



Rite Publishing Presents: 1001 Spells

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0-Level: Bard Spells

Alter Taste: Changes the taste of one meal to a taste that is pleasant for the creature consuming it.

Animate Tools: Tools automatically perform simple tasks.

Blossom: Causes flowering plant to blossom.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Clandestine Conversation: Allows two subjects to speak without being overheard.

Cleanse of Alcohol: Subject is completely cured of alcohol effects.

Cloth Armor: Unworn clothing becomes armor.

Crack: Inflicts damage to a single object, undead or construct creature.

Dark Baubles: Object casts deep shadows in 20 ft. radius.

Decrypt: Helps decipher a coded message or cipher.

Detect Charm: Determines whether a creature is under a charm effect.

Detune: Removes the tuning from a nearby instrument.

Dim: Dims light sources within 100 feet of object touched.

Disorienting Quake: One creature is shaken and must make a Acrobatics check or fall prone.

Encrypt: Encode a message to protect it from view.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Guide Vessel: A ship, cart, or wagon moves as you command.

Pause: Decrease target's initiative by 4. (Immediate)

Layer of Ice: Does 1 cold damage to a target but absorbs up to 5 fire damage before melting away.

Light My Fire: Starts a fire quickly.

Lightsight: Negate penalties caused by light.

Low Blow: Target takes 1 point of bludgeoning damage, and becomes sickened for 1 round.

Mishap: You create a minor mishap.

Overlook: Hides a small object in plain sight.

Pants: Removes target's pants.

Pointer: Shines a beam of light from your finger.

Putrefy Food and Drink: Spoils and poisons food and drink.

Quicken Stride: Increase touched creature's land speed.

Quill: Creates a writing quill with limitless ink.

Restlessness: Target cannot sleep for 24 hours.

Rigged Coin: Causes target coin to always land on face you choose.

Shelve: Returns a book to its shelf in the proper place.

Sign of Discovery: Grant +2 insight bonus to your next knowledge, perception or sense motive check.

Signal: Creates a loud sound.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest.

Slapping Hand: Disembodied hand slaps target for 1 point of damage.

Smoke Image: Caster creates any shape out of existing smoke.

Song of Serenity: Subject is cured of fatigue.

Spook Animal: Target animal is panicked.

Timer: Creates a single sound after a preset amount of time.

Trifling Image: Creates tiny and immobile image.

Ultrasonic Ray: Ranged touch attack inflicts 1d3 points of sonic damage.

Unseen Attendant: Cleans and straightens you and your clothing.

1st-Level: Bard Spells

Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).

Animated Tattoo: Creates a moving image on a subject's body that can attack.

Borrow Skill: Use target creature's ranks in one skill.

Clarity of Thought: Grants +4 insight bonus to Concentration checks. (Immediate)

Clear Conscience: Caster loses all memory of events just prior to casting the spell.

Cock's Crow: Creatures immediately awoken. (Swift)

Color: Changes the color of a creature or object.

Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.

Costariness: Target must lie and be generally disagreeable and difficult.

Curse of Ineptness: Target experiences clumsiness and bad luck. (Swift)

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Discerning Eye: Reveals the exact monetary value of a single item.

Dispel Magic, Lesser: As *dispel magic* except maximum +5.

Distract: Subject becomes flat-footed.

Escape Grapple: Improves grapple and Escape Artist checks. (Immediate)

Flashy Defenses: Chaos defends you against random types of attacks.

Glamour: Caster becomes physically attractive.

Guilt: One evil target is denied an action.

Heat Lightning: Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max +5), plus dazzle and set creatures on fire.

Malicious Intent: Subjects take -1 or -2 on saves.

Minor Lasting Image: Creates permanent, tiny, immobile image.

Missteps: Subject's speed and Dexterity are temporarily reduced.

Peephole: Creates a small opening through a wooden, plaster, or stone wall.

Pins and Needles: Victim suffers a -1 circumstance penalty on all attack rolls and skill checks, and requires a Concentration check to cast spells.

Skill Lore: Target gains an insight bonus of +1/two caster levels one skill check.

Songstrike: Cone of sonic energy inflicts 1d4 points of damage/three caster levels. (Move)

Sonic Dart: Ranged touch attack inflicts 1d6 points of

sonic damage. (Move)

Stunning Note: Target stunned for 1 round. (Move)

Unspoken Tongue: Target cannot speak intelligibly.

White Noise: Creates a loud sound and white light causing a -20 penalty to Perception checks.

2nd-Level: Bard Spells

Beguile: Target takes a -4 penalty on saves against enchantment and illusion spells and is dazzled. (Move)

Beneficence: Target has attitude improved by one step and suffers a -2 penalty on saves against your enchantment spells.

Break Object: Inflicts damage and broken condition on a single object or damages a construct creature.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Curse of Prevarication: Subject cannot tell the truth.

Damage Loins: Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds.

Deathchant: Your chanting saps the life from living creatures.

Delude Divination: Divination attempts against target may fail and produce random results.

Dimension Hop: You, touched objects, and your familiar or companion teleport to any spot within close range.

Disguise Wounds: You cause the subject to appear resilient to various forms of damage.

Distortion Field: Grants total concealment against blindsight and tremorsense.

Exhaustion: Target becomes exhausted.

Expedition Charge: You temporarily are faster and more agile.

Fit of Pique: Force target to attack its ally.

Flexarmor: You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Frigid Slowness: Causes 1d4/level points of cold damage (max 10d4) and the target is slowed.

Hesitate: One subject per level goes last in the initiative order and does not take its first attack of opportunity each round.

Insomnia: Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

Lifechant: Your chanting renews living creatures.

Memory Crystal: Permanently store a memory in a crystal or gem.

Mute: Subject cannot produce sounds from its mouth.

Nightmare: You cause a very deep, very short sleep to fall upon a target.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written contract.

Obscure Text: Magical or mundane writing appears illegible.

Scout's Hike: Target receives +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet.

Shadow Sentry: A shadowy warrior guards, patrols or

attacks on your command.

Silent Ray: You emit a beam of supersonic vibrations causing 1d8 per level unheard sonic damage to one target.

Supernatural Ward: Subject gains +4 bonus on saves against supernatural abilities. (Immediate)

Torn Muscle: One living creature is flat-footed, cannot run, and suffers a -4 penalty to attacks, skills and ability checks.

Vertigo: You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

Undetectable Poison: You mask the presence of poisons.

3rd-Level: Bard Spells

Animal Mind: Subject believes it is a specific kind of animal.

Aura of Peace: Creatures near caster have combat penalties.

Awesome Striker: One melee attack per round knocks back foes.

Beast's Curse: Target is incessantly hounded by animals.

Contingent Moderate Healing: Target that takes 8 or more damage instantly heals 2d8 hit points.

Corrosive Blood: Piercing and slashing weapons take acid damage.

Curse of Chaos: Target suffers random changes each day to appearance, abilities, etc.

Curse of Truth: Target is incapable of speaking falsehoods.

Deepsight: Extend darkvision by 60 ft.

Euphoria: Subject feels good despite danger or pain.

False Pain: Target creature takes 1d6 nonlethal damage



Enchantment: Euphoria

per round and suffers a -2 penalty on attack rolls, skill checks and ability checks.

Frictionless Sheet: Slippery liquid reduces movement and causes creatures to fall prone.

Glimpse of Knowledge: Use a bard's knowledge.

Glossolalia: Target's speech becomes random and inappropriate.

Hand of the Marksman: Your firearm or crossbow attack is an automatic critical threat.

Indecision: Target delays action and must succeed on a Will save to take any actions.

Indisputable Fact: The subject believes something you tell them to believe.

Intelligent Object: Item gains semblance of intelligence.

Lost: Subject moves at half speed in a random direction each round.

Magic Shop: You conjure a sturdy merchant's shop.

Mocking Laughter: Target takes 3d6 nonlethal damage, -4 penalty on attack rolls, saving throws, ability checks, and skill checks.

Overconfidence: Target takes a cumulative -2 penalty on all skill and ability checks.

Plant Spy: Turn a plant into a recording device.

Psychic Twin: You and target share skill ranks, neither can be surprised nor flanked unless both are.

Remembrance: You instantly recall something specific from your past that you want to remember.

Secret Speech: You and creatures you select conceal hidden messages in your normal speech.

Shadow Healing: Illusion of *cure moderate wounds* grants 2d8 temp hp plus 1 temp hp/level (max +10). Target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Shadow Sentry, Greater: A shadowy warrior guards, patrols or attacks on your command.

Surge: Target creature gains +20 to initiative. (Swift)

Uncontrollable Rage: Target gains rage bonuses and penalties but must attack nearest creature; attacks can cause targets to rage as well.

Weapon of Nightmares: You infuse a dagger with energy that delivers horrid visions that deal +1d8/level nonlethal damage and renders the victim unconscious.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

4th-Level: Bard Spells

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine.

Boorishness: Subject's Charisma drops to 1 for a limited time.

Charm Person, Mass: As *charm person*, but affects multiple targets within 30 feet.

Contingent Serious Healing: Target that takes 12 or more damage instantly heals 4d8 hit points.

Counter Silence: Dispel magical silence. (Move)

Crystalguard, Lesser: Ten crystals absorb spells.

Curse of Wanderlust: Forces target to travel in a random direction.

Depth Charge: You stun and deal sonic damage to underwater targets or damage surface targets in a smaller area.

Dying Vengeance: Upon caster's death, a scream curses the killer, inflicting 1d4 points of Charisma drain/day.

Eldritch Mouth: As **magic mouth**, but can trigger command word magic items and effects.

Fit of Pique, Greater: Targets are forced to attack their allies.

Fold: You become paper-thin and fold yourself into a small square. (Swift)

Fooble: Subjects become clumsy, suffering penalties to their attacks, checks and more.

Inspiring Word: Grant allies temporary hit points, and a bonus to attacks, Will saves, and against fear effects.

Maddening Insult: Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

Massmorph into Trees: Subjects appear as normal trees.

Multi-Image: Creates multiple images of the caster, all of which can act independently.

Power Word Laughter: With a powerful word, you send an opponent into a fit of laughter.

Remember Way: Allow a conveyance or animal to guide itself on a known path.

Secret Missive: Short message is concealed within large text.

Shimmering Crystal: Targets see what they truly want

Sonic Blast: Cone of sonic energy inflicts 1d4 points of damage/level. (Move)

Sonic Lance: Creates melee weapon that inflicts 1d4 points of damage/two levels. (Move)

Subvert Charm: Transfers original charm effect to caster's control.

Supernatural Ward, Greater: Subject gains a +10 bonus on saves against supernatural effects. (Immediate)

Watchful Spirits: Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

5th-Level: Bard Spells

Air and Water: Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.

Blood Curse: Subject takes double damage from slashing and piercing weapons and bleed effects.

Campfire Lullaby: Causes willing subjects to benefit as if having slept.

Contingent Critical Healing: Target that takes 16 or more damage instantly cures 4d8 hit points.

Deliver Message: Target must say something to someone else.

Dissonant Chorus: Music causes Wisdom damage, prevents verbal spellcasting.

Dominate Magic Item: Controls all the actions of a magic item.

Enchanting Flames: Creatures are fascinated by fire source.

Environment Prison: Helpless or willing target is imprisoned forever in a location.

Eternal Charm: Permanently charms target.

Forbidden Script: Writing with this ink poisons anyone who reads it, except the designated creature.

Kiss of the Nereid: Subject's lungs fill with water.

Locate Individual: Gives direction and approximate distance to an individual not known to you.

Manyeyes: You see in all directions, gain darkvision, see invisibility, +10 on Perception checks, and can't be flat-footed or flanked.

Moonbright: Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).

Ray of Desiccation: A desiccating ray inflicts 1d6+1/2 levels Constitution damage.

Remove Condition: Alleviates unwanted condition. (Move)

Song of Binding: Targets cannot leave circle and suffer 1d6 subdual damage/level.

Song of Suppression: Subjects cannot cast spells or use spell-like abilities.

Song of Vengeance: Share damage with enemies. (Move)

Sonic Wall: Creates impervious wall of sonic energy. (Move)

Sonic Weapon: Creates melee weapon that inflicts 1d6 points of sonic damage/two levels and stuns. (Move)

Spell Legs: Moves a magical area of effect.

Striking Likeness: You paint an image so realistic it becomes real.

Voice of Memories: Hypnotize a target and alter its memories.

6th-Level: Bard Spells

Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Bestow Major Curse: Causes a greatly debilitating condition to affect the subject.

Bind Group: Creatures are unable to leave site.

Broadside Spy: You can view what's happening around a piece of paper that you've enchanted.

Buried Suggestion: As *suggestion*, but delayed at least three days.

Call of the Bloodstone: Force one creature you name to attack the nearest creature.

Dance of Nakedness: Strips a target of all armor, magical augmentations, and protections. (Move)

Destroy Utterly with Sound: Target disintegrates or suffers 5d6 points of damage. (Move)

Excoriating Accusation: You turn everyone against an individual or a specific group of creatures. (Move)

Forbidden Conversion: Subject is converted to your religion/ethos.

Illusory Illusion: Make a real item appear to be illusory.

Impede Magic: Spells of a school of your choosing are harder to cast in the area of effect.

Jugs Have Ears: You can hear what's happening around



Enchantment: Lost Wanderer

a vessel that you've enchanted.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Mind Probe: Creature telepathically answers one question a round.

Moonshadows: Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.

Mountain Voice: The bard's voice drowns out all other sounds around him. (Move)

Nymph's Form: Gain a nymph's appearance and gain some of her abilities.

Pattern of Fainting: Produced pattern causes creatures to fall unconscious.

Pattern of Paralysis: Produced pattern causes creatures to become paralyzed.

Phantasmal Turncoats: Subjects' friends appear as foes and vice versa.

Pocket Paradise: Create illusory utopia that cures a number of conditions.

Revelation Field: Suppresses illusions and shapeshifting.

Scryjack: Take control of another's scrying spell. (Immediate)

Skittering Shadow: Shadows and darkness crawls like a wave striking victims and gnawing at their flesh.

Song of Shame: Marks someone for ridicule throughout the world.

Symbol of Confusion: Triggered rune confuses nearby creatures.

Treacherous Phantasm: Lures the victim into danger by way of a phantasmal companion.

True Love: Two creatures fall in love with one another and are sickened when they are apart for too long.

Wild Animus: Animates all inanimate objects in area of effect, which attack the nearest creatures.

0-Level: Cleric Spells

Animate Tools: Tools automatically perform simple tasks.

Antagonize Wound: Touch deals 1 point of damage each round to an injured creature.

Askew Balance: Target creature falls prone.

Balance Weapon: Weapon becomes easier to use.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Capture Alive: Target's non-magical melee attacks inflict only nonlethal damage.

Ceremonial Servant: You create a shadowy figure that can participate in ceremonies or rituals.

Cleanse of Alcohol: Subject is completely cured of alcohol effects.

Countervailing: Helps compensate for, but does not dispel or eliminate, the effects of a detrimental spell.

Crack: Inflicts damage to a single object, undead, or construct creature.

Crystal Symbol: Launches crystal that inflicts 1d3 points of divine damage.

Dim: Dims light sources within 100 feet of object touched.

Detect Charm: Determines whether a creature is under a charm effect.

Discern Health: Can read the target creature's health from his aura.

Divining Rod: Use natural spirits as a guide to food or water.

Drench: Puts out Fine or Tiny fires and deals 1 point of nonlethal damage.

Eyes of the Augur: Gain a +10 bonus to Spellcraft checks to identify a spell.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Heaven's Teardrop: You cause a bit of light to coalesce into a teardrop and fall from the sky doing 2 points of damage to a single target.

Infuse Weapon: Touched weapon deals +1 damage of a chosen energy type.

Light My Fire: Starts a fire quickly.

Lightning Sand: Earth entangles foe.

Lightsight: Negate penalties caused by light.

Long-Range Weapon: Thrown weapon or projectile gains 50% more range.

Low Blow: Target takes 1 point of bludgeoning damage,

and becomes sickened for 1 round.

Magic Spike, Lesser: Bolt of energy inflicts a -1 circumstance penalty to spell, spell-like ability and supernatural DCs.

Mishap: You create a minor mishap.

Putrefy Food and Drink: Spoils and poisons food and drink.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shelve: Returns a book to its shelf in the proper place.

Sickening Smell: You conjure a small cloud of pollen or incense that inflicts the sickened condition.

Sign of Discovery: Grant +2 insight bonus to your next knowledge, perception or sense motive check.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest.

Spook Animal: Target animal is panicked.

Stonesense: Gain stonecunning ability as a dwarf.

Summarize: Quickly summarize a text of up to 250 pages.

Thicken: You can alter the strength and thickness of small inanimate objects.

Touch of Fatigue: Target becomes fatigued. (Immediate)

Touch of Lethargy: Target is staggered for one round.

Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

Virulence: Weakens the innate resistance of its target making him more susceptible to poison and disease effects.

1st-Level: Cleric Spells

Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).

Animate Skeleton: Animate and control one skeletal servant.

Astute Fighting: Recipient gains +2 bonus on attack rolls, may be able to make an extra melee attack.

Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.

Clarity of the Faith: Gives the target a +5 bonus to Knowledge (religion) checks regarding your faith.

Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.

Contrariness: Target must lie and be generally disagreeable and difficult.

Curse of Ineptness: Target experiences clumsiness and bad luck. (Swift)

Dispel Magic, Lesser: As *dispel magic* except maximum +5.

Draw on Faith: Gain a +1 bonus on one save, check, or attack roll.

Gloomlight: Grant creatures with darkvision the ability to perceive color in the area.

Guilt: One evil target is denied an action.

Hex of the Bull's-Eye: Target suffers a 20% hit chance.

Hex Weapon: You curse a single weapon so it cannot be wielded.

Inflict Pain: Causes 2d6+1/level nonlethal damage and

a -1 penalty to attack rolls, ability and skill checks for 1 minute.

Inspired Initiative: Subjects gain a +2 bonus on their next initiative check.

Harden: Increases object's hardness by 50%.

Hesitation: Target's initiative count drops by your caster level. (Swift)

Mistsight: You can see through mist, fog, and rain.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Potent Weapon: Weapon gains bonuses against a specific foe.

Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.

Second Chance: Grants subject a second chance at a saving throw.

Sacred Watch: Watches over the target, giving immediate knowledge when he is in danger.

Supernatural Ward: Subject gains +4 bonus on saves against supernatural abilities. (Immediate)

Valiant Resolve: Subject gains DR 10/lethal.

Ward, Lesser: Inscription harms those who pass it.

2nd-Level: Cleric Spells

Angry Wound: Touch deals 1d6 damage each round.

Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration.

Bear's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Con.

Break Object: Inflicts damage and broken condition on a single object or damages a construct creature.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Bull's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Str.

Cat's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Dex.

Code Skill: Gives a construct ranks in a single skill.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Curse of Prevarication: Subject cannot tell the truth.

Damage Loins: Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds.

Destabilize Magic: The save DCs in a specified area are randomized.

Divine Beacon: An individual or group knows the direction and range of the caster and his condition. (Immediate)

Eagle's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Cha.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

Examine Coffin: Allows the caster to probe the contents of a sealed coffin.

Flexarmor: You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against

traps, hazards, poisons and diseases.

Fox's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Int.

Future's Boon: On a d20 roll, a cleric with the luck domain rolls two dice and takes the better result.

Hex of Chaos: Target suffers a random curse every round.

Nightmare: You cause a very deep, very short sleep to fall upon a target.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written contract.

Owl's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Wis.

Program Feat: Gives one construct the benefits of a single feat.

Shooting Star: You cause a fiery hot stone to fall from the sky doing 2d6 per level damage to a single target.

Shunt: Place target into the Ethereal Plane for 1 round.

Thief Ward: Sleight of Hand and Stealth checks are made at a -10 penalty.

Web Shelter: You create a small but relatively secure shelter out of sticky webs.

Weltering Wave: In a 20-foot-radius spread you cause chaotic energies to shake and disorient targets.

3rd-Level: Cleric Spells

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time.

Aura of Peace: Creatures near caster have combat penalties.

Beast's Curse: Target is incessantly hounded by animals.

Bridge of Crystal: Create a crystal bridge that extends over a large gap.

Change Fate: You shape randomness by choosing between two die rolls for some single event.

Chilling Mist: Icy vapor grants concealment and deals 1d6 damage per round of nonlethal damage.

Contingent Moderate Healing: Target that takes 8 or more damage instantly heals 2d8 hit points.

Crown of Terror: Enemies within 10 feet become shaken or frightened when you attack.

Crown of Valor: You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.

Curse of Capturing: Target inflicts only nonlethal damage and conditions.

Curse of Chaos: Target suffers random changes each day to appearance, abilities, etc.

Curse of Item Rebellion: A single item acts as if cursed.

Curse of Truth: Target is incapable of speaking falsehoods.

Deepsight: Extend darkvision by 60 ft.

Demon Flesh, Lesser: The subject gains damage reduction 5/cold iron and good.

Euphoria: Subject feels good despite danger or pain.

Frigid Slowness: Causes 1d4/level points of cold dam-

age (max 10d4) and the target is slowed.

Giant Boulder: Magical stones are hurled and strike targets as boulders.

Glass House: You create a protective cube of magical glass.

Glossolalia: Target's speech becomes random and inappropriate.

Intercession: Redirect an attack or effect upon yourself to protect its intended target.

Lost: Subject moves at half speed in a random direction each round.

Magic Spike: Bolt of energy inflicts a -2 penalty to spell, spell-like ability and supernatural DCs.

Mute: Subject cannot produce sounds from its mouth.

Secret Speech: You and creatures you select conceal hidden messages in your normal speech.

Shadow Healing: Illusion of *cure moderate wounds* grants 2d8 temp hp plus 1 temp hp/level (max +10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Supernatural Ward, Greater: Subject gains a +10 bonus on saves against supernatural effects. (Immediate)

Surge: Target creature gains +20 to initiative. (Swift)

Telepathic Overload: Chaotic thoughts disrupt telepathy and harm mind-readers.

Torn Muscle: One living creature is flat-footed, cannot run, and suffers a -4 penalty to attacks, skills and ability checks.

Troll Arms: Creature gains increased Strength and reach.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

4th-Level: Cleric Spells

Animal Mind: Subject believes it is a specific kind of animal.

Armor of Force: Target's armor bonus applies to touch attacks.

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine.

Bestow Affliction: Inflicts a disability on the target.

Blood Curse: Subject takes double damage from slashing and piercing weapons and bleed effects.

Borrow Limb: Attach another creature's severed arm to yourself.

Circle of Censure: Magical aura damages aberrations, undead, and outsiders.

Cloud Dragon: Make a cloud into a gold or silver dragon that can fly you about.

Commune with the Ancients: Commune with the land or ancient ruins.

Confession's Hand: Forces out the truth in writing.

Contingent Serious Healing: Target that takes 12 or more damage instantly heals 4d8 hit points.

Curse Ability: You can remove one class ability or one universal monster ability from a target creature.

Dampen Magic Item: As *dispel magic* on an item but with a longer duration.

Escape the Bonds of Flesh: Target suffers 2d8 points

of damage +1 point/caster level; if below 0 hp, target's skeleton tears out of body and animates.

Hand of Time: Accelerates all magical effects in the area of effect.

Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

Imbue Creature With Divine Power: Grant a +2 bonus to subject's physical stats and next attack deals +1 damage/level.

Kismet: One creature/5 levels takes damage when you do.

Light Before, Darkness Behind: You create a zone of light and darkness around an object or creature.

Light of Truth: A colored aura reveals subject's true or false statements to all.

Sanctum: You withdraw into an extradimensional space. (Swift)

Smite Foe: Ray of sacred energy deals 1d8/2 levels damage to one target or 1d8/level to evil outsiders and undead.

Soften: Decrease an object's hardness.

Spirit Dragon: You create the partially real illusion of an adult dragon.

Stomach Bloom: Subject is sickened, spews stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

Symbol of Despair: Triggered rune fills nearby creatures with utter despair.

Wall of Light: You erect a wall that causes anyone who passes through it to glow.

Watchful Spirits: Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

Wave of Pain: Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

Witchbreaker: You generate a region that inflicts damage on arcane spellcasters.

Zone of Mishaps: Spells and casters in area must make a caster level check or be subject to a scroll mishap.

Zone of Parley: You create a zone where a truce is enforced.

5th-Level: Cleric Spells

Army of Shards: Skeletons explode causing 1d10+1/level damage.

Befoul Spring: Pollutes one source of fresh water with blinding sickness.

Bitter Vintage: Turns wine into poison of the caster's choice.

Campfire Lullaby: Causes willing subjects to benefit as if having slept.

Chastise: You cause pain and damage to one or more living creatures, who suffer a -4 penalty on attack rolls, skill checks, and ability checks and also suffer 1d6 nonlethal damage each round.

Circle of Moonlight: Spherical magical barrier protects against lycanthropes and undead.

Cloak of Gloom: Barrier or personal effect grants concealment, dims light, and saps your enemies' will.

Contingent Critical Healing: Target that takes 16 or more damage instantly cures 4d8 hit points.

Cure Far Wounds: Cast healing spells of 3rd level or lower at range.

Curse of Narcissism: Subject is cursed with self-love.

Curse of Wounding: Half of the attacks targeting a creature that normally would miss now hit.

Deliver Message: Target must say something to someone else.

Divine Ray: Cosmic energy ray deals 1d8 damage/2 levels (max 10d8).

Exorcism: Expel a possessing creature from a victim.

Furious Assault: Subjects gain an extra attack with the full attack action, +2 to AC and Reflex saves, and +2 to attack and damage.

Ghost Blast: Blast deals 1d6 damage per level to incorporeal and ethereal creatures.

Giant Lava Ball: Transmutes stone into giant lava ball.

Glimpse of the Reaper: Target is covered by visions of its own death.

Guard Dog: Summons a guard dog.

Meteorite, Lesser: Call down a small meteorite strike

Necromantic Sphere: Sphere you control bestows 1 negative level each round.

Pain Circuit: One creature takes damage instead of you.

Petrify: You can transform any non-living organic material into stone.

Sacrifice, Mortal: Sacrifice humanoid to confer bonuses to subject.

Scoundrel's Guidance: Gain weapon prowess and sneak attack ability of a rogue.

Scourge Foes: Blast of divine power deals 1d8/tw levels damage, deafens foes for 2d4 rounds, and restricts their actions for 1 round.

Shared Fate: Damage dealt to one affected creature is dealt to all affected creatures.

Shield of the Demiurge: You gain a +10 deflection bonus to AC and gain SR, but you cannot cast spells or use magic items.

Song of Sanctuary: Enemies must make Will saves to attack your allies.

Untiring: The target does not need to make Constitution checks related to fatigue or environmental conditions, and isn't encumbered by weight.

Will of the Body: Target can make a Fortitude save in place of another required save. (Immediate)

Wrath of the Demiurge: A blast of divine energy causes 1d6/level force damage.

6th-Level: Cleric Spells

Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Arcane Prohibition: Arcane spells suffer 50% chance of spell failure.

Battlelink: Allies can coordinate attack and defense.

Bestow Major Curse: Causes a greatly debilitating con-

dition to affect the subject.

Death Gaze: Your gaze deals damage or kills its target.

Earth Barrier: A swirling barrier of rocks and earth deflects attacks, deals damage to your attackers.

Energetic Contingency: Absorbs energy and transforms it into any 1st-3rd-level spell effect.

Excommunicate: You expel a member of your church and sever that individual's connection to your deity.

Exile: Causes damage to the wicked in their homeland.

Kinslayer: Target is compelled to kill nearest relative.

Kiss of Death: Kills the victim at an appointed time.

Knocking the Cord: A summoned rope slowly strangles the target.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Mortal Cloak, Forced: One person takes on likeness of unwilling target.

Nymph's Form: Gain a nymph's appearance and gain some of her abilities.

Paper Dart: Reveals information about nearby creatures.

Pestilence: Infects all creatures in 30 feet with a disease immediately.

Redefine the Tools of War: Changes weapons and armor into other items of same type.

Return to the Grave: Undead, raised or resurrected creatures return to their grave, become dead, and cannot be revived.

Revelation Field: Suppresses illusions and shapeshifting.

Sever from the Source: You prevent the target from casting any arcane magic or using any supernatural abilities.

Soul Current: Connect the souls of targets through the fluctuations of chaos, so spells affect random targets.



Abjuration: Shield of the Demiurge

Steal Breath: Steals a victim's air from its lungs leaving it unable to breathe or speak.

Status, Superior: You link a group of comrades and are able to assess their positions and conditions.

Tear the Open Wound: This curse does not allow an injured creature to be healed.

True Necromancy: You summon an undead creature to interrogate.

Veil of Streaking Meteors: Orbiting stones defend and can attack.

Whispers: Control thoughts of others.

7th-Level: Cleric Spells

Analyze Malady: You learn how to remove a curse, affliction, or detrimental effect.

Backbiter: Transforms your foe's weapons into snakes to fight for you.

Bane of the Warlock: You blast and stun arcane spellcasters and creatures that use arcane spell-like abilities.

Bend Fate: Alter the likelihood of an event by changing a d20 roll by 2d10. (Immediate)

Bestow Greater Curse: You cause someone to suffer -10 to an ability; -8 on attacks, saves, and checks; or 75% chance of losing each action.

Blessing of the Spirits: You receive a host of bonuses, movement modes, special defenses and a vulnerability.

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

Choking Darkness: Creates impenetrable darkness and makes it hard to breathe.

Circle of Condemnation: Magical aura damages three creature types of your choice.

Curse Ability, Greater: You can remove one class ability or one universal monster ability from a large creature per four levels you possess.

Curse of Ineptitude: You become an extremely ungifted combatant.

Death Tolling: Create a magical bell that deals damage.

Deathsnare: Kills helpless subjects in area, empowering caster.

Dragon Summoning: Summon an adult dragon.

Enforce Morality: Change a creature's alignment and ideology.

Eyes on the World: You can "keep an eye on" an area, creature or object.

Flames of the Dragon's Fury: Harm your enemies with tendrils of fire.

Fortune's Armor: Zone of good luck grants a +5 bonus to both AC and saves.

Impede Magic: Spells of a school of your choosing are harder to cast in the area of effect.

Instant Weakness: Subject gains a vulnerability chosen by the caster. (Immediate)

Kismet's Whisper: You may react to one event before it takes place.

Mark of Exile: Force a creature to stay away from an area or suffer 20d6 points of damage per round.

Minor Miracle: Alters reality, within spell limits.

Mirror of Chaos: Absorb spells, turning them into chaos

spells you control.

Mishap Ray: Ray deals damage and causes the target's spells, spell-like abilities, and magic items to create mishaps.

Monstrous Lore: You learn what abilities a creature possesses.

Nauseating Chaos: Subject is nauseated and spews bizarre objects that deal 1d6 bludgeoning damage per level every 1d4 rounds.

Purge Falsehoods: Removes appearances in the area, reverting creatures to their true forms.

Reaper's Scythe: You conjure a scythe-shaped plane of force that acts as a spiritual weapon and can decapitate foes.

Reave Animation: You render corporeal undead and constructs immobile and helpless.

Recreate Construct: You return a destroyed construct to a functional form.

Rust and the Worm: A corporeal dead or undead body, or any object or creature made of iron, instantly turns to dust or rust.

Scourge: You place a curse upon a living subject from a vast distance.

Sign from the Heavens: You can duplicate the effects of a miracle spell, although there is a 50% chance that the spell fails.

Steal the Painful Memory: You remove the memory of one event from a community's mind.

Symbol of Discord: Causes discord in those that view the symbol.

Symbol of Hopelessness: All creatures within the area suffer hopelessness.

Unmagical Curse: Subject of this curse cannot use or be affected by magic.

Unravel the Mortal Coil: Target suffers 12d6 points of damage +1 point/caster level; if slain, target's body animates as a corporeal undead creature.

Ur-Animate: You transform a corporeal undead creature into an animated object.

Wall of Divine Light: You erect a wall of sacred light that damages creatures and causes them to glow.

Wall of Torment: Creates an invisible wall of pain that inflicts Dexterity and Strength damage and a morale penalty.

Wall of Windshear: You create a dangerously violent wall of wind.

Ward of Vaults: Array of magical effects protect a structure from thievery.

8th-Level: Cleric Spells

Blank Face: Remove a subject's eyes, ears, nose, and mouth

Burn Out: You create an area of dead magic.

Call Down the Thunder: You call down two columns of intense thunder, damaging and deafening your foes.

Curse of Languishing Death: Victim suffers 1d6 points of Constitution damage/day.

Curse of Undeath: When target dies, he will rise as an undead.

Curse Unto Generations: Curses a man's brothers and sons or a woman's sisters and daughters for four generations.

Deity's Form: Channel a deity's power through caster's body.

Deity's Sign: Reveals a deity's presence on the battlefield dazing unbelievers and empowering believers.

Enspelled Weapon: Caster's weapon has touch-attack spell stored within it, inflicting the spell with each strike.

Escape Route: Create a path to freedom that possibly cuts off or damages pursuers. (Swift)

Final Reward: Sends the spirit of the target on to the afterlife.

Godsblood: Vial of holy water is enchanted with various effects.

Meteorite: You drop a piece of celestial matter on a foe dealing 1d6/level to the foe and half that to all others in the area.

Mirrored Oracle: The touched creature receives an insight bonus that he can apply in nearly any manner he wants.

Mists of Ecstasy: All creatures within these mists helplessly revel in pleasure.

Perilous Weapons: Target's manufactured or natural weapons gain the perilous weapon special quality.

Prison of Stone: Grasping hands of stone grapple and imprison creatures.

Prophecy: Catch images of the future

Ravage Abilities: You deal 1d6 points of ability damage to all the subject's ability scores.

Sacrifice, Immortal: Sacrifice ageless creature to confer bonuses to subject.

Scourge Foes, Greater: Blast of divine power deals 1d8/2 levels damage, deafens foes for 2d4 rounds, and restricts their actions for 1 round.



Necromancy: Xenophobic Rage

Screaming Sandstorm: Sandstorm deals damage and reduces visibility.

Seed of Terror: You infect a target with a monster that grows inside it, dealing 3d6 Con damage.

Sky Barge: Summons a flying barge that carries 400 pounds/level.

Symbol of Hate: Like symbol of death, except all creatures become overwhelmed with hate and immediately attack all those around it.

Tide of War: Force creatures to attack nearby friends or foes.

Transfer Lifespark: You disintegrate your body and transfer your life force into a construct you control.

Veil of Fiery Meteors: Orbiting stones defend and can attack.

Venerable Anointing: Creature temporarily becomes venerable.

Wall of White Water: Creates a wall of white water rapids.

Waves of Infirmary: A cone inflicts 3d6 Constitution damage.

Wild Animus: Animates all inanimate objects in area of effect, which attack the nearest creatures.

Xenophobic Rage: Make subjects instantly aggressive to anyone not of their own race.

8th Level: Cleric Spells

Accursed Rot: A nigh-unhealable and unstoppable cursed disease deals 1d6 Con damage each round to the touched creature and any who touch him.

Aid Item, Greater: Magic item temporarily gains your caster level, heightened DC, and three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Bestow Malediction: Lose one mental ability; fail all saves; fail all attack rolls and ability checks; increase age to maximum; or all magic items become nonmagical.

Black Blizzard: Creates a powerful sand storm that deals 8d6 bludgeoning damage plus 1 point/level, knocks prone and buries creatures each round.

Blightfire Ray: Ray drains 4 points of Constitution each round and grants temporary hp to caster.

Blood Protectors: You create a number of warriors made of blood to defend you.

Cast Out: Exiles target to other plane.

Chaos Unleashed: Create a permanent field of unbridled chaos.

Cleansing Light: Heavenly light damages evil creatures and undead, and causes a secondary effect.

Convert Foe: Opponent becomes your ally, your foes become her foes, she worships your deity and gains the alignment of your deity.

Curse Community: Place powerful curse upon a single permanent settlement.

Defensive Sphere: Immobile spherical shield makes those inside impervious to attacks.

Defile: You ruin a stretch of land and creatures slain rise as undead.

Dreamstealer: Victim never dreams again suffering a

cumulative penalty for each dreamless night.

Earth Barrier, Greater: A swirling barrier of boulders and granite slates deflects attacks, deals damage to your attackers.

Endless Enemies: One creature/level is cursed to trigger hostile reactions from all creatures they encounter.

Entropic Torrent: Deals 1d8 damage/level and destroys objects in area.

Entwined Fate: So long as your archenemy lives, you cannot die or be destroyed.

Glacial Slide: Creates a slow moving but devastating wall of ice.

Globe Against the Arcane: As antimagic field, but applies only to arcane magic.

Glyph of Warding, Superior: As glyph of warding, but up to 15d8 damage or 9th-level spell.

Guardian's Tomb: Transfers creatures to a new location and places them in temporal stasis until triggered.

Hellish Appearance: Caster gains gaze attack that deals 1 point of Str, Dex, and Con/3 levels.

Judgment Day: Subject loses all senses and suffers insight penalty if judged unworthy by the power of law

Khan's Sending: Sends a creature into a maelstrom of nightmares on the Plane of Dreams dealing 4d6 Wisdom damage.

Lash of Sin: Create a deadly whip with many effects.

Lifefire Ray: Ray deals 4 points of nigh unhealable damage each round and grants temporary hp to caster.

Lord of the City: You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.

Mark of the Avatar: You gain the ability to transform into an avatar form.

Meteorite, Superior: Calls down an actual meteorite strike.

Occlude: Suppress divine magic other than your own in a 30-ft.-radius.

One Step Beyond: Targets are immune to divination.

Pandemonium: A storm of chaos causes mishaps, makes movements and attacks defy logic, and deals damage.

Phoenix from the Ashes: A dead creature is resurrected and polymorphed into a phoenix.

Purify: Burst damages undead and evil creatures, resurrects destroyed undead creatures to life, and heals good living creatures.

Rain of Blood: A rain blights the land; poisons plants, animals and water; and lowers morale.

Revelation: See things as they really are, plus study area or object to gain additional information.

Siphon Life: Touch deals 10 points of damage/level; caster gains damage as healing or temporary hp.

Spirit of Victory: Grants +10 luck bonus to attacks, damage, AC, saves, and checks.

Sunfire Tomb: Imprisons target in the sun.

Symbol of Destruction: Triggered rune destroys nearby creatures and consumes their remains.

Undo: Caster reverses one effect.

Unending Torment: Target is staggered and suffers a -8 penalty to attack rolls, skill and ability checks.

Vials of Wrath: Create seven vials that can be used to

deadly effect.

Weapon of Death: You conjure a black weapon that deals negative energy damage and inflicts a negative level.

0-Level: Druid Spells

Animate Tools: Tools automatically perform simple tasks.

Antagonize Wound: Touch deals 1 point of damage each round to an injured creature.

Blossom: Causes flowering plant to blossom.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Capture Alive: Target's non-magical melee attacks inflict only nonlethal damage.

Ceremonial Servant: You create a shadowy figure that can participate in ceremonies or rituals.

Countervailing: Helps compensate for, but does not dispel or eliminate, the effects of a detrimental spell.

Crack: Inflicts damage to a single object, undead or construct creature.

Create Snow: Generates clean, unpolluted snow.

Crystal Symbol: Launches crystal that inflicts 1d3 points of divine damage.

Daze Animal: Dazes one animal of 4 or fewer HD.

Dim: Dims light sources within 100 feet of object touched.

Discern Health: Can read the target creature's health from his aura.

Glimmer of Hope: Increase chance of target stabilizing at negative hit points.

Heaven's Teardrop: You cause a bit of light to coalesce into a teardrop and fall from the sky doing 2 points of damage to a single target.

Layer of Ice: Does 1 cold damage to a target but absorbs up to 5 fire damage before melting away.

Light My Fire: Starts a fire quickly.

Lightning Sand: Earth entangles foe.

Lightsight: Negate penalties caused by light.

Magic Spike, Lesser: Bolt of energy inflicts a -1 circumstance penalty to spell, spell-like ability and supernatural DCs.

Mishap: You create a minor mishap.

Overlook: Hides a small object in plain sight.

Quicken Stride: Increase touched creature's land speed.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shield Open Flame: Protects small fire from being extinguished.

Sickening Smell: You conjure a small cloud of pollen or incense that inflicts the sickened condition.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest.

Spook Animal: Target animal is panicked.

Summon Nature's Minor Ally: As summon nature's ally I, but summons a Tiny or Diminutive animal.

Thicken: You can alter the strength and thickness of small inanimate objects.

Thorn of Light: shoots out a brilliant energy thorn.

Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

Virulence: Weakens the innate resistance of its target making him more susceptible to poison and disease effects.

Wooden Club: You create and can proficiently wield a club. (Swift)

1st-Level: Druid Spells

Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).

Animate Element: Turn small quantity of an element into Small elemental.

Animate Wood: Animate small wooden item.

Bee Sting: One or more foes are stung for minor damage and poison effect.

Blossoming Footsteps: Causes plants to grow where the druid walks.

Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.

Borrow Skill: Use target creature's ranks in one skill.

Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.

Clarity of the Faith: Gives the target a +5 bonus to Knowledge (religion) checks regarding your faith.

Clarity of Thought: Grants +4 insight bonus to Concentration checks. (Immediate)

Crop Circle: Hacks all grasses and underbrush to the ground, leaving nothing but an empty circle.

Dispel Magic, Lesser: As *dispel magic* except magic items +5.

Energy Weapon: One weapon deals an additional 1d6 damage of the chosen energy type.

Glamour: Caster becomes physically attractive.

Harden: Increases object's hardness by 50%.

Heat Lightning: Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max +5), plus dazzle and set creatures on fire.

Hex of the Bull's-Eye: Target suffers a 20% hit chance.

Hex Weapon: You curse a single weapon so it cannot be wielded.

Ignore: Distracted creature suffers a -5 penalty to Perception checks.

Keen Senses: Doubles range of sight, +2 bonus on Perception checks.

Mistsight: You can see through mist, fog, and rain.

Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.

Pressure Spray: Deals 1d6 nonlethal damage and may knock down targets.

Quill Skin: Coat your body with sharp quills to damage creatures constricting or swallowing you. (Immediate)

Scentless: Negates scent ability.

Spikes of the Locust Tree: Improves grapple and Escape Artist checks. (Immediate)

Tunnel: You gain a burrow speed through dirt.

Valiant Resolve: Subject gains DR 10/lethal.

Ward, Lesser: Inscription harms those who pass it.

Wind Churn: Fliers spend next action staying in the air; magical fliers suffer -2 penalty to attacks, saves, and checks (including Fly checks) and take 1d6 damage per level (max 5d6).

2nd-Level: Druid Spells

Arboreal Archer: You grant limited intelligence to a plant enabling it to hurl missiles at a designated target.

Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration.

Break Object: Inflicts damage and broken condition on a single object or damages a construct creature.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Chilling Mist: Icy vapor grants concealment and deals 1d6 damage per round of nonlethal damage.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Dire Form: Animals or magical beasts become feral and more powerful.

Dust Wall: Curtain of airborne dust grants soft cover, blinds living creatures.

Earthmaw: Gaping maw in the ground bites to grapple and swallow any creature in its space.

Earthskin: Gain DR 5/magic for 1 minute/level or until discharged.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

Flexarmor: You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons and diseases.

Luckwing: Summons a 1-ft. long golden butterfly; caster can see, hear, and feel everything the butterfly does.

Mire of Stone and Earth: Stone and earth entangle foes.

Nauseating Pollen: You conjure a cloud of pollen that inflicts the nauseated condition.

Ride Winds: Fall safely, levitate, or fly by floating on the air.

Rolling Boulder: Boulder moves through battlefield knocking creatures prone, dealing 3d6 bludgeoning damage.

Scout's Hike: Target receives +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet.

Shooting Star: You cause a fiery hot stone to fall from the sky doing 2d6 per level damage to a single target.

Slime Harden: You cause the outer surface of an ooze to harden, negating its engulf and split special abilities.

Stoneburst: Thrown object explodes for 3d4 fire damage.

Stonefist: Stony shell encases your hand, grants bonuses on unarmed strikes.

Storm Cellar: You create an extradimensional space in the ground.

Undetectable Poison: You mask the presence of poisons.

Water Jet: High-pressure water extinguishes fires, deals

1d6/level damage (max. 5d6), can knock creatures back.

Web Shelter: You create a small but relatively secure shelter out of sticky webs.

Wildheart: Target gains physical ability and speed bonuses.

3rd-Level: Druid Spells

Accelerate Decay: You deal 1d6 hit points per level and suppress the fast healing ability of undead.

Acid Spit: Spit deals 1d6 points of acid damage and blinds target.

Airsphere: You create a sphere of fresh air around the individual or object touched; it also negates one breath weapon attack.

Amber Globes: Up to five globes of energy deal 1d6 electricity damage total (max. 10d6) as splash weapons, or can be detonated remotely.

Animal Mind: Subject believes it is a specific kind of animal.

Beast's Curse: Target is incessantly hounded by animals.

Companion's Vengeance: If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll.

Contingent Moderate Healing: Target that takes 8 or more damage instantly heals 2d8 hit points.

Cresting Waves: Continually blows away or knocks down creatures and objects.

Deepsight: Extend darkvision by 60 ft.

Fey Ward: Barrier keeps out fey creatures.

Force Spikes: Spikes of force deal 1d6 points of damage and entangle, grapple, or pin targets in place.

Forest Walk: You move more easily through undergrowth.

Gruesome Appetite: Grants bite attack and swallow whole ability.

Halt Plants: Holds plant creatures immobile.

Lost: Subject moves at half speed in a random direction each round.

Plant Spy: Turn a plant into a recording device.

Predatory Stealth: Target creatures become harder to detect.

Primeval Might: You gain a number of bonuses versus fey, magical beast and plant creatures.

Resinite: You conjure a sphere of sticky resin that staggers the affected creature.

Toady: Temporarily turns subject into a small, harmless animal.

Troll Arms: Creature gains increased Strength and reach.

4th-Level: Druid Spells

Air and Water: Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.

Armor of Thorns: You gain a +4 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.

Camouflage, Mass: One stationary subject/level gains a +10 bonus on Stealth checks.

Circle of Censure: Magical aura damages aberrations, undead, and outsiders.

Cloud Dragon: Make a cloud into a gold or silver dragon that can fly you about.

Commune with the Ancients: Commune with the land or ancient ruins.

Contingent Serious Healing: Target that takes 12 or more damage instantly heals 4d8 hit points.

Curse Ability: You can remove one class ability or one universal monster ability from a target creature.

Dust Cloud: Obscures vision, blinds creatures, and impedes movement.

Grappling Vine: A sticky vine shoots forth to grapple and deal damage to a foe.

Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

Imbue Creature With Divine Power: Grant a +2 bonus to subject's physical stats and next attack deals +1 damage/level.

Massmorph into Trees: Subjects appear as normal trees.

Petrify: You can transform any non-living organic material into stone.

Primal Scream: Cone deals sonic damage to creatures and objects, and grants you both Strength and Constitution bonuses, and increases your charge speed.

Puffball: Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Constitution damage and blindness.

Remember Way: Allow a conveyance or animal to guide itself on a known path.

Spirit Dragon: You create the partially real illusion of an adult dragon.

Steam Jet: High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, and can knock creatures back.

Stomach Bloom: Subject is sickened and spews its stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

Sunray: You focus ambient light into a scorching beam, dealing damage as ranged touch attack and possibly setting targets on fire.

Teeth of the Wind: Blast of air bludgeons and knocks creatures back.

Unstable Form: Target creature's body is destabilized into an amorphous mass.

5th-Level: Druid Spells

Bitter Vintage: Turns wine into poison of the caster's choice.

Blood to Sap: Target's blood thickens, dealing damage and limiting movement but increasing natural armor bonus.

Circle of Moonlight: Spherical magical barrier protects against lycanthropes and undead.

Contingent Critical Healing: Target that takes 16 or

more damage instantly cures 4d8 hit points.

Cure Far Wounds: Cast healing spells of 3rd level or lower at range.

Earth Barrier: A swirling barrier of rocks and earth deflects attacks, deals damage to your attackers.

Elfhome: Elves, fey, and animals in area get increased speed, gain climb speed.

Environment Prison: Helpless or willing target is imprisoned forever in a location.

Magnetic Sphere: Deals 1d6 magical cold iron piercing damage/level (max. 15d6) plus magnetizes metal on targets.

Meteorite, Lesser: Call down a small meteorite strike

Mobile Pit Trap: As *pit trap*, plus you can move it.

Moonbright: Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).

Path of Stone: Caster can move through stone as though air.

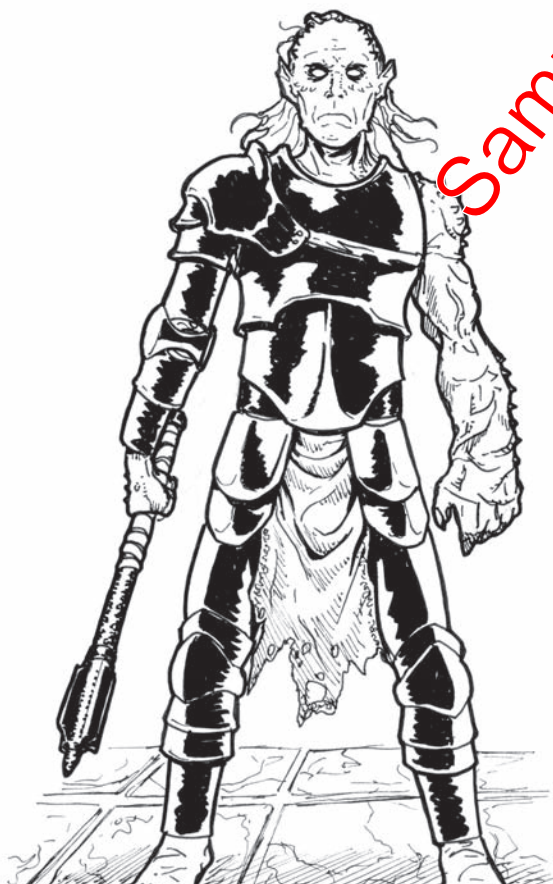
Sacrifice, Mortal: Sacrifice humanoid to confer bonuses to subject.

Scourge Foes: Blast of divine power deals 1d8/two levels damage, deafens foes for 2d4 rounds, and restricts their actions for 1 round.

Transmute Water to Acid: Transform ordinary water into acid.

Troglodyte's Curse: One living subject/level produces a stench like that of a troglodyte when stressed.

Trollskin: Target gains regeneration 5 for 1 round/level.



Necromancy: Troglodyte's Curse

Watery Membrane: Subjects can breathe underwater, gain a Swim speed, and receive bonuses.

Woodland Sanctuary: Within area, grant bonuses to elves, fey, and animals, fix spell effect for one year.

6th-Level: Druid Spells

Adamantine Bonds: Creates indestructible bonds that pin or entangle a target.

Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Be a Tree: Transforms target into a tree for all eternity.

Blades of Jade: You conjure leafy plants and grasses with a razor-sharp edge.

Corrosive Touch: Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.

Deadfall Trap: You summon a crushing stone trap.

Dire Plant Growth: Plants entangle and deal damage to foes.

Energetic Contingency: Absorbs energy and transforms it into any 1st-3rd-level spell effect.

Fangstorm: Conjured fangs cause 1d6 slashing and piercing damage/level and inflict bleed condition.

Living Lightning: Creates uncontrollable creature of lightning.

Lost Wanderer: Creature becomes hopelessly lost and cannot find its way.

Maw of the Purple Worm: You can bite, grab, and swallow whole creatures like a purple worm.

Offering of the Rain: Rainstorm grants fast healing 1/4 caster level.

Pestilence: Infects all creatures in 30 feet with a disease immediately.

Sever from the Source: You prevent the target from casting any arcane magic or using any supernatural abilities.

Snake Arms: Turns your arms into poisonous snakes with reach.

Steal Breath: Steals a victim's air from its lungs leaving it unable to breathe or speak.

Veil of Streaking Meteors: Orbiting stones defend and can attack.

Vermin Growth: Double the size of one vermin/2 levels.

Wall of Wasps: Wasps sting anyone who tries to pass.

7th-Level: Druid Spells

Armor of Thorns and Vines: You gain a +8 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 2d12 points of damage, and is subject to a grapple attack.

Backbiter: Transforms your foe's weapons into snakes to fight for you.

Blessing of the Spirits: You receive a host of bonuses, movement modes, special defenses and a vulnerability.

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

Circle of Condemnation: Magical aura damages three

creature types of your choice.

Claws of Fury: Your natural weapons gain a host of benefits as you become enraged. (Swift)

Curse Ability, Greater: You can remove one class ability or one universal monster ability from a target creature per four levels you possess.

Dragon Summoning: Summon an adult dragon.

Earth and Fire: Intermix earth and fire in a 15-ft.-radius emanation to damage creatures and entangles foes.

Fragile Vitrification: You turn a target into a statue of brittle glass.

Freezing Cloud: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

Flames of the Dragon's Fury: Harm your enemies with tendrils of fire.

Instant Weakness: Subject gains a vulnerability chosen by the caster. (Immediate)

Mark of Fall: The power of fall grants you abilities and effects.

Mark of Spring: The power of spring grants you abilities and effects.

Mark of Summer: The power of summer grants you abilities and effects.

Mark of Winter: The power of winter grants you abilities and effects.

Monstrous Lore: You learn what abilities a creature possesses.

Purge Falsehoods: Removes appearances in the area, reverting creatures to their true forms.

Pyroclastic Vent: Creates a geyser of pyroclastic material.

Rage of the Red Dragon: Subject becomes a red dragon

and attacks nearest creature.

Reave Animation: You render corporeal undead and constructs immobile and helpless.

Revelation Field: Suppresses illusions and shapeshifting.

Rust and the Worm: A corporeal dead or undead body, or any object or creature made of iron, instantly turns to dust or rust.

Screaming Sandstorm: Sandstorm deals damage and reduces visibility.

Shambling Armor: You summon an animated suit of rotting vegetation

Sylvan Sanctuary: Create an instant sanctuary that suspends all detrimental effects. (Immediate)

Unstable Form, Mass: One creature/level is destabilized into an amorphous mass.

Vitriolic Sphere: Leathery sphere releases acidic vapor and toxic dust as splash weapon. Target of direct hit takes 10d6 damage; those in the area of the dust and vapor are poisoned, suffering Constitution damage and blindness.

Wall of Windshear: You create a dangerously violent wall of wind.

Winter's Teeth: Blast of arctic air deals 1d6/level damage (max. 20d6), chills equipment, and can knock creatures back.

8th-Level: Druid Spells

Anger of the Spirit: You inflict a terrible curse.

Basilisk Gaze: Gaze attack turns victims to stone.

Burn Out: You create an area of dead magic.

Call Down the Thunder: You call down two columns of intense thunder, damaging and deafening your foes.

Chaos Unleashed: Create a permanent field of unbridled chaos.

Deluge: Heavy rains stun and confuse foes.

Dispel Physical Barrier: You cause 100hp damage/level to a non-living physical barrier you touch.

Drowning Poison: Target's lungs are filled with a contact poison.

Earth Barrier, Greater: A swirling barrier of boulders and granite slates deflects attacks, deals damage to your attackers.

Enspelled Weapon: Caster's weapon has touch-attack spell stored within it, inflicting the spell with each strike.

Escape Route: Create a path to freedom that possibly cuts off or damages pursuers. (Swift)

Final Reward: Sends the spirit of the target on to the afterlife.

Hellish Appearance: Caster gains gaze attack that deals 1 point of Str, Dex, and Con/3 levels.

Liquefy: A 120-ft. line of caustic light deals 2d6 damage/level.

Mark of Exile: Force a creature to stay away from an area or suffer 20d6 points of damage per round.

Meteorite: You drop a piece of celestial matter on a foe dealing 1d6/level to the foe and half that to all others in the area.

Nature's Cocoon: Target is imprisoned forever in a location, or dead subject is reincarnated and teleported.



Transmutation: Mass Unstable Form

Pocket Arborea: Extradimensional paradise provides secure haven, food, and water.

Prison of Stone: Grasping hands of stone grapple and imprison creatures.

Ring of Fire: Shimmering violet fire deals 2d6 fire damage within 10 feet, 1d6 damage between 10 and 20 feet.

Sacrifice, Immortal: Sacrifice ageless creature to confer bonuses to subject.

Savage Victim: Perform a successful combat maneuver while wild shaped and deal an additional 1d6 /2 levels plus double your Strength modifier. (Immediate)

Scourge Foes, Greater: Blast of divine power deals 1d8/2 levels damage, deafens foes for 2d4 rounds, and restricts their actions for 1 round.

Spore Bloom: Ranged touch attack deals 1d6/level magical piercing damage and 1d4 points of Constitution drain.

Unravel the Mortal Coil: Target suffers 12d6 points of damage +1 point/caster level; if slain, target's body animates as a corporeal undead creature.

Veil of Fiery Meteors: Orbiting stones defend and can attack.

Wall of White Water: Creates a wall of white water rapids.

9th-Level: Druid Spells

Accursed Rot: A nigh unhealable and unstoppable cursed disease deals 1d6 Con damage each round to the touched creature and any who touch him.

Aid Item, Greater: Magic item temporarily gains your caster level, heightened DC, and three special charges, allowing you to activate the magic item as a standard action, or immediate action.

Black Blizzard: Creates a powerful sand storm that deals 8d6 bludgeoning damage plus 1 point/level, knocks prone and buries creatures each round.

Block and Pit Trap: Creates a pit trap and a falling block over top of it to smash creatures down into the pit.

Boiling Sea: Superheat a body of water or create a superheated geyser of water.

Bubbling Blast of the Jabberwock: You create a line that deals 1d6 sonic/level damage and causes confusion.

Cast Out: Exiles target to other plane.

Change the Path: Eternally alter a pathway.

Darkest Night of Winter: You create an extremely cold and pitch black area of heavy snow and absolute darkness.

Deadly Tempest: Powerful whirlwind deals bludgeoning, cold, and electricity damage.

Defile: You ruin a stretch of land and creatures slain rise as undead.

Downdraft: Forces all flying creatures to the ground.

Entropic Torrent: Deals 1d8 damage/level and destroys objects in area.

Entwined Fate: So long as your archenemy lives, you cannot die or be destroyed.

Eruption: Volcanic eruption deals 1d6/level, releases fumes and lava each round.

Fist of the Raging Energy: Inflicts 1d6 points of damage/2 caster levels and one of several special effects.

Fly On The Wall: Turns insect into mobile scrying sensor that is very hard to detect.

Form of the Swarm: You polymorph into 4 swarms of your choosing.

Glacial Slide: Creates a slow moving but devastating wall of ice.

Guardian's Tomb: Transfers creatures to a new location and places them in temporal stasis until triggered.

Heart of the Volcano: You shunt a creature into the heart of an active volcano.

Maelstrom: Creates whirlpool anywhere.

Mark of the Avatar: You gain the ability to transform into an avatar form.

Meteorite, Superior: Calls down an actual meteorite strike.

Purify: Burst damages undead and evil creatures, resurrects destroyed undead creatures to life, and heals good living creatures.

Splinter Storm: Creates flying sphere of jagged wood that deal 1d6 magical piercing damage each round.

Sunfire Tomb: Imprisons target in the sun.

Thunderstorm's Fury: Calls multiple lightning bolts.

Wake the Forest Primeval: Plants grapple and crush foes.

1st-Level: Paladin Spells

Clarity of the Faith: Gives the target a +5 bonus to Knowledge (religion) checks regarding your faith.

Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.

Divine Beacon: An individual or group knows the direction and range of the caster and his condition. (Immediate)

Draw on Faith: Gain a +1 bonus on one save, check, or attack roll.

Earth Charger: Mount gains +4 Str and trample ability when in contact with ground.

Illuminated Weapon: Imposes a -2 penalty to attacks, saves, and checks to undead struck.

Potent Weapon: Weapon gains bonuses against a specific foe.

Righteous Strike: You bypass evil creatures' damage reduction on a single strike.

Share Sacrifice: You heal half a creature's hit points and take half of that amount as damage.

Soul Beacon: Amplify your soul to gain combat benefits but become extremely visible to undead.

Summon Weapon: Melee or ranged weapon of your choice. (Immediate)

2nd-Level: Paladin Spells

Confront Outsider: You reveal the presence of an outsider and learn its name.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Coward's Bane: You gain a +1 bonus per 3 levels to attack and damage against dishonorable foes.

Flexarmor: You reduce the armor check penalty and

arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons and diseases.

Intercept Attack: You suffer all damage meant for an adjacent ally. (Immediate)

Peace Bonding: Creatures within an area must sheathe, and may not unsheathe, their weapons.

Righteous Armor: You store or summon your armor from an extradimensional space. (Immediate)

Stand Your Ground: You gain a +1 bonus per 3 levels to CMD and ignore the blown away, confused, cowering, dazed, frightened, knocked down, panicked, prone and slowed conditions.

Take My Hand: You prevent an adjacent ally from falling. (Immediate)

Thief Ward: Sleight of Hand and Stealth checks are made at a -10 penalty.

To The Rescue: You and your bonded mount exchange places with a helpless creature. (Immediate)

Unseen Guardian: Creates magical sensor that alerts you to danger.

Utter Determination: For 5 rounds you ignore the dead, disabled, dying, staggered and/or unconscious conditions.

3rd-Level: Paladin Spells

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time.

Body and Mind: Add Con modifier plus Wis modifier to Will saves, add Wis modifier to melee damage rolls.

Companion's Vengeance: If your companion sustains



Transmutation: Intercession

damage, you or your companion receives a morale bonus to the next attack and damage roll.

Crown of Terror: Enemies within 10 feet become shaken or frightened when you attack.

Crown of Valor: You and allies within 10 feet gain +1 on attacks and checks, +2 on saves against fear.

Curse of Truth: Target is incapable of speaking falsehoods.

Disarmament: You disarm all of your targets.

Intercession: Redirect an attack or effect upon yourself to protect its intended target.

Mighty Steed: Your special mount is enhanced for war.

No Rest for the Wicked: You inflict your opponents with the exhausted or fatigued condition.

Shadow Healing: Illusion of *cure moderate wounds* grants 2d8 temp hp plus 1 temp hp/level (max +10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Shield of Loyalty: Grant the benefits of your shield to both you and your allies.

Sudden Smiting: You can smite evil as part of casting this spell. (Immediate)

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

Wings of Heaven: Your mount grows wings and can fly.

4th-Level: Paladin Spells

Armor of Force: Target's armor bonus applies to touch attacks.

Armor of the Heart: Add your Constitution bonus to your AC.

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine.

Circle of Censure: Magical aura damages aberrations, undead, and outsiders.

Exile into Prison: You put 1 creature/level into a temporary extradimensional prison tied to you.

Exorcism: Expel a possessing creature from a victim.

Foresight of the Just Warrior: If you possess the Power Attack Feat you deal optimized Power Attack damage.

Halo of Righteousness: Grants allies a +2 sacred bonus to AC and Reflex saves, they ignore one chosen condition, and you can use your mercies on them without touching them.

Heroic Sacrifice: You take the damage and effects for all chosen creatures. (Immediate)

Ideal Restraints: Conjured chains, manacles and ropes restrain creatures.

Last Act: You ignore any conditions you are affected with for 1 round. (Immediate)

Light of Truth: A colored aura reveals subject's true or false statements to all.

Martyr: If target dies, he makes a limited wish that cannot bring him back to life.

Portrait of the Wanted: Create a drawing of the last person to touch an item.

Resist Damage: Gain damage reduction equal to your Constitution modifier.

Shield of Ablation: Minimizes all variable weapon damage inflicted on you.

Smite Foe: Ray of sacred energy deals 1d8/2 levels damage to one target or 1d8/level to evil outsiders and undead.

Track Magic: Allows you to trail a magical creature or spellcaster.

True Sacrifice: You grant a true resurrection and you die and cannot be raised or resurrected.

Untiring: The target does not need to make Constitution checks related to fatigue or environmental conditions, and isn't encumbered by weight.

Ward of Mercy: All damage dealt within the area of the spell is nonlethal damage.

Witchbreaker: You generate a region that inflicts damage on arcane spellcasters.

1st-Level: Ranger Spells

Borrow Skill: Use target creature's ranks in one skill.

Contingent Minor Healing: Target that takes 4 or more damage instantly heals 1 hit point.

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Divining Rod: Use natural spirits as a guide to food or water.

Potent Weapon: Weapon gains bonuses against a specific foe.

Hidden Shelter: Creates a camouflaged shelter from the surrounding materials.

Ignore: Distracted creature suffers a -5 penalty to Perception checks.

Keen Senses: Doubles range of sight, +2 bonus on Perception checks.

Mistsight: You can see through mist, fog, and rain.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Self-Loading Bolts: Target bolts automatically load.

Spikes of the Locust Tree: Improves grapple and Escape Artist checks. (Immediate)

Tunnel: You gain a burrow speed through dirt.

Summon Weapon: Melee or ranged weapon of your choice. (Immediate)

Undetectable Poison: You mask the presence of poisons.

2nd-Level: Ranger Spells

Arboreal Archer: You grant limited intelligence to a plant enabling it to hurl missiles at a designated target.

Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration.

Contingent Light Healing: Target that takes 4 or more damage instantly heals 1d8 hit points.

Dire Form: Animals or magical beasts become feral and more powerful.

Dust Wall: Curtain of airborne dust grants soft cover, blinds living creatures.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

Flexarmor: You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons and diseases.

Luckwing: Summons a 1-ft. long golden butterfly; caster can see, hear, and feel everything the butterfly does.

Mire of Stone and Earth: Stone and earth entangle foes.

Nauseating Pollen: You conjure a cloud of pollen that inflicts the nauseated condition.

Scout's Hike: Target receives +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet.

Unseen Guardian: Creates magical sensor that alerts you to danger.

Web Shelter: You create a small but relatively secure shelter out of sticky webs.

Wildheart: Target gains physical ability and speed bonuses.

3rd-Level: Ranger Spells

Accelerate Decay: You deal 1d6 hit points per level and suppress the fast healing ability of undead.

Air Sphere: You create a sphere of fresh air around the individual or object touched; it also negates one breath weapon attack.

Animal Mind: Subject believes it is a specific kind of animal.

Beast's Curse: Target is incessantly hounded by animals.

Companion's Vengeance: If your companion sustains damage, you or your companion receives a morale bonus to the next attack and damage roll.

Deepsight: Extend darkvision by 60 ft.

Forest Walk: You move more easily through undergrowth.

Halt Plants: Holds plant creatures immobile.

Hand of the Marksman: Your firearm or crossbow attack is an automatic critical threat.

Lost: Subject moves at half speed in a random direction each round.

Plant Spy: Turn a plant into a recording device.

Predatory Stealth: Target creatures become harder to detect.

Primeval Might: You gain a number of bonuses versus fey, magical beast and plant creatures.

Psychic Twin: You and target share skill ranks, neither can be surprised nor flanked unless both are.

Troll Arms: Creature gains increased Strength and reach.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

4th-Level: Ranger Spells

Armor of Thorns: You gain a +4 natural armor bonus, and whenever an enemy strikes you with a natural or hand-held melee weapon, it takes 7 points of damage.

Circle of Censure: Magical aura damages aberrations,

undead, and outsiders.

Confession's Hand: Forces out the truth in writing.

Curse Ability: You can remove one class ability or one universal monster ability from a target creature.

Halt Device: Mechanical object ceases to function.

Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

Maddening Insult: Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

Ideal Restraints: Conjured chains, manacles and ropes restrain creatures.

Many Arms: Target gains additional arms.

Massmorph into Trees: Subjects appear as normal trees.

Portrait of the Wanted: Create a drawing of the last person to touch an item.

Prophet's Eye: See, hear, and feel a target's experiences.

Remember Way: Allow a conveyance or animal to guide itself on a known path.

Track Magic: Allows you to trail a magical creature or spellcaster.

0-Level: Sorcerer/Wizard Spells

Abjuration

Idyllic Sleep: Willing target sleeps 8 hours regardless of conditions.

Layer of Ice: Does 1 cold damage to a target but absorbs up to 5 fire damage before melting away.

Magic Spike, Lesser: Bolt of energy inflicts a -1 circumstance penalty to spell, spell-like ability and supernatural DCs.

Parry Strike: Caster gains a +2 deflection bonus to AC against the next melee attack against him.

Parry Shot: Caster gains a +2 deflection bonus to AC against the next ranged attack against her.

Resistance to Fear: The subject gains a +2 morale bonus against fear effects for 1 minute.

Shield Open Flame: Protects small fire from being extinguished.

Conjuration

Cleanse of Alcohol: Subject is completely cured of alcohol effects.

Conjurer's Toolbelt: Conjures any small tool for 1 minute/level.

Elemental Sample: You create a 1-foot cubic block of an elemental substance.

Guardian Mote: Absorbs 1d3 damage from the next attack.

Quill: Creates a writing quill with limitless ink.

Sand in Your Eyes: Deal 1 point of slashing damage and blind target for 1 round.

Spider's Thread: Creates ropelike strand that is sticky on one end.

Unruly Bolt: Ray deals 1d2 points of damage of random energy type over time.

Wooden Club: You create and can proficiently wield a club. (Swift)

Divination

Bash: Caster gets a +2 insight bonus to next melee attack roll.

Canny Effort: Caster gains a +2 competence bonus on next skill check.

Decrypt: Helps decipher a coded message or cipher.

Detect Charm: Determines whether a creature is under a charm effect.

Eyes of the Augur: Gain a +10 bonus to Spellcraft checks to identify a spell.

Omen Casting: If your target opponent made his previous save, your next spell DC improves by 1. (Swift)

Seeker: Caster gets a +2 insight bonus to next ranged attack roll.

Sign of Discovery: Grant +2 insight bonus to your next knowledge, perception or sense motive check.

Stonesense: Gain stonecunning ability as a dwarf.

Summarize: Quickly summarize a text of up to 250 pages.

Enchantment

Awaken: Wake up one living creature. (Immediate)

Disadvantage: One target suffers a -4 penalty to initiative. (Immediate)

Pause: Decrease target's initiative by 4. (Immediate)

Restlessness: Target cannot sleep for 24 hours.

Shadow Snag: Single shadow-casting target touched is entangled.

Subconscious Aggression: Causes Critical Fumble to become an attack on an ally.

Touch of Fascination: Touch leaves target fascinated for 1 round.

Evocation

Cauterize: Stabilizes but damages target.

Dark Baubles: Object casts deep shadows in 20 ft. radius.

Dim: Dims light sources within 100 feet of object touched.

Disorienting Quake: One creature is shaken and must make a Acrobatics check or fall prone.

Irksome Weapon: Weapon of force threatens target.

Light My Fire: Starts a fire quickly.

Pointer: Shines a beam of light from your finger.

Ray of Mercy: Ray deals 1d4 nonlethal damage.

Shelve: Returns a book to its shelf in the proper place.

Signal: Creates a loud sound.

Slapping Hand: Disembodied hand slaps target for 1 point of damage.

Trip Line: Creates a line of force, often used to trip creatures.

Ultrasonic Ray: Ranged touch attack inflicts 1d3 points of sonic damage.

Unarm Foe: Disarms subject.

Illusion

Alter Taste: Changes the taste of one meal to a taste that



Necromancy: Antagonize wounds

is pleasant for the creature consuming it.

Clandestine Conversation: Allows two subjects to speak without being overheard.

Gnome's Gold: Touched object appears more valuable than it is.

Overlook: Hides a small object in plain sight.

Phantasmal Tripwire: Illusion causes subject to fall prone and suffer 1d3 nonlethal damage.

Timer: Creates a single sound after a preset amount of time.

Trifling Image: Creates tiny and immobile image.

Necromancy

Antagonize Wound: Touch deals 1 point of damage each round to an injured creature.

Askew Balance: Target creature falls prone.

Capture Alive: Target's non-magical melee attacks inflict only nonlethal damage.

Low Blow: Target takes 1 point of bludgeoning damage, and becomes sickened for 1 round.

Spook Animal: Target animal is panicked.

Touch of Fatigue: Target becomes fatigued. (Immediate)

Touch of Lethargy: Target is staggered for one round.

Touch of Torment: Touch attack inflicts -1 penalty on attack rolls, skill checks, and ability checks.

Transmutation

Animate Tools: Tools automatically perform simple tasks.

Balance Weapon: Weapon becomes easier to use.

Blossom: Causes flowering plant to blossom.

Bone Spurs: Spikes of the target's bones grow dealing 1d6 and +1 damage to its unarmed attacks.

Clean: Thoroughly scour one object or small room.

Cloth Armor: Unworn clothing becomes armor.

Crack: Inflicts damage to a single object, undead or construct creature.

Encrypt: Encode a message to protect it from view.

Guide Vessel: A ship, cart, or wagon moves as you command.

Infuse Weapon: Touched weapon deals +1 damage of a chosen energy type.

Iounic Transportation: Small object orbits your head.

Lightning Sand: Earth entangles foe.

Lightsight: Negate penalties caused by light.

Long-Range Weapon: Thrown weapon or projectile gains 50% more range.

Mishap: You create a minor mishap.

Pants: Removes target's pants.

Quicken Stride: Increase touched creature's land speed.

Rigged Coin: Causes target coin to always land on face you choose.

Simple Bed: Creates a comfortable place to sleep giving caster +1 hp to normal healing rate for bed rest.

Smoke Image: Caster creates any shape out of existing smoke.

1st Level: Sorcerer/Wizard Spells

Abjuration

Dispel Magic, Lesser: As *dispel magic* except maximum +5.

Flank Shield: Subject cannot be flanked.

Flashy Defenses: Chaos defends you against random types of attacks.

Foul Flesh: Caster's foul taste dissuades living creatures from biting him.

Harden: Increases object's hardness by 50%.

Reactive Armor: You gain a +2 deflection bonus to Armor Class. (Immediate)

True Shield: Caster gains a +20 deflection bonus to AC against the next attack.

Valiant Resolve: Subject gains DR 10/lethal.

Ward, Lesser: Inscription harms those who pass it.

Conjuration

Brimstone: Fiery stone deals 1d4 fire damage/level (max 5d4) plus nauseates targets, as melee touch attack or splash weapon.

Pearl of Brilliance: Silvery sphere deals 1d6 + 1 point/level damage plus dazzles targets (undead take more damage and are blinded), as melee touch attack or splash weapon.

Poison Weapon: As *magic weapon*, but weapon becomes coated with poison.

Precipitate: Driving rain, sleet, or snow blocks sight and grants concealment, plus quenches fires, impedes movement.

Summon Weapon: Melee or ranged weapon of your choice. (Immediate)

Torchbearer: You conjure a creature that carries a torch, sunrod, lantern or daylight spell.



Conjuration: Torchbearer

Divination

Briefly Visible: Invisible creatures or objects within 10 feet become visible to caster for one round.

Discerning Eye: Reveals the exact monetary value of a single item

Down and Out: Empowers you to make trip and disarm attempts. (Swift)

Foes' Measure: Learn the class and level or creature type and hit dice of all creatures in a 30' radius.

Inspired Initiative: Subjects gain a +2 bonus on their next initiative check.

Mental Sentinel: Gain a +2 Perception bonus or expend the spell for a +2 bonus to initiative

Skill Lore: Target gains an insight bonus of +1/two caster levels one skill check.

Enchantment

Clarity of Thought: Grants +4 insight bonus to Concentration checks. (Immediate)

Clear Conscience: Caster loses all memory of events just prior to casting the spell.

Cock's Crow: Creatures immediately awaken. (Swift)

Contrariness: Target must lie and be generally disagreeable and difficult.

Distract: Subject becomes flat-footed.

Guilt: One evil target is denied an action.

Id Seizure: Disorienting thoughts limit actions in target creature.

Ignore: Distracted creature suffers a -5 penalty to Perception checks.

Malicious Intent: Subjects take -1 or -2 on saves.

Unspoken Tongue: Target cannot speak intelligibly.

Evocation

Brilliant Arc: Arcing ray of electricity deals 1d4/2 levels (max 5d4).

Cutting Flame: Creates a flame capable of cutting through steel.

Energy Missile: Ranged touch attack deals 1d6+1 damage of the chosen energy type; +1 missile/2 levels above 1st (max 5).

Self-Loading Bolts: Target bolts automatically load.

Heat Lightning: Vertical strokes of lightning deal 1d6 nonlethal damage +1/level (max +5), plus dazzle and set creatures on fire.

Pressure Spray: Deals 1d6 nonlethal damage and may knock down targets.

Sword Shock: Deals 1d4 damage/level, and target may drop object held.

White Noise: Creates a loud sound and white light causing a -20 penalty to Perception checks.

Illusion

Animated Tattoo: Creates a moving image on a subject's body that can attack.

Deep Shadows: Enhances shadows so they grant minor concealment bonus.

Glamour: Caster becomes physically attractive.

Invisible Familiar: Familiar becomes invisible.

Minor Lasting Image: Creates permanent, tiny, immobile image.

Pins and Needles: Victim suffers a -1 circumstance penalty on all attack rolls and skill checks, and requires a Concentration check to cast spells.

Shadow Hands: Causes 1d4/level cold damage (max 5d4).

Shadow Weapon: Create a quasi-real melee weapon. (Swift)

Necromancy

Animate Skeleton: Animate and control one skeletal servant.

Bleeding Wounds: Attack on target deals +1d6 damage.

Curse of Ineptness: Target experiences clumsiness and bad luck. (Swift)

Hex of the Bull's-Eye: Target suffers a 20% hit chance.

Hex Weapon: You curse a single weapon so it cannot be wielded.

Inflict Pain: Causes 2d6+1/level nonlethal damage and a -1 penalty to attack rolls, ability and skill checks for 1 minute.

Lash Fey: Cloud of cold iron filings and negative energy deals 1d6/level to fey (max 5d6).

Missteps: Subject's speed and Dexterity are temporarily reduced.

Virulence: Weakens the innate resistance of its target making him more susceptible to poison and disease effects.

Transmutation

Adjust: Armor, shield, weapon, jewelry, or clothing re-sizes to fit caster.

Alter Liquid: Transmute 1 pint/level of liquid (max 5 pints).

Alter Poison Damage Type: Changes a poison's damage type for 1 minute/level.

Awesome Strike: Melee attack knocks back foe. (Swift)

Borrow Skill: Use target creature's ranks in one skill.

Breathtwist: You change the nature of your energy breath weapon so that it deals a different type of energy

(acid, cold, electricity, fire, or sonic).

Color: Changes the color of a creature or object.

Energy Weapon: One weapon deals an additional 1d6 damage of the chosen energy type.

Escape Grapple: Improves grapple and Escape Artist checks. (Immediate)

Gloomlight: Grant creatures with darkvision the ability to perceive color in the area.

Hesitation: Target's initiative count drops by your caster level. (Swift)

Ice Arm: Touch attack deals 1d8 +1/ level (maximum +20) and protects arm from fire.

Overcompensation: Weapon increases size and damage.

Peephole: Creates a small opening through a wooden, plaster, or stone wall.

Spikes of the Locust Tree: Improves grapple and Escape Artist checks. (Immediate)

2nd-Level: Sorcerer/Wizard Spells

Abjuration

Arcane Seal, Lesser: Magic seal protects door or other closure, can deal energy damage if broken.

Earthskin: Gain DR 5/magic for 1 minute/level or until discharged.

Ice Aegis: Gain deflection bonus and fire resistance.

Shift Aim: Target becomes difficult to successfully target with ranged attacks and spell attacks cast at range.

Supernatural Ward: Subject gains +4 bonus on saves against supernatural abilities. (Immediate)

Thief Ward: Sleight of Hand and Stealth checks are made at a -10 penalty.

Conjuration

Amber Globes: Up to five globes of energy deal 1d6 electricity damage total (max. 10d6) as splash weapons, or can be detonated remotely.

Brightmatter: Sticky phosphorescent mass sheds light where it's attached.

Chaotic Bolt: One or more energy bolts cause 2d4 damage of random energy type.

Dimension Hop: You, touched objects, and your familiar or companion teleport to any spot within close range.

Guardian Beast: Absorbs 1d6/level of damage (max 8d6) from the first attack.

Shooting Star: You cause a fiery hot stone to fall from the sky doing 2d6 per level damage to a single target.

Shunt: Place target into the Ethereal Plane for 1 round.

Support Beam: You instantly conjure a cluster of pillars that temporarily supports a collapsing ceiling. (Immediate)

Divination

Examine Coffin: Allows the caster to probe the contents of a sealed coffin.

Memory Crystal: Permanently store a memory in a crystal or gem.

Oathbind: Willing participants immediately gain awareness that another party has violated the terms of a written



Divination: Examine Coffin

contract.

Speak with Objects: You communicate telepathically with manufactured objects.

True Casting: The save DC of your spells improve consecutively until your target fails a save.

Enchantment

Curse of Prevarication: Subject cannot tell the truth.

Fit of Pique: Force target to attack its ally.

Hesitate: One subject per level goes last in the initiative order and does not take its first attack of opportunity each round.

Insomnia: Subject is unable to sleep, suffers from fatigue and is unable to heal naturally.

Utter Failure: Target takes -20 on next attack roll, automatically misses concealed targets.

Evocation

Distortion Field: Grants total concealment against blindsight and tremorsense.

Dust Wall: Curtain of airborne dust grants soft cover, blinds living creatures.

Force Club: You create and can proficiently wield a club made of force energy.

Reciprocity: You significantly damage another, but take half of that damage yourself.

Rolling Boulder: Boulder moves through battlefield knocking creatures prone, dealing 3d6 bludgeoning damage.

Staffstrike, Lesser: Shockwaves from your staff deal bludgeoning and sonic damage and deafen creatures when you slam your staff.

Stonefist: Stony shell encases your hand, grants bonuses on unarmed strikes.

Subduing Ray: You shoot up to 3 rays of nonlethal force causing 5d6 nonlethal damage each.

Water Jet: High-pressure water extinguishes fires, deals

1d6/level damage (max. 5d6), can knock creatures back.

Illusion

Delude Divination: Divination attempts against target may fail and produce random results.

Disguise Wounds: You cause the subject to appear resilient to various forms of damage.

Obscure Text: Magical or mundane writing appears illegible.

Phantasmal Foe: Fearsome illusion inflicts cowering or shaken condition on subject.

Phantasmal Pit: Fearsome illusion inflicts prone and/or stunned condition on subject.

Phantasmal Swarm: Fearsome illusion inflicts nauseated or sickened condition on subject.

Phantom Familiar: You alter the appearance of your familiar.

Shadow Ribbons: Ranged touch attack inflicts entangled condition, +1 ray/four levels (max 3).

Shadow Sentry: A shadowy warrior guards, patrols or attacks on your command.

Undetectable Poison: You mask the presence of poisons.

Vertigo: You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

Wall of Shadow: Wall blocks line of sight, grants concealment, and total concealment; passing through the wall entangles subjects.

Necromancy

Angry Wound: Touch deals 1d6 damage each round.

Bear's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Con.

Bull's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Str.

Cat's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Dex.

Damage Loins: Target takes 1d6 damage/2 levels, moves at half speed, becomes sickened for 1d4 rounds.

Eagle's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Cha.

Exhaustion: Target becomes exhausted.

Fox's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Int.

Frigid Slowness: Causes 1d4/level points of cold damage (max 10d4) and the target is slowed.

Hex of Chaos: Target suffers a random curse every round.

Languor: Touch attack inflicts one temporary negative level.

Mute: Subject cannot produce sounds from its mouth.

Necrophage: Pale yellow slime devours the flesh of an undead target.

Owl's Curse: Subject suffers a permanent -4 or -2 circumstance penalty to Wis.

Torn Muscle: One living creature is flat-footed, cannot run, and suffers a -4 penalty to attacks, skills and ability checks.

Transmutation

Augment Poison: Changes a poison's DC, adds +1 to ability damage, and adds 1 round to its duration.

Break Object: Inflicts damage and broken condition on a single object or damages a construct creature.

Code Skill: Gives a construct ranks in a single skill.

Dire Form: Animals or magical beasts become feral and more powerful.

Earthmaw: Gaping maw in the ground bites to grapple and swallow any creature in its space.

Envenomed Skin: The caster's skin becomes mottled with poison-filled pustules that can burst in a 5-ft. radius.

Expeditious Charge: You temporarily are faster and more agile.

Exploding Critical: A weapon's criticals deal additional force damage.

Fall Up: You reverse gravity for yourself.

Flexarmor: You reduce the armor check penalty and arcane spell failure chance for a single set of armor or a shield.

Fool's Luck: Touched creature is briefly luckier against traps, hazards, poisons and diseases.

Giant Boulder: Magical stones are hurled and strike targets as boulders.

Prismatic Feat: Gives one construct the benefits of a single feat.

Ride Winds: Fall safely, levitate, or fly by floating on the air.

Scout's Hike: Target receives +2 to Dex, +4 to Stealth checks, and base land speed increases by 10 feet.

3rd-Level: Sorcerer/Wizard Spells

Abjuration

Armor of Light: Creates a shimmering armor that grants a +1 deflection bonus, dazzles attackers, and causes attacks to miss 20% of the time.

Blackout: Blocks darkvision.

Counterattack: You make a free melee attack when threatened by an opponent.

Demon Flesh, Lesser: The subject gains damage reduction 5/cold iron and good.

Fey Ward: Barrier keeps out fey creatures.

Glass House: You create a protective cube of magical glass.

Magic Spike: Bolt of energy inflicts a -2 penalty to spell, spell-like ability and supernatural DCs.

Share Armor: Caster transfers natural armor to subject.

Conjuration

Blinding Ash: Obscure vision and cause 2d6 fire damage per round.

Bridge of Crystal: Create a crystal bridge that extends over a large gap.

Chilling Mist: Icy vapor grants concealment and deals 1d6 damage per round of nonlethal damage.

Cresting Waves: Continually blows away or knocks down creatures and objects.

Crushing Pressure: A band of water crushes subject,

dealing damage and disrupting spells with verbal components.

Filch: Teleport one unattended object anywhere within range.

Force Marbles: Invisible spheres of force impede movement and increase strength of any surface.

Frictionless Sheet: Slippery liquid reduces movement cause creatures to fall prone.

Magic Shop: You conjure a sturdy merchant's shop.

Sulfurous Stench: Cloud of sulfurous gas nauseates victims.

Summon Firearm: You summon a loaded firearm or crossbow directly to your hand. (Swift)

Sunglobe: Searing globe deals 1d8 fire damage/level (max. 10d8) plus blinds targets, as melee touch attack or splash weapon.

Divination

Combat Awareness: You gain a +2 insight bonus to AC and on Reflex saves.

Dream Learning: Gain a bonus to one skill check.

Glimpse of Knowledge: Use a bard's knowledge.

Hand of the Marksman: Your firearm or crossbow attack is an automatic critical threat.

Perilous Strike: Grant +20 bonus to your attack roll and potential critical.

Plant Spy: Turn a plant into a recording device.

Psychic Twin: You and target share skill ranks, neither can be surprised nor flanked unless both are.

Remembrance: You instantly recall something specific from your past that you want to remember.

Tracer: Know the location and direction of an object.

Enchantment

Aura of Peace: Creatures near caster have combat penalties.

Curse of Truth: Target is incapable of speaking falsehoods.

Euphoria: Subject feels good despite danger or pain.

Glossolalia: Target's speech becomes random and inappropriate.

Indecision: Target delays action and must succeed on a Will save to take any actions.

Indisputable Fact: the subject believes something you tell them to believe.

Lost: Subject moves at half speed in a random direction each round.

Surge: Target creature gains +20 to initiative. (Swift)

Uncontrollable Rage: Target gains rage bonuses and penalties but must attack nearest creature; attacks can cause targets to rage as well.

Evocation

Acid Spit: Spit deals 1d6 points of acid damage and blinds target.

Bands of Force: You entangle and squeeze a single opponent.

Force Spikes: Spikes of force deal 1d6 points of damage and entangle, grapple, or pin targets in place.

Molten: Melts metal object and deals damage to crea-



Evocation: Water Blast

tures in contact with molten metal object.

Object Grenade: Thrown object explodes inflicting 1d4/level piercing damage in a 20-foot radius burst.

Piercing Bolt: Bolt of force destroys abjurations and force protections and inflicts 1d8 points of damage/two levels.

Wall of Water: Create a thick curtain of water that provides concealment and can damage fire-based creatures.

Water Blast: Burst of water deals 1d6 points of nonlethal damage/level and may knock down targets.

Weapons Storm: You create force duplicates of your weapon that hit what you hit.

Illusion

False Pain: Target creature takes 1d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, skill checks and ability checks.

Phantasmal Fog: You cause the target creature to instantly believe that a cloud of fog has suddenly enveloped her.

Phantom Hawker: You create a disembodied voice that repeats a message continuously for the spell's duration.

Play Along: Makes casters believe spells were effective when they were not. (Immediate)

Predatory Stealth: Target creatures become harder to detect.

Secret Speech: You and creatures you select conceal hidden messages in your normal speech.

Shadow Healing: Illusion of cure moderate wounds grants 2d8 temp hp plus 1 temp hp/level (max +10); target has attitude improved by one-step, takes -2 a penalty on saves against your enchantment spells.

Shadow Sentry, Greater: A shadowy warrior guards, patrols or attacks on your command.

Weapon of Nightmares: You infuse a dagger with energy that delivers horrid visions that deal +1d8/level nonlethal damage and renders the victim unconscious.

Necromancy

Abhorrent Blight: Target suffers 1d6 hit points/level and suffers 1 point of Charisma damage/2 levels.

Beast's Curse: Target is incessantly hounded by animals.

Bone Tattoo: Grants spell resistance of 10 + level against cold, polymorph, and mind-affecting attacks.

Curse of Capturing: Target inflicts only nonlethal damage and conditions.

Curse of Chaos: Target suffers random changes each day to appearance, abilities, etc.

Curse of Item Rebellion: A single item acts as if cursed.

Hemophilia: Target's wounds bleed profusely, suffering Con damage.

Seek the Soulless: Deals nonliving creatures and objects 1d6 points of damage/level.

Scoundrel's Guidance: Gain weapon prowess and sneak attack ability of a rogue.

Skull Sight: You can see through the eyes of an enchanted skull.

Transmutation

Awesome Striker: One melee attack per round knocks back foes.

Blood Crystals: Subject's blood crystallizes and rips through veins causing 4d6 points of damage.

Corrosive Blood: Piercing and slashing weapons take acid damage.

Deepsight: Extend darkvision by 60 ft.

Enhance Item: Magic item DC increases by +2. (Swift)

Free Hand: Hand detaches and moves independently.

Halt Constructs: Render up to three constructs immobile.

Holding the Viper: Transforms weapon into Medium viper.

Immobilize: Target object cannot move.

Intelligent Object: Item gains semblance of intelligence.

Toady: Temporarily turns subject into a small, harmless animal.

Troll Arms: Creature gains increased strength and reach.

Vermin Kiss: Vermin creatures are drawn to and nest in and upon the cursed subject.

4th-Level: Sorcerer/Wizard Spells

Abjuration

Armor of Force: Target's armor bonus applies to touch attacks.

Circle of Censure: Magical aura damages aberrations, undead, and outsiders.

Crystalguard, Lesser: Ten crystals absorb spells.

Dampen Magic Item: As *dispel magic* on an item but with a longer duration.

Scapegoat, Greater: Transfer multiple poor die rolls to another creature.

Spell Turning, Lesser: Reflects 1d4+3 levels of spells back at caster.

Supernatural Ward, Greater: Subject gains a +10 bonus on saves against supernatural effects. (Immediate)

Zone of Mishaps: Spells and casters in area must make a caster level check or be subject to a scroll mishap.

Conjuration

Chaotic Blast: You blast forth an attack that has an un-

predictable form.

Corrosive Touch: Corrosive slime deals 2d6 acid damage plus 2d6 in subsequent rounds.

Grappling Vine: A sticky vine shoots forth to grapple and deal damage to a foe.

Ideal Restraints: Conjured chains, manacles and ropes restrain creatures.

Puffball: Leathery sphere releases acidic vapor and toxic dust as splash weapon, deals 1d8/two levels damage (max. 5d8) plus Constitution damage and blindness.

Stomach Bloom: Subject is sickened and spews its stomach contents to deal 1d6 acid damage/2 levels every 1d4 rounds.

Watchful Spirits: Spiritual manifestations prevent you from being flanked and grant you an insight bonus on one Reflex save.

Divination

Light of Truth: A colored aura reveals subject's true or false statements to all.

Portrait of the Wanted: Create a drawing of the last person to touch an item.

Prophet's Eye: See, hear, and feel a target's experiences.

Remember Way: Allow a conveyance or animal to guide itself on a known path.

Track Magic: Allows you to trail a magical creature or spellcaster.

Translocation Viewing: You view the destination of a conjuration (teleportation) effect as if standing there.

Warrior's Insight: You gain a +5 bonus to melee attack, damage and AC.

Enchantment

Animal Mind: Subject believes it is a specific kind of animal.

Boorishness: Subject's Charisma drops to 1 for a limited time.

Charm Person, Mass: As *charm person*, but affects multiple targets within 30 feet.

Confession's Hand: Forces out the truth in writing.

Fit of Pique, Greater: Targets are forced to attack their allies.



Divination: Translocation Viewing

Foosle: Subjects become clumsy, suffering penalties to their attacks, checks and more.

Inspiring Word: Grant allies temporary hit points, and a bonus to attacks, Will saves, and against fear effects.

Maddening Insult: Uncontrollable anger drives target creature to attack you and suffer penalties to AC and attacks.

Power Word: Laughter: With a powerful word, you send an opponent into a fit of laughter.

Shimmering Crystal: Targets see what they truly want

Subvert Charm: Transfers original charm effect to caster's control.

Symbol of Despair: Triggered rune fills nearby creatures with utter despair.

Evocation

Depth Charge: You stun and deal sonic damage to underwater targets or damage surface targets in a smaller area.

Dust Cloud: Obscures vision, blinds creatures, and impedes movement.

Light Before, Darkness Behind: You create a zone of light and darkness around an object or creature.

Retaliatory Missile: You gain DR 10/magic, and every time a missile attacks you, a magic missile strikes the attacker.

Shockwave: Deals 1d6 damage/2 levels and bull rushes all enemies in a 10-ft.-radius burst.

Spiritbow, Lesser: Bow of magical force can be wielded or attack on its own, firing regular or special force projectiles.



Illusion: Eyes of Decay

Staffstrike: Shockwaves from your staff deal bludgeoning and sonic damage plus deafen creatures; can also stun and knock creatures down.

Steam Jet: High-pressure steam deals 1d6/level damage (max. 10d6), heats equipment, and can knock creatures back.

Sunray: You focus ambient light into a scorching beam, dealing damage as ranged touch attack and possibly setting targets on fire.

Teeth of the Wind: Blast of air bludgeons and knocks creatures back.

Wall of Light: You erect a wall that causes anyone who passes through it to glow.

Illusion

Camouflage, Mass: One stationary subject/level gains a +10 bonus on Stealth checks.

Eldritch Mouth: As *magic mouth*, but can trigger command word magic items and effects.

Eyes of Decay: Subject sees an apocalyptic nightmare of undeath.

Massmorph into Trees: Subjects appear as normal trees.

Multi-Image: Creates multiple images of the caster, all of which can act independently.

Necromancy

Blood Curse: Subject takes double damage from slashing and piercing weapons and bleed effects.

Borrow Limb: Attach another creature's severed arm to yourself.

Curse Ability: You can remove one class ability or one universal monster ability from a target creature.

Excruciating Grasp: Touched creature takes Dexterity and nonlethal damage.

Wave of Pain: Subjects suffer a -4 penalty to attacks and to initiative, skill and ability checks, and their movement is reduced by 10 ft.

Transmutation

Alter Range: Decrease or increase the range increment of ranged weapons.

Armor Plating: You gain a +5 armor bonus and DR 5/adamantine.

Brilliant Strike: Attack passes through armor and shield. (Swift)

Cloud Dragon: Make a cloud into a gold or silver dragon that can fly you about.

Fold: You become paper-thin and fold yourself into a small square. (Swift)

Giant Lava Ball: Transmutes stone into giant lava ball.

Gruesome Appetite: Grants bite attack and swallow whole ability.

Halt Plants: Holds plant creatures immobile.

Heart of the Gazelle: Creature gains speed, Dexterity and Constitution bonuses, and a bonus to Acrobatics checks.

Many Arms: Target gains additional arms.

Secret Missive: Short message is concealed within larger text.

Solipsism: Object is only real half the time, and can be ignored.

Unstable Form: Target creature's body is destabilized into an amorphous mass.

5th-Level: Sorcerer/Wizard Spells

Abjuration

Circle of Moonlight: Spherical magical barrier protects against lycanthropes and undead.

Halt Device: Mechanical object ceases to function.

Impede Magic: Spells of a school of your choosing are harder to cast in the area of effect.

Knave Purge: Protects items with a trap that inflicts 1d6 points of acid damage/level.

Spell Grounding: Attract rays and bolts (from chain-type spells) and negate them.

Spellsnare: Prepares gem that is triggered by specific spell.

Wall of Shields: Immobile invisible shields grant +4 to AC for creatures in same space.

Conjuration

Arrow Storm: Barrage of arrows deals 1d6/level to all targets in range.

Cloak of Gloom: Barrier or personal effect grants concealment, dims light, and saps your enemies' will.

Kiss of the Nereid: Subject's lungs fill with water.

Magnetic Sphere: Deals 1d6 magical cold iron piercing damage/level (max. 15d6) plus magnetizes metal on targets.

Shredding Spheres: Two flying spheres of spinning blades attack foes.

Vacuum Ball: Sphere of nothingness draws creatures and objects toward it, implosion deals 1d8/level damage in 20-ft. radius.

Divination

Commune with the Ancients: Commune with the land or ancient ruins.

Crystal Probe: Caster can look into the thoughts of a target.

Locate Individual: Gives direction and approximate distance to an individual not known to you.

Manyeyes: You see in all directions, gain darkvision, see invisibility, +10 on Perception checks, and can't be flanked or flanked.

Mark of Insight: Subject has +2 to one chosen saving throw plus other power.

Mark of Secrets: Subject has +2 to one chosen skill plus other power.

Scry Reverse: You automatically scry the person scrying you.

X-Ray Vision: You see through matter.

Enchantment

Curse of Wanderlust: Forces target to travel in a random direction.

Dazing Shield: Opponents attacking the caster are subject to being dazed.

Deliver Message: Target must say something to someone else.

Dominate Magic Item: Controls all the actions of a magic item.

Enchanting Flames: Creatures are fascinated by fire source.

Eternal Charm: Permanently charms target.

Megalomania: You make subjects believe they are better and more powerful than they really are.

Phobia: Subject becomes panicked by a creature, place or thing.

Song of Binding: Targets cannot leave circle and suffer 1d6 subdual damage/level.

Evocation

Army of Shards: Skeletons explode causing 1d10+1/level damage.

Brimstone Storm: Hot, smoking stones deal 3d6 bludgeoning damage plus 3d6 fire damage; smoke obscures vision, grants concealment, and nauseates creatures.

Carpet of Fire: Fire covers the ground, dealing 3d6 +1 per level damage per round.

Crystal Spray: Cone of light sends opponent to random plane.

Force Palm: Deals 1d4/level damage to one target.

Ghost Blast: Blast deals 1d6 damage per level to incorporeal and ethereal creatures.

Inner Blast: Explosion deals 1d6 damage per level to target nonmagical object; 1d6 per two levels to nearby creatures.

Kinetic Force: Force missiles deals 1d6+1 damage to enemies in range and push them back.

Meteorite, Lesser: Call down a small meteorite strike

Moonbright: Globe of light dazzles and deals 4d4 damage (1d4/level damage against undead).

Phasing Ray: Ray passes through non-living matter, dealing 1d6 electrical damage per level.

Pyroclastic Blast: Explosion deals 1d8 fire/bludgeoning damage per level, 30-ft. radius.

Screaming Star: A fiery rock speeds away from you dealing 1d6/2 levels fire and sonic damage (max. 15d6) along line of path, plus 1d6/2 levels fire and sonic damage in 15-ft.-radius burst.

Washout: Massive wave deals 1d6 nonlethal damage per level.

Wildblast: Deals random amount of damage of a random energy type in a random-sized area.

Wrath of the Demiurge: A blast of divine energy causes 1d6/level force damage.

Illusion

Darkside of the Moon: Mask true nature of terrain and affect Divination spells as *misdirection*.

Opaque Haze: One creature/level is given total concealment.

Phantasmal Lich: Fearsome illusion permanently paralyzes subject or deals 4d6 damage.

Phantasmal Nymph: Fearsome illusion blinds and stuns subject or deals 4d6 damage.

Phantasmal Swarm, Greater: Fearsome illusion per-

manently nauseates subject or deals 4d6 damage.

Tangled Script: Reading text deals Intelligence damage, causes creatures to be fascinated.

Necromancy

Bone Chill: Cloud of necromantic energy deals 3d6 cold damage and staggers those inside.

Chastise: You cause pain and damage to one or more living creatures, who suffer a -4 penalty on attack rolls, skill checks, and ability checks and also suffer 1d6 nonlethal damage each round.

Curse of Narcissism: Subject is cursed with self-love.

Curse of Wounding: Half of the attacks targeting a creature that normally would miss now hit.

Escape the Bonds of Flesh: Target suffers 2d8 points of damage +1 point/caster level; if below 0 hp, target's skeleton tears out of body and animates.

Forbidden Script: Writing with this ink poisons anyone who reads it, except the designated creature.

Glimpse of the Reaper: Target is cowered by visions of its own death.

Necromantic Sphere: Sphere you control bestows 1 negative level each round.

Ray of Desiccation: A desiccating ray inflicts 1d6+1/2 levels Constitution damage.

Shared Fate: Damage dealt to one affected creature is dealt to all affected creatures.

Troglodyte's Curse: One living subject/level produces a stench like that of a troglodyte when stressed.

Vampiric Drain: Spell deals 1d6 damage per two levels; caster gains damage as temporary hp.

Weight of Ages: One living subject/level becomes venerable due to a curse.

Transmutation

Air and Water: Intermix air and water in 15-ft.-radius emanation to allow breathing and impede movement or melee.

Alter Metal: Transmute 1 lb./level (max. 20 lb.) of metal objects.

Bitter Vintage: Turns wine into poison of the caster's choice.

Environment Prison: Helpless or willing target is imprisoned forever in a location.

Fell Tree: You summon a falling tree in a designated direction.

Flatten: One subject/level becomes two-dimensional, gaining a +8 bonus to AC and Stealth checks.

Furious Assault: Subjects gain an extra attack with the full attack action, +2 to AC and Reflex saves, and +2 to attack and damage.

Keepsake: Permanently binds an item to you.

Petrify: You can transform any non-living organic material into stone.

Redefine the Tools of War: Changes weapons and armor into other items of same type.

Soften: Decrease an object's hardness.

Transmute Water to Acid: Transform ordinary water into acid.

Watery Membrane: Subjects can breathe underwater,

gain a Swim speed, and receive bonuses.

Universal

Spell Legs: Moves a magical area of effect.

Wishful Thinking: You can duplicate the effects of a *limited wish* spell although there is a 50% chance that the spell backfires.

6th-Level: Sorcerer/Wizard Spells

Abjuration

Anathema: Divine spells suffer 50% chance of spell failure.

Energetic Contingency: Absorbs energy and transforms it into any 1st-3rd-level spell effect.

Revelation Field: Suppresses illusions and shapeshifting.

Shield of the Demiurge: You gain a +10 deflection bonus to AC and gain SR, but you cannot cast spells or use magic items.

Sigil of Force: Subject absorbs force damage, can walk through *wall of force* and create a ray of force.

Teleport Transfer: Incoming or outgoing teleport has a new destination.

Wall of Force: Dimensional barrier blocks line of effect, provides cover, transports creatures that touch it.

Conjuration

Bouncing Boom: Bouncing ball moves erratically and deals different energy damage each round.

Brief Reprieve: Teleports target away to a random destination for a short period of time.

Deadfall Trap: You summon a crushing stone trap.



Conjuration: Soul Current

Fire Imps: Swarm of Diminutive fire elementals attacks opponents.

Gate Home: Create a doorway linking your current location to a former location.

Hail of Arrows: Shower of magic arrows deals 1d6/level piercing damage.

Molten Blast: Summons a blast of hot magma that inflicts 1d6 points of damage/caster level and encases foes in rocky shell entangling and anchoring them.

Sadistic Summons: Summons fiendish dire weasel on a creature, automatically inflicting damage.

Solid Darkness: You create a spread of darkness that conceals and impedes the movement of those inside, inflicting 1 point of negative energy to any creature inside each round.

Soul Current: Connect the souls of targets through the fluctuations of chaos, so spells affect random targets.

Soul Vulture: Summons an ethereal vulture that eats the victim's essence and delivers it to the caster.

Sun Motes: Searing cloud blinds creatures and deals 4d6 fire damage plus 1d6 fire damage/round.

True Necromancy: You summon an undead creature to interrogate.

Veil of Streaking Meteors: Orbiting stones defend and can attack.

Web Wall: Creates a structure of strong webs that you and your allies can move freely through.

Divination

Broadside Spy: You can view what's happening around a piece of paper that you've enchanted.

Jugs Have Ears: You can hear what's happening around a vessel that you've enchanted.

Mind Probe: Creature telepathically answers one question a round.

Paper Dart: Reveals information about nearby creatures.

Scryjack: Take control of another's scrying spell. (Immediate)

Teleport Tracer: Destination of teleport is discovered.

Enchantment

Bind Group: Creatures are unable to leave site.

Buried Suggestion: As *suggestion*, but delayed at least three days.

Call of the Bloodstone: Force one creature you name to attack the nearest creature.

Call of the Emerald: Forces a creature to steal an object.

Call of the Sapphire: Forces a creature to go home.

Symbol of Confusion: Triggered rune confuses nearby creatures.

Evocation

Consuming Line of Acid: Acid deals 1d6 points of damage per level and damages equipment.

Flying Flaming Corpse: Subject creature bursts into flame as it is hurled at another target.

Lightning Pyre: Creates a burning electrical field that allows the caster to tap into it for a variety of effects.

Living Lightning: Creates uncontrollable creature of lightning.

Ray of Blinding Light: Light deals 1d6 points of damage per level, and target is dazzled.

Ray of the Darkheart: Darkness causes 1d6 points of damage per level, and target is shaken.

Shard Rain: Rain of razor-sharp adamantite, cold iron, or silver deals 1d6 damage/level in area.

Smart Blob: Deals 4d6 points of damage of random energy each round. Blob will change energy type if damage is ineffective.

Stormtoss: Unattended objects are hurled at a target dealing bludgeoning damage.

Illusion

Horrific Aspect: Illusion cowers, panics, frightens, or shakes viewers.

Illusory Illusion: Make a real item appear to be illusory.

Moonshadows: Target creatures' shadows become shadow monsters which attack, dealing 1d4 damage plus 1d4 Str damage.

Pattern of Fainting: Produced pattern causes creatures to fall unconscious.

Pattern of Paralysis: Produced pattern causes creatures to become paralyzed.

Phantasmal Turncoats: Subjects' friends appear as foes and vice versa.

Slithering Shadow: Shadows and darkness crawls like a wave striking victims and gnawing at their flesh.

Necromancy

Bestow Major Curse: Causes a greatly debilitating condition to affect the subject.

Coma: Render one living creature permanently unconscious.

Death Gaze: Your gaze deals damage or kills its target.

Draining Ray: Drain 1d6 points of Strength, Dexterity, and Constitution from enemy; you gain these points.

Kinslayer: Target is compelled to kill nearest relative.

Knotting the Cord: A summoned rope slowly strangles the target.

Lich Tendrils: you send for a line of negative energy that acts as a lich's touch.

Sever from the Source: You prevent the target from casting any arcane magic or using any supernatural abilities.

Steal Breath: Steals a victim's air from its lungs leaving it unable to breathe or speak.

Tear the Open Wound: This curse does not allow an injured creature to be healed.

Transmutation

Aid Item: Magic item temporarily gains three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Blood to Sap: Target's blood thickens, dealing damage and limiting movement but increasing natural armor bonus.

Change Command: You usurp control over a construct

or undead creature.

Divide and Conquer: You become a swarm of Tiny duplicates.

Fearsome Familiar: Your familiar grows strong and powerful.

Golem Pilot: You put a creature inside a golem so it can control it and be protected.

Ice Body: You turn into living ice.

Limbless: One category of target's limbs vanishes.

Maw of the Purple Worm: You can bite, grab, and swallow whole creatures like a purple worm.

Mobile Pit Trap: As *pit trap*, plus you can move it.

Mortal Cloak, Forced: One person takes on likeness of unwilling target.

Strands of the Roper: You extend strands that sap a creature's strength like a roper.

Swallow Spell: Allows caster to eat scrolls and then cast the ingested spells.

Transmute Elf to Orc: Target elf becomes an evil orc.

Vermin Growth: Double the size of one vermin/2 levels.

7th-Level: Sorcerer/Wizard Spells

Abjuration

Caster's Feedback: Causes spells to explode in caster's face. Deals 1d6 per spell level

Caster's Vengeance: Attackers suffer 2d6 +1/level points of damage for each attack.

Circle of Condemnation: Magical aura damages three creature types of your choice.

Explosive Dispel: Cancels magic in explosive fashion.

Reave Animation: You render corporeal undead and constructs immobile and helpless.

Scapegoat, Superior: Transfer your pool of luck to any of the target creatures. (Immediate)

Steelskin: Gain damage reduction 15/adamantine.

Unmagical Curse: Subject of this curse cannot use or be

affected by magic.

Ward of Vaults: Array of magical effects protect a structure from thievery.

Conjuration

Agony Unseen: You conjure up an invisible bank of acidic and toxic gases.

Freezing Cloud: Ranged touch attack inflicts 3d6 points of cold damage and freezes subject solid.

Nauseating Chaos: Subject is nauseated and spews bizarre objects that deal 1d6 bludgeoning damage per level every 1d4 rounds.

Power Word Fear: Causes creatures to become frightened.

Pursuing Pit: Creates an extradimensional pit that can appear in a different 10' square each round

Pyroclastic Vent: Creates a geyser of pyroclastic material.

Recreate Construct: You return a destroyed construct to a functional form.

Vitriolic Sphere: Leathery sphere releases acidic vapor and toxic dust as splash weapon. Target of direct hit takes 10d6 damage; those in the area of the dust and vapor are poisoned, suffering Constitution damage and blindness.

Void Portal: Creates vortex that inexorably draws creatures and objects toward it.

Divination

Analyze Malady: You learn how to remove a curse, affliction, or detrimental effect.

Darkest Knowing: Subject is the target of the darkest truths of existence.

Eyes on the World: You can "keep an eye on" an area, creature or object.

Kismet's Whisper: You may react to one event before it takes place.

Monstrous Lore: You learn what abilities a creature possesses.

Enchantment

Calculated Wrath: Inspires a beneficial fervor in allies and a detrimental fury in enemies.

Ordeal of Loss: Fills subject with terrible regret dealing 10 points of subdual damage/level.

Steadfast Friend: As *charm person*, but permanent.

Steal the Painful Memory: You remove the memory of one event from a community's mind.

Symbol of Discord: Causes discord in those that view the symbol.

Symbol of Hopelessness: All creatures within the area suffer hopelessness.

Unforgettable: Everyone notices you and remembers every detail about you.

Evocation

Choking Darkness: Creates impenetrable darkness and makes it hard to breathe.

Clear the Field: Flings foes away through the air.

Immediate Force: Ray deals 1d6 points of force damage/2 levels. (Immediate)



Divination: Eyes on the World

Lightning Capacitor: Object stores multiple bolts of lightning each dealing 5d6 electrical damage

Lightning Cascade: Inflicts 1d6 points of electricity damage/level (20d6 max.) out to 100 feet away.

Mishap Ray: Ray deals damage and causes the target's spells, spell-like abilities, and magic items to create mishaps.

Provisional Spell: Designated spell triggers stored spell in subject.

Wall of Windshear: You create a dangerously violent wall of wind.

Winter's Teeth: Blast of arctic air deals 1d6/level damage (max. 20d6), chills equipment, and can knock creatures back.

Illusion

Deception: Turns you invisible and creates multiple illusory doubles.

Déjà Vu: A target relives the damage he suffered last round.

Disguise Effects: You cause the subjects to appear immune to all damage, spells and effects.

Dreamtrap: A messenger enters a subject's dream and traps him there.

Eyes of Decay, Mass: Subjects see an apocalyptic nightmare of undead.

Haunted Grounds: An array of illusionary effects wards an area.

Phantasmal Swarms of Ruin: Fearsome illusion inflicts nauseated or sickened condition on subject.

Shadow Sentinels: Shadowy warriors guard, patrol, or attack on your command.

Necromancy

Consume Item: Absorb a magic item to gain healing effect.

Curse Ability, Greater: You can remove one class ability or one universal monster ability from a target creature per four levels you possess.

Curse of Ineptitude: You become an extremely ungifted combatant.

Death Tolling: Create a magical bell that deals damage.

Explosive Mind: Deal 1d6 damage per level and nauseate your target.

Heart Clutch: Target's heart stops and tears free from its body.

Instant Weakness: Subject gains a vulnerability chosen by the caster. (Immediate)

Pestilence: Infects all creatures in 30 feet with a disease immediately.

Scourge: You place a curse upon a living subject from a vast distance.

Transfer Lifespark: You disintegrate your body and transfer your life force into a construct you control.

Wall of Torment: Creates an invisible wall of pain that inflicts Dexterity and Strength damage and a morale penalty.

Transmutation

Backbiter: Transforms your foe's weapons into snakes to

fight for you.

Bend Fate: Alter the likelihood of an event by changing a d20 roll by 2d10. (Immediate)

Blood to Gold: Target suffers Constitution and fire damage each round as blood turns to gold.

Copy Cat: Copy a spell recently cast.

Disintegration Sphere: Create a lesser version of a *sphere of annihilation*.

Dragon's Teeth Warriors: Planted dragon's teeth grow into fierce warriors.

Earth and Fire: Intermix earth and fire in a 15-ft.-radius emanation to damage creatures and entangles foes.

Flames of the Dragon's Fury: Harm your enemies with tendrils of fire.

Fragile Vitrification: You turn a target into a statue of brittle glass.

Inspire True Love: Causes the subject's true love to come to him.

Iron Paper: Paper become as tough as iron.

Liquefy: A 120-ft. line of caustic light deals 2d6 damage/level.

Rage of the Red Dragon: Subject becomes a red dragon and attacks nearest creature.

Sleep of Power: You fall into a long coma-like sleep; a current ongoing spell remains active throughout the duration.

Snake Arms: Turns your arms into poisonous snakes with reach.

Spell Dynamo: You take the power from failed and discharged spells to power a 3rd level or lower spell.

Unstable Form, Mass: One creature/level is destabilized into an amorphous mass.

Ur-Animate: You transform a corporeal undead creature into an animated object.

Wizard's Replication: You instantly prepare any one spell of 6th level or lower.

8th-Level: Sorcerer/Wizard Spells

Abjuration

Bastion of Pure Magic: Create a bubble of 'live magic' in a 'dead magic' or antimagic area.

Burn Out: You create an area of dead magic.

Dispel Magic Field: You create an area of effect dispel magic field which allows you to dispel active spells as well as counter spells targeted at you for the duration of the spell. (Swift)

Dispel Physical Barrier: You cause 100hp damage/level to a non-living physical barrier you touch.

Manacles of Suppression: Target is grappled by unbreakable chains of antimagic.

Prison of Stone: Grasping hands of stone grapple and imprison creatures.

Racial Ward: Puts all creatures other than specified type into stasis.

Spell Magnet: Target of ray suffers -1 penalty/2 caster levels to saves against magic.

Spellbore: Force your spell through antimagic areas and effects. (Swift)

Wall of Reaving: Shimmering plane dispels and sup-

presses magic.

Conjuration

Dragon Summoning: Summon an adult dragon.

Fiendish Infestation: Summons fiendish rot grubs inside each target's skin.

Fifold Exile: Sends up to five targets to another plane and place them in stasis temporarily.

Guardian Dragon: Creates an invisible dragon that guards you.

Magnetic Wall: Creates a wall of iron that is also magnetic, pulling metal objects toward it.

Ride the Lightning: Bolt inflicts 1d6 points of electrical damage/caster level and caster appears where it ends.

Sky Barge: Summons a flying barge that carries 400 pounds/level.

Spectral Gallows: Invisible tentacles encircle the necks of affected creatures.

Storm of Ballista Bolts: Barrage of ballista bolts deals 3d8 to all creatures and objects in a very large area.

Teleport Extraction: Teleports part of a creature's body outside of it.

Veil of Fiery Meteors: Orbiting stones defend and can attack.

Divination

Discern Defenses: You learn the equipment, active spell effects, special defenses, special attacks, and special qualities of a single creature.

Forewarning: Target gains an insight bonus equal to your caster level on two saves or to its AC or CMD vs. two attacks.

Heightened Senses: Subject gains darkvision, blindsense, keen senses, scent and +10 bonus to Perception checks.

Mark of Insight, Greater: Subject has +5 to one chosen saving throw plus other power.

Mark of Secrets, Greater: Subject has +5 to one chosen skill plus other power.

Mirrored Oracle: The touched creature receives an insight bonus that he can apply in nearly any manner he wants.

Prophecy: Catch images of the future

Pure Sight: Duplicates several lesser divinations, allowing caster to switch as a free action.

Enchantment

Charm Contagion: Subjects sing your praises to others, charming them in turn.

Id Assassin: Waking nightmare confuses, deals wisdom damage and deals nonlethal damage to one living creature.

Khan's Command: Forces creature to come to your location.

Power Word Pain: Causes a creature to collapse and writhe with pain.

Power Word Rage: All affected creatures immediately fly into a murderous frenzy.

Psychic Blast: Creatures in cone suffer 1d6 points of damage/caster level and 1d4 points of Wisdom and Intel-

ligence damage.

Split Personality: Creates second, opposite personality in target that has control half the time.

Symbol of Hate: Like *symbol of death*, except all creatures become overwhelmed with hate and immediately attack all those around it.

Evocation

Call Down the Thunder: You call down two columns of intense thunder, damaging and deafening your foes.

Deluge: Heavy rains stun and confuse foes.

Encase in Ice: Entraps target in block of ice.

Fiery Bombardment: Deals 1d8 per level points of damage, half fire and half concussion, at great distances.

Globe of Electricity: Electricity surrounds caster and allows caster to shoot small bolts of lightning.

Massive Devastation: All within 10-foot/level radius suffer 1d6 points of acid, fire, electrical, and sonic damage/level, plus special effects.

Meteorite: You drop a piece of celestial matter on a foe dealing 1d6/level to the foe and half that to all others in the area.

Phase Explosion: Passes through non-living matter, dealing 1d6 points of damage per level.

Prismatic Chain: Target suffers from all colors of a *prismatic spray*, and nearby targets are struck as per a *prismatic spray*.

Ring of Fire: Shimmering violet fire deals 2d6 fire damage within 10 feet, 1d6 damage between 10 and 20 feet.

Wall of White Water: Creates a wall of white water rapids.

Illusion

Chaotic Visions: Random images distract targets, concealing reality from them and nauseating them.

Echoing Script: Reading text inflicts echopraxia and echolalia.

Evil Twin: Creates a hostile twin.

Faking the Dead: creates illusion of your death/destruction and renders you undetectable.

Phantasmal Demilich: Fearsome illusion renders the subject helpless or deals 7d6 damage.

Phantasmal Roper: Fearsome illusion drains 6d6 Strength or deals 7d6 damage.

Phantasmal Shoggoth: Fearsome illusion confuses you, deals wisdom damage, lashes you, constricts you, engulfs you or deals 7d6 damage.

Shadow Arena: Create a demi-space to partition a battlefield and isolate foes. (Immediate)

Tide of War: Force creatures to attack nearby friends or foes.

Treacherous Phantasm: Lures the victim into danger by way of a phantasmal companion.

Necromancy

Baleful Object: Causes an object to deliver a virulent curse.

Blackburst: Globe of blackness sickens, deals 1d6/level cold/negative energy damage (max. 25d6).

Blank Face: Remove a subject's eyes, ears, nose, and

mouth

Crippling Ray: Ray reduces target's highest physical ability score by your caster level.

Curse of Languishing Death: Victim suffers 1d6 points of Constitution damage/day.

Curse of Undeath: When target dies, he will rise as an undead.

Curse Unto Generations: Curses a man's brothers and sons or a woman's sisters and daughters for four generations.

Deathsnare: Kills helpless subjects in area, empowering caster.

Minions of Death: Slay many creatures and animate them as undead warriors and servants.

Rob the Reaper: Caster sends his soul away to safety rather than die. (Immediate)

Unstoppable Bleakness: 1d3 negative levels to all targets in area dispels *death ward*.

Venerable Anointing: Creature temporarily becomes venerable.

Waves of Infirmary: A cone inflicts 3d6 Constitution damage.

Xenophobic Rage: Make subjects instantly aggressive to anyone not of their own race.

Transmutation

Basilisk Gaze: Gaze attack turns victims to stone.

Chaos Unleashed: Create a permanent field of unbridled chaos.

Construct Form: You gain many properties of a construct.

Dweomer Nova: Your spellcasting abilities increase for a short time.

Enspelled Weapon: Caster's weapon has touch attack spell stored within it, inflicting the spell with each strike.

Entropic Torrent: Deals 1d8 damage/level and destroys objects in area.

Escape Route: Create a path to freedom that possibly cuts off or damages pursuers. (Swift)

Gravitational Crush: Gravity increases, possibly crushing those in the area.

Hellish Appearance: Caster gains gaze attack that deals 1 point of Str, Dex, and Con/3 levels.

Inside Out: Turn targets inside out, causing 1d6 points of damage per caster level, frightening creatures within 30 feet.

Iron Maiden: Armor impales the target inside.

Perilous Weapons: Target's manufactured or natural weapons gain the perilous weapon special quality.

Prismatic Weapon: You take down a *prismatic wall* or *prismatic sphere* and create a weapon that hits with all the effects of a *prismatic spray*.

Timeslip: Change outcome of one action by rerolling any one die. (Immediate)

Vorpal Strike: Your strike may sever an opponent's head. (Immediate)

9th-Level: Sorcerer/Wizard Spells

Abjuration

Defensive Sphere: Immobile spherical shield makes those inside impervious to attacks.

Entwined Fate: So long as your archenemy lives, you cannot die or be destroyed.

Immortality: Target stops aging.

Inescapable Shackles: Creature is held immobile and helpless in permanent bonds of force while dimensionally anchored.

Mark of the Prismatic: Subject absorbs prismatic effects, can walk through *prismatic wall* or *sphere* and create a prismatic ray.

One Step Beyond: Targets are immune to divination.

Scry Ward: Any attempt to scry the warded creature fails and attracts the attention of scry wardens.

Shunting Ward: Anyone touching target or warded area is teleported away.

Conjuration

Block and Pit Trap: Creates a pit trap and a falling block over top of it to smash creatures down into the pit.

Cast Out: Exiles target to other plane.

Chain Gang: Creatures are unable to leave each other's sight.

Fist of the Raging Energy: Inflicts 1d6 points of damage/2 caster levels and one of several special effects.

Ghostly Tomb: Transfers creatures to a new location and places them in *temporal stasis* until triggered.

Ghostly Sending: Sends a creature into a maelstrom of nightmares on the Plane of Dreams dealing 4d6 Wisdom damage.

Magic Castle: Creates a permanent castle or fortress to your specifications.

Pandemonium: A storm of chaos causes mishaps, makes movements and attacks defy logic, and deals damage.

Teleport Lair: Caster transfers portion of one location to another location.

Divination

Behind the Curtain: You may magically investigate one subject and receive a full and detailed explanation, but if you reveal the information, you alter reality to your detriment.

Fly On The Wall: Turns insect into mobile scrying sensor that is very hard to detect.

Lord of the City: You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.

Revelation: See things as they really are, plus study area or object to gain additional information.

Signify: Allows the caster to pose a question and receive a magical answer or can duplicate any other divination of 8th level or lower.

Touch of Divine Insight: Grants caster the ability to 'trade out' spells for any spell from the target deities' domains.

Ultimate Insight: Caster gains +20 insight bonus on attack rolls, skill checks and saving throws. (Swift)

Enchantment

Call of the Legendary Jewel: Forces a creature to steal

a specific object and bring it to you.

Call of the Obsidian: Force one creature you name to kill a specific creature.

Psychic Clone: Caster creates a mental copy of his mind and puts it inside a creature to gather information, protect himself from the victim, and manipulate the victim.

Triggered Agent: As suggestion, but continuous and changeable.

Unending Torment: Target is staggered and suffers a -8 penalty to attack rolls, skill and ability checks.

Unmind: Disrupt higher mental functions to remove target creature's Intelligence.

Zoanthropy: Target becomes an animalistic savage or suffers from a delusion that he is a monstrous lycanthrope.

Evocation

Deadly Tempest: Powerful whirlwind deals bludgeoning, cold, and electricity damage.

Downdraft: Forces all flying creatures to the ground.

Eruption: Volcanic eruption deals 1d6/level, releases fumes and lava each round.

Flying Flaming Corpse: You deal 1d6/level to a target, set it on fire, and use it as a telekinetic *enemy hammer*.

Lash of Sin: Create a deadly whip with many effects.

Meteorite, Superior: Calls down an actual meteorite strike.

Ray of Ramming: Target suffers 1d6 points of damage/caster level, is pushed back, knocked prone, suffers 1d4 Con and forces flying and swimming creatures to the earth.

Resonance: Sonic vibrations damage specific substance each round.

Ruin Structure: Many objects or one large structure are ruined or broken.

Silent Ruination: Deals 10 damage/level to 1 nonliving creature or object/level.

Vorpal Scythe: Creates a scythe of force that can sever heads.

Illusion

Dreamstealer: Victim never dreams again suffering a cumulative penalty for each dreamless night.

Illusory World: As *mirage arcana*, plus creatures.

Phantasmal Opposition: Phantasmal duplicate attacks target creature.

Phantasmal World: 1 target creature/level is trapped within an illusionary existence.

Relive: A target relives all the injuries it has ever suffered in life.

Script of the Lost: Reading text inflicts amnesia

Shadowy Cohort: Shadowy warrior functions as an aid de camp.

Necromancy

Accursed Rot: A nigh unhealable and unstoppable cursed disease deals 1d6 Con damage each round to the touched creature and any who touch him.

Bestow Malediction: Lose one mental ability; fail all saves; fail all attack rolls and ability checks; increase age

to maximum; or all magic items become nonmagical.

Blightfire Ray: Ray drains 4 points of Constitution each round and grants temporary hp to caster.

Brain drain: You drain all but one point of the target's Intelligence, driving the target insane, and gain access to all the subject's memories and intelligence based skills.

Curse Community: Place powerful curse upon a single permanent settlement.

Curse of the Pyrrhic Victory: When the caster is slain all targets suffer 10 points/level.

Drowning Poison: Target's lungs are filled with a contact poison.

Duplicate: Creates an exact duplicate of you that you control.

Endless Enemies: One creature/level is cursed to trigger hostile reactions from all creatures they encounter.

Engulfing Doom: A shrieking maelstrom fills an increasing area and damage.

Lifefire Ray: Ray deals 4 points of nigh unhealable damage each round and grants temporary hp to caster.

Sphere of Deterioration: All creatures in range suffer 1d6 points of exponential damage/round (max 16d6).

Symbol of Destruction: Triggered rune destroys nearby creatures and consumes their remains.

Waves of Weakness: Creatures caught in a cone are dazed and take 5d4 points of Strength damage.

Weapon of Death: You conjure a black weapon that deals negative energy damage and inflicts a negative level.

Web of Fate: Links several creatures so that damage is divided among them.

Transmutation

Aid Item, Greater: Magic item temporarily gains your caster level, heightened DC, and three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Change the Path: Eternally alter a pathway.

Curse of the Albatross: Curse a creature, making it impossible for that creature to safely travel again.

Form of the Swarm: You polymorph into 4 swarms of your choosing.

Maelstrom: Creates whirlpool anywhere.

Nigh Indestructible: Target becomes very difficult to destroy.

Petrifying Wave: A wave of magic turns everything in its path to stone.

Purge Recollection: Erases one event or fact from the memories of all people or erase all written record of it.

Seed of Terror: You infect a target with a monster that grows inside it, dealing 3d6 Con damage.

Spirit of Victory: Grants +10 luck bonus to attacks, damage, AC, saves, and checks.

Time Undone: Ray deals 10 points/level and destroys targets 24 hours before they are struck.

Toxic Breath: Gain a breath weapon that deals both 1d6 acid/level and 1d3 poison damage per round.

Undo: Caster reverses one effect.