

Components S, M (a mouthful of water)

Range 30 ft.

Area 30-ft. cone-shaped burst

Duration instantaneous

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

You spit forth a cone of frigid icy crystals and clinging cold. Creatures in the area take 1d6 points of nonlethal cold damage per 2 caster levels (maximum 5d6) and are stricken with hypothermia, becoming fatigued until this nonlethal damage is healed.

SPIRIT SPLIT

School necromancy; **Level** medium 4, occultist 5, shaman 5, spiritualist 5, witch 5

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You can spend your spirit outside your body as an incorporeal duplicate of yourself. In this form you have a fly speed of 60 feet (perfect), but you cannot venture more than 300 feet from your body. You cannot enter areas that are warded against incorporeal creatures or against extraplanar creatures. You are not invisible, nor can you see invisible creatures unless they are also incorporeal, in which case you can see their location but treat them as if they were using a *blur* spell. In this spirit form you can cast spells with only verbal components and can use spell-like or supernatural abilities but cannot otherwise attack or affect other creatures.

While you are *spirit split*, your body is flat-footed but is dimly aware of its surroundings. Your body can take only a single move action each round, and actions it takes must be simple in nature, like talking, talking (in a slow, slurred voice), or eating. Attack rolls made against your body gain a +2 circumstance bonus. If you are within 5 feet of your body, you can give it specific instructions.

Any damage taken by your spirit or your body counts against your hit point total, which is shared by both parts of yourself simultaneously. If either your body or your spirit is destroyed, you die. If your body and spirit are forced to move more than 300 feet away from each other, you must succeed on a DC 20 Fortitude save each round at the end of your turn or die. If your spirit does not return to your body before the expiration of the spell, you die.

SPIRIT TRANCE

School divination; **Level** cleric 1, inquisitor 1, medium 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 round

Components V, S

Range 120 ft.

Area 120-ft.-radius emanation centered on you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You become attuned to the spiritual forces in the surrounding area, allowing you to sense the presence of spirits, including nature spirits (elementals, fey), unnatural spirits (outsiders,

undead), haunts, curses, permanent magical effects (which must affect an area), and spirit-servants (characters with class levels as mediums, shamans, spiritualists, summoners, and witches). Each round you spend in the *spirit trance*, you feel the presence of one such thing within range, learning its general nature in the first round, and if you concentrate on that spirit for an additional round you learn its general direction. You gain a +2 circumstance bonus on Diplomacy, Knowledge, Perception, Sense Motive, and Spellcraft checks made with respect to any spirit you have discovered with *spirit trance* within the previous 24 hours.

SPIRIT WARD

School abjuration; **Level** cleric 2, inquisitor 2, medium 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2

Casting Time 1 round

Components V, S, F (a strip of paper inscribed with a prayer and attached to a ginkgo stick)

Range touch

Area 5-foot emanation from target

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no (see text)

This spell functions like *protection from evil*, but it wards against any of the following types of creatures. The protection of a *spirit ward* extends 5 feet in all directions from the target creature's space and moves with the target.

STEELSKIN

School transmutation [earth, metal]; **Level** alchemist 4, antipaladin 4, bloodrager 4, cleric 4, magus 4, paladin 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a scrap of plate armor)

Range touch

Target creature touched

Duration 1 minute/level

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

The target's skin is transformed into gleaming metal. The target gains a +8 natural armor bonus to AC (or a +4 enhancement bonus to its natural armor, if it already has a natural armor bonus of +5 or greater). However, the target's movement become stiff and slow, causing her to take a -2 penalty to its Dexterity and unable to run or charge.

STEAMING BREATH

School conjuration [fire, water]; **Level** alchemist 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped spread

Duration 1 round

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

You exhale a roiling cloud of scalding steam that persists until the beginning of your next turn, blocking vision as *obscuring mist*. Any creature within the cloud at the time you

exhale it takes 1d6 points of fire damage per caster level (maximum 10d6). Creatures entering the cloud afterwards take half damage, or one-quarter damage on a successful save. Creatures with the fire subtype take half damage from your *steaming breath* even though they are normally immune to fire.

SUBLIME DETACHMENT

School abjuration; **Level** cleric 8, psychic 8

Casting Time 1 round

Components V, S, DF

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

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

Duration 1 minute/level (D)

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

You erase fear, suffering, want, and pain in the minds of the targets, washing away their sorrows and replacing them with a pleasurable contentment and calming fugue. Any pain effects affecting the targets are immediately ended, as are harmful emotion effects and fear effects, while any other mind-affecting effects are suppressed, and the targets gain immunity to such effects for the duration of the spell. In addition, any effects that deal hit point damage deal only half damage to the targets of your *sublime detachment*.

Creatures affected by *sublime detachment* gain no benefit from morale bonuses.



SUBSTITUTIONARY IDOL

School abjuration; **Level** cleric 3, occultist 3, shaman 3, witch 3

Casting Time 1 hour

Components V, S, M (offerings to the spirits worth 10 gp), F

Range personal

Target you

Duration 1 hour/level or until discharged (D)

You prepare a small statuette that represents your deity or the spirits you revere and imbue a portion of your essence, taking at least 1 point of damage that cannot be healed

while the spell persists, up to a maximum number of hit points equal to your caster level. For every hit point you sacrifice, the *substitutionary idol* gains 5 temporary hit points. Once the spell is completed, any hit point damage you take (including nonlethal damage) is split evenly between you and the *substitutionary idol*, as though you were the target of a *shield* other spell cast by the idol. If you move more than 100 feet from the *substitutionary idol*, the spell's effect is suppressed but its duration continues to elapse. If all of the *substitutionary idol's* hit points are expended, the spell ends. Any leftover damage from that attack or effect in excess of what was required to reduce the idol's hit points to 0 is taken by you and is not split.

Focus: An idol, fetish, or similar representation of your patron deity or spirit worth at least 25 gp. The maximum number of temporary hit points a *substitutionary idol* can store is equal to 20% of its gp value (maximum 100 hit points).

SUSTENANCE

School transmutation; **Level** alchemist 3, cleric 4, druid 4, ranger 3, shaman 4

Casting Time 1 round

Components V, S, M (a cup of sake, beer, or juice and a cup of rice)

Range touch

Targets one creature/4 levels

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes (harmless)

You sustain the targets without food or water for the duration of the spell. They can eat and drink if they wish, but they do not need to. They are immune to magical effects that would cause hunger or thirst, such as **cup of dust**^{APG} or *feast of ashes*^{APG}. If a creature is already suffering from starvation or thirst when *sustenance* is cast, the duration of the spells is halved but it immediately removes any nonlethal damage, fatigue, or exhaustion caused by starvation or thirst (though not from other sources).

SYMBOL OF LIFE

School conjuration (healing); **Level** cleric 6

Components V, S, M, DF (powdered diamond and opal worth a total of 1,000 gp)

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

This spell functions as *symbol of death*, except that all undead creatures within 60 feet of the *symbol of life* take 1d6 points of positive energy damage per 2 levels of the caster (maximum 10d6) and become frightened for 1 round per caster level and must flee from the *symbol of life*. Undead that succeed on their Will save take half damage and are not frightened, but remain shaken for as long as they remain within 60 feet of the *symbol of life*. While the *symbol of life* is activated, dead creatures cannot rise as undead within 60 feet of the symbol. Attempts to use *animate dead*, *create undead*, and similar spells within this area automatically fail unless the caster of that effect succeeds on a caster level check with a DC of 11 + the caster level of the *symbol of life*. Creatures that would normally rise as spawn do not do so as long as the *symbol of life* remains active, though their conversion to spawn is merely suppressed, not negated, and resumes after

the *symbol of life* expires or if the slain creature's body is moved out of the area. If a slain creature that would have become an undead spawn is returned to life before the *symbol of life* expires, they do not become spawn.

TAMER'S WHIP

School evocation [force]; **Level** inquisitor 2, magus 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect a whip of force

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

A 15-foot-long whip of magical force springs from your hand. You can wield it as a normal whip, including using it to perform combat maneuvers. You may choose to deal either lethal or nonlethal damage, and as a force effect it bypasses damage reduction and deals full damage to incorporeal creatures. Animals you strike with the whip become frightened for 1d4 rounds (Will negates). As a standard action, you may crack the whip overhead, causing all animals within 30 feet to become frightened for 1 round (Will negates). Dire animals and animals trained specifically for combat gain a +2 bonus on their saves. Animals that have been frightened by your *tamer's whip* attempt to remain at least 30 feet away from you for as long as the *tamer's whip* persists, though they can be forced closer with a successful DC 25 Handle Animal check. If unable to escape, they may fight. The fear effect of a *tamer's whip* is a sonic, mind-affecting effect.

TANGLE SCARF

School transmutation [metal]; **Level** bard 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (a silk scarf)

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

Target one creature

Duration instantaneous; see text

Saving Throw none and Reflex negates; **Spell Resistance** no

This spell functions like *scarf of slashing steel*, but if you hit the target it is entangled (Reflex negates) and rooted to the spot for 1 round/level. The target can escape the *tangle scarf* with a successful DC 20 Escape Artist check or DC 26 Strength check. The entangled creature cannot attack scarf, but an ally can try to destroy it and free the trapped creature; the *tangle scarf* is as strong as steel, with hardness 10 and hit points equal to 1d4 plus your caster level.

You may choose to make a melee touch or ranged touch attack with a *tangle scarf* rather than a normal attack roll. A hit with the *tangle scarf* as a touch attack deals no damage but can still entangle the target as described above.

TENGU FAN

School conjuration (creation) [metal]; **Level** bard 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect fan of feathered silk

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

A folding fan of black silk embroidered with feathered patterns appears in your hand. You may wield it with proficiency as a *+1 keen fighting fan*^{UC}, dealing 1d4 points of slashing or piercing damage (1d3 for a Small caster), with a x3 critical multiplier; and if you have monk levels, you may treat it as a monk weapon. In addition, if you are aware of your opponent and not flat-footed you may use a *tengu fan* defensively in either of the following ways.

When you are attacked with light or one-handed melee weapon you can expend 1 minute of the spell's remaining duration as an immediate action to make a combat maneuver check to disarm your attacker using the *tengu fan*. This combat maneuver does not provoke attacks of opportunity. If the maneuver succeeds and you have a free hand, you can take the target's weapon as if you had made the disarm check while unarmed.

When you are attacked with a light thrown weapon, shuriken, or dart (including blowgun darts and rope darts), you can expend 1 minute of the spell's remaining duration as an immediate action to deflect that weapon, taking no damage from the attack.

TERRA COTTA LEGION

School conjuration (creation) [earth]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

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

Area see text

Duration 7 days or 7 months (D); see text

Saving Throw none; **Spell Resistance** no

This spell functions like *shambler* but calls into being a single taotieh^{B3} or 1d4+2 terra cotta soldiers^{B3} with the advanced simple template to serve the caster for up to 7 days, or to guard a specific site or location for up to 7 months.

TERRA COTTA LIONS

School conjuration (creation) [earth]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Area two foo lions, which may not be more than 30 ft. apart; see text

Duration 7 days or 7 months (D); see text

Saving Throw none; **Spell Resistance** no

This spell functions like *shambler* but calls into being a pair of foo lions^{B3} to serve the caster for up to 7 days, or to guard a specific site or location for up to 7 months.

TETSUBO OF THE MOUNTAIN

School conjuration (creation) [earth]; **Level** druid 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 0 ft.



Effect beam of solid rock

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

A 6-foot-long beam of mountain stone springs forth from your hand. You may hold a *tetsubo of the mountain* weapon in one hand if you need a free hand to cast spells, but wielding it requires two hands to wield. You may wield it with proficiency as a +1 *tetsubo*, dealing 1d10+1 points of damage plus your Strength modifier (x4 critical multiplier), and you gain an additional damage bonus of +1 point per 2 caster levels (maximum +10).

TIGER TRAP

School conjuration (creation); **Level** druid 4, ranger 4, sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S, F (miniature shovel costing 10 gp and a tiger claw)

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

Area 20-ft.-by-20-ft. square

Duration 1 hour/level or until discharged (D)

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

This spell creates a magical covered pit trap that triggers whenever a creature enters the area. Once triggered, the *tiger trap* activates and creates an extradimensional pit (identical in effect to that created by *create pit*^{APG}) 20 feet square and 20 feet deep, lasting for 1 round per level. In addition, when the pit is created it also summons a tiger^{B1}, which attacks all other creatures entering the pit. If the tiger is killed, its body disappears but the pit remains for the remainder of its duration. One round after the *tiger trap* is triggered, its covering reappears and it is once more hidden from view. When the cover has reappeared, creatures within the pit cannot climb out. The cover of the *tiger trap* can be broken through with a DC 23 Strength check or by damage; it has hardness 5 and 3 hit points per level of the caster.

A *tiger trap* can be detected and disarmed as a magical trap. If the *tiger trap* is triggered and its cover then closes, the trap can again be found and disarmed as a magical trap, and disarming it can force the opening to appear and remain open. A creature that sees the *tiger trap* open and activated gains a +4 bonus on Perception and Disable Device checks to find and disarm it while it is closed.

TOAD'S KISS

School necromancy [poison]; **Level** alchemist 2, antipaladin 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level or until discharged (D)

Saving Throw see text; **Spell Resistance** no

You infuse the target's skin with a toxic venom, marking it with a brightly-colored tattoo of a toad. The target gains a +2 bonus on saving throws against poison as long as this mark persists. In addition, the target can trigger the *toad's kiss* as a free action when she is struck with a natural

weapon, unarmed strike, or melee touch attack, affecting her attacker as a *poison* spell. No attack roll is needed to affect her attacker, though the attacker is allowed a *Fortitude* save. The save DC against this *poison* is based on the *toad's kiss* spell level.

TRANSFIXION CIRCLE

School enchantment (compulsion) [mind-affecting]; **Level** mesmerist 5, psychic 5, sorcerer/wizard 6, witch 6

Casting Time 1 round

Components V, S

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

Area 10-ft.-radius spread

Duration see text

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

All Medium or smaller humanoids entering or beginning their turn within a *transfixion circle* are permanently fascinated and paralyzed, unable to move or take actions. You must set a release condition when the *transfixion circle* is created, which may be simple and reasonable (such as "stay here until I return") or wholly implausible or impossible to meet ("stay here until the world ends"). If the condition is met, the spell is ended. If the condition is not met, trapped creatures can nevertheless attempt a new saving throw once per hour to break free.

A *transfixion circle* affects an area, and creatures removed from the area can attempt a new save once per round to break free from its effects. As long as at least one creature remains trapped within the *transfixion circle*, however, its magic remains effective and new creatures entering the area must save or be trapped. If all affected creatures are freed from the spell, the *transfixion circle* ends.

UNFORTUNATE ORIGAMI

School transmutation; **Level** sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M (a folded piece of paper)

Range touch

Target one touched object up to 2 cubic feet/level

Duration instantaneous

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

Any item you touch is transformed into a delicate facsimile of itself crafted of folded paper on a failed save. A paper item has its weight reduced to 25% normal, its hardness reduced to 0, and its hit points reduced to 10% of the normal amount (or 2 hit points per inch for solid barriers). An origami weapon deals only 1 point of nonlethal damage (plus any enhancement bonus it possesses) on a successful hit, and the weapon itself takes 1d6 points of damage each time it strikes an opponent. The wielder's Strength bonus does not apply to damage taken by the target but does apply to damage dealt to the origami weapon. Origami armor and shields provide no armor or shield bonus to AC, though if they are magical their enhancement bonus. Origami items retain their magical properties but are very fragile and susceptible to damage from being worn or wielded, forcing their wearer or wielder to succeed on a *Fortitude* save at the end of each day to avoid the item's destruction.

You may employ *unfortunate origami* in combat with a

successful melee touch attack. Attacking a wielded item, such as a weapon, provokes an attack of opportunity. You must touch the weapon to use this spell; you cannot use it to affect an item when it touches you.

Items transformed into paper by *unfortunate origami* can be restored to normal with *break enchantment*, *limited wish*, *miracle*, *polymorph any object*, or *wish*.

WALL OF BAMBOO

School conjuration (creation) [wood]; **Level** druid 4, ranger 4, shaman 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/F (a piece of a bamboo cane)

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

Effect bamboo wall whose area is up to one 5-ft. square/level (S)

Duration instantaneous

Saving Throw see text; **Spell Resistance** no

This spell functions like *wall of stone*, though it creates a solid wall of hardened bamboo canes lashed together and firmly rooted into the ground. The *wall of bamboo* has hardness 5 and 10 hit points per inch of thickness, and it takes full damage from attacks dealing fire damage. Like a *wall of stone*, a *wall of bamboo* can be used to create structures other than vertical walls.

WARNING BELL

School divination; **Level** cleric 2, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S, F (a small bell)

Range touch

Target creature touched

Duration 10 minutes/level

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

You imbue a tiny bell with a guardian spirit. As long as the target wears the bell used for the spell's focus (typically around the neck), her senses are heightened and impending danger triggers a ringing of the *warning bell* that only she can hear. The target gains a +4 insight bonus on Perception checks and is not denied her Dexterity bonus when flat-footed or attacked by a creature she cannot see or is otherwise unaware of. She does still lose her Dexterity bonus when helpless. The target can expend the spell's remaining duration to reroll an initiative check, or to take an action during a surprise round when she would otherwise be surprised and unable to act. Once initiative is rerolled or the action is taken, the *warning bell* ends.

WEAKENING TOUCH

School transmutation; **Level** cleric 5, magus 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration 1 round/level

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

The target's resistance to harm is diminished, as you reduce its damage reduction by 5. For every 4 levels after 11th, you

increase this reduction in damage resistance by 5, up to a maximum of 15 at 19th level.

WIND YARI

School conjuration (creation) [air]; **Level** druid 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

Range 0 ft.

Effect spear of solid air

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** yes

A 6-foot-long shaft of solid wind appears in your hand, which you may wield as a shortspear that deals 1d8 points of piercing damage, +1 per 2 caster levels (maximum +10). As a swift action, you may expend 1 additional round of the *wind yari*'s remaining duration to wield it as a spear or 2 additional rounds to wield it as a longspear; in either case, this change persists until the beginning of your next turn. Attacks with a *wind yari* are melee touch attacks. Since the weapon is immaterial, your Strength modifier does not apply to the damage.

You may also hurl the *wind yari* as a ranged touch attack; this expends 1 minute of the spell's remaining duration (and fails if the spell has less than one minute of duration remaining).

WITHERING TOUCH

School necromancy; **Level** cleric 7, sorcerer/wizard 7, witch 7

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

The target's flesh instantly putrefies, rots, and sloughs off, leaving it crippled. The target takes 1 point each of Strength and Constitution damage per 2 caster levels (this is treated as ability drain rather than being doubled if you confirm a critical hit with your touch attack). In addition, you can attempt a combat maneuver check as if to sunder in order to target one of the target's limbs or natural weapons; if your combat maneuver succeeds and the target fails its Fortitude save, that limb or natural weapon is permanently withered and becomes useless for combat. If the limb is used for movement, including an arm for climbing, wing for flying, leg for walking, or tail for swimming, the target also takes 1d4 points of Dexterity damage and that movement speed is halved. Only a *regenerate*, *wish*, or *miracle* can reverse the effects of *withering touch*.

This spell affects most undead creatures, dealing Strength and Charisma damage rather than Strength and Constitution damage. It has no effect on incorporeal undead, nor on any creature lacking flesh, such as constructs, elementals, oozes, and plants.

WORD OF PAIN

School necromancy [pain]; **Level** antipaladin 3, inquisitor 3, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./2 levels)

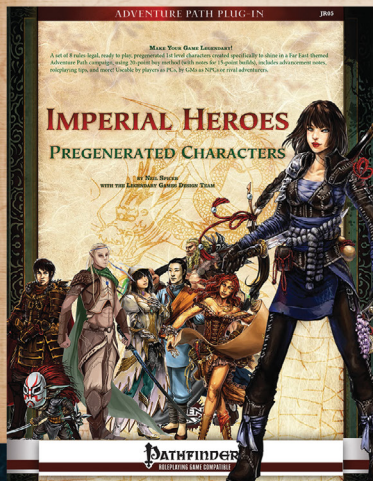
Targets one or more creatures no more than 30 ft. apart

Duration 1 round/level (D)

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

You inflict agonizing pain, twinges, aches, and suffering in one or more creatures whose total Hit Dice do not exceed your caster level. You may select which targets to affect, but if you do not have sufficient leftover Hit Dice to affect a

chosen creature it is treated as if it had successfully saved (if you can affect a creature with at least half its Hit Dice) or is unaffected (if your remaining Hit Dice of potential effect is less than half its Hit Dice). Affected creatures take a -4 penalty on attack rolls, skill checks, and ability checks and are fatigued, including concentration checks and initiative. Creatures that successfully save take a -2 penalty and are not fatigued.



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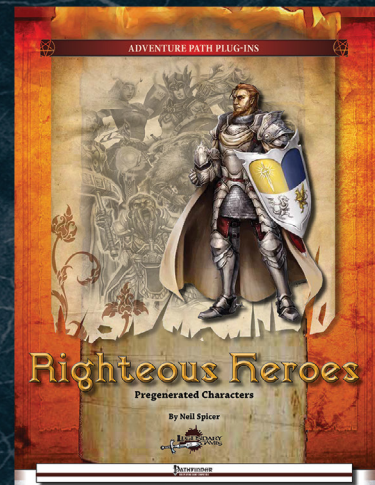


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