

Zahur Dal's Sorcerer (Elemental Air) Spells

Bloodline Spell-Like Abilities (CL 8th; concentration +13) (CL 11th; concentration +16)

Elemental Ray (Sp): 8/day (1d6+4 electricity) (1d6+5 electricity)

Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of damage of your energy type + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

1st (8/day)
2nd (7/day)
3rd (6/day) (7/day)
4th (4/day) (7/day)
5th (5/day)

Burning Hands (DC 18) Electricity

School evocation [fire]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

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

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Cone of Cold (DC 22)

School evocation [cold]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a small crystal or glass cone)

Range 60 ft.

Area cone-shaped burst

Elemental Blast (Sp): 1/day (11d6 electricity, DC 20)

At 9th level, you can unleash a blast of elemental power once per day. This 20-foot-radius burst does 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their saves gain vulnerability to your energy type until the end of your next turn. The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet.

Duration instantaneous

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

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Detect Magic

Detect Poison

Elemental Body I

School transmutation (polymorph); **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (the element you plan to assume)

Range personal

Target you

Duration 1 min/level (D)

When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental (see the *Pathfinder RPG Bestiary*). The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such

as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

Air elemental: If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.

Earth elemental: If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet and the ability to earth glide.

Fire elemental: If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.

Water elemental: If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Elemental Body II

School transmutation (polymorph); **Level** sorcerer/wizard 5

This spell functions as *elemental body I*, except that it also allows you to assume the form of a Medium air, earth, fire, or water elemental. The abilities you gain depend upon the elemental.

Air elemental: As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Earth elemental: As *elemental body I* except that you gain a +4 size bonus to your Strength and a +5 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +4 size bonus to your Dexterity and a +3 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +4 size bonus to your Constitution and a +5 natural armor bonus.

Feather Fall

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 immediate action

Components V

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

Targets one Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart

Duration until landing or 1 round/level

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

The affected creatures or objects fall slowly. *Feather fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in

effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Fireball (DC 20)

School evocation [fire]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

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

Area 20-ft.-radius spread

Duration instantaneous

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

A *fireball* spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Flaming Sphere (DC 19)

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

Casting Time 1 standard action

Components V, S, M/DF (tallow, brimstone, and powdered iron)

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

Effect 5-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates; **Spell**

Resistance yes

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A *flaming sphere* rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A *flaming sphere* winks out if it exceeds the spell's range.

Fly

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a wing feather)

Range touch

Target creature touched

Duration 1 min./level

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

Resistance yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Fog Cloud

School conjuration (creation); **Level** druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Effect fog spreads in 20-ft. radius

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

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

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

The spell does not function underwater.

Gaseous Form

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components S, M/DF (a bit of gauze and a wisp of smoke)

Range touch

Target willing corporeal creature touched

Duration 2 min./level (D)

Saving Throw none; **Spell Resistance** no

The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it

has a touch spell ready to use, that spell is discharged harmlessly when the *gaseous form* spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Gust of Wind (DC 19)

School evocation [air]; **Level** druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range 60 ft.

Effect line-shaped gust of severe wind emanating out from you to the extreme of the range

Duration 1 round

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

This spell creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. All flying creatures in this area take a -4 penalty on Fly skill checks. Tiny or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 × 10 feet and take 2d6 points of damage. Small or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.

A Tiny or smaller creature on the ground is knocked down and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet.

Small creatures are knocked prone by the force of the wind.

Medium or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.

Large or larger creatures may move normally within a *gust of wind* effect.

This spell can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and Perception checks in the area of a *gust of wind*.

The force of the gust automatically extinguishes candles, torches, and similar

unprotected flames. It causes protected flames, such as those in lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Gust of wind can be made permanent with a *permanency* spell.

Haste

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a shaving of licorice root)

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

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

Duration 1 round/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

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

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Ice Storm

School evocation [cold]; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M/DF (dust and water)

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

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

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

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is

reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Light

Mage Armor

Mage Hand

Magic Missile

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Mending

Message

Overland Flight

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

Components: V, S

Range personal

Target you

Duration 1 hour/level

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Fly

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a wing feather)

Range touch

Target creature touched

Duration 1 min./level

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

Resistance yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Prestidigitation

Protection From Energy

School abjuration; **Level** cleric 3, druid 3, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level or until discharged

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

Resistance yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

Ray of Frost (DC 17)

School evocation [cold]; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Scorching Ray (Electricity)

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

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

See Invisibility

School divination; **Level** bard 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (talc and powdered silver)

Range personal

Target you

Duration 10 min./level (D)

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

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See *invisibility* can be made permanent with a *permanency* spell.

Shield

Shocking Grasp

School evocation [electricity]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d6 points of electricity damage per caster level (maximum 5d6). When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or is carrying a metal weapon or is made of metal).

Shout (DC 21)

School evocation [sonic]; **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any

creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A *shout* spell cannot penetrate a *silence* spell.

Sleet Storm

School conjuration (creation) [cold]; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF (dust and water)

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

Area cylinder (40-ft. radius, 20 ft. high)

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

Solid Fog

School conjuration (creation); **Level** sorcerer/wizard 4

Components: V, S, M (powdered peas and an animal hoof)

Duration 1 min./level

Spell Resistance no

This spell functions like *fog cloud*, but in addition to obscuring sight, the *solid fog* is so thick that it impedes movement. Creatures moving through a *solid fog* move at half their normal speed and take a –2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into *solid fog* is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in *solid fog*. *Solid fog*, and effects that work like *solid fog*, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Barkskin, potion of

School transmutation; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 10 min./level

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

Barkskin toughens a creature's skin.

The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by *barkskin* stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Cure Moderate (Serious) Wounds, Potion of (2d8+3) 3d8+5

Magic Missile, Wand of (50 charges)

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must

Solid fog can be made permanent with a *permanency* spell. A permanent *solid fog* dispersed by wind reforms in 10 minutes.

designate targets before you check for spell resistance or roll damage.

Pyrotechnics, scroll of

School transmutation; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (one fire source)

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

Target one fire source, up to a 20-ft. cube

Duration 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text

Saving Throw Will negates or Fortitude negates; see text; **Spell Resistance** yes or no; see text

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds (Will negates). These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness.

Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take –4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

See Invisibility, Scroll of

School divination; **Level** bard 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (talc and powdered silver)

Range personal

Target you

Duration 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.

Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See *invisibility* can be made permanent with a *permanency* spell.

Summon Monster II, Scroll of (X2)

School conjuration (summoning); **Level** bard 2, cleric 2, sorcerer/wizard 2

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Summon Monster I

School conjuration (summoning) [see text];

Level bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 round

Components V, S, F/DF (a tiny bag and a small candle)

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Creatures cannot be summoned into an environment that cannot support them.

Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

*When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an “**” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell’s type match your alignment.*

1st Level Subtype

Dire rat*	—
Dog*	—
Dolphin*	—
Eagle*	—
Fire beetle*	—
Frog, poison*	—
Pony (horse)*	—
Viper (snake)*	—

2nd Level Subtype

Ant, giant (worker)*	—
Elemental (Small)	Elemental
Giant centipede*	—
Giant frog*	—
Giant spider*	—
Goblin dog*	—
Horse*	—
Hyena*	—
Lemure (devil)	Evil, Lawful
Octopus*	—
Squid*	—
Wolf*	—

Hondo Heru (rogue/diviner)

Arcane School Spell-Like Abilities (CL 10th; concentration +15) (CL 13th; concentration +18)

Diviner's Fortune (Sp): (8/day) +5 (+6)

When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack

rolls, skill checks, ability checks, and saving throws equal to 1/2 your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Acid Splash

School conjuration (creation) [acid]; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Effect one missile of acid

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Alarm

School abjuration; **Level** bard 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F/DF (a tiny bell and a piece of very fine silver wire)

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

Area 20-ft.-radius emanation centered on a point in space

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the *alarm*. You decide at the time of casting whether the *alarm* will be mental or audible in nature.

Mental Alarm: A mental *alarm* alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A *silence* spell has no effect on a mental *alarm*.

Audible Alarm: An audible *alarm* produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the *alarm*.

Alarm can be made permanent with a *permanency* spell.

Arcane Sight

School divination; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or

divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use. As with *detect magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a *permanency* spell.

Arcane Sight, Greater

School divination; **Level** sorcerer/wizard 7

This spell functions like *arcane sight*, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Unlike *arcane sight*, this spell cannot be made permanent with a *permanency* spell.

Black Tentacles

School conjuration (creation); **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (octopus or squid tentacle)

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

Area 20-ft.-radius spread

Duration 1 round/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *black tentacles* is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The *black tentacles* spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that *black tentacles* succeeds on a grapple check, it deals an additional 1d6+4

points of damage. The CMD of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Cloudkill (DC 20)

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

Casting Time 1 standard action

Components V, S

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

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 min./level

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

This spell generates a bank of fog, similar to a *fog cloud*, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with more than 6 HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a *fog cloud*, the *cloudkill* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Delayed Blast Fireball (DC 22)

School evocation [fire]; **Level** sorcerer/wizard 7

Duration 5 rounds or less; see text

This spell functions like *fireball*, except that it is more powerful and can detonate up to 5 rounds after the spell is cast. The burst of flame deals 1d6 points of fire damage per caster level (maximum 20d6). The glowing bead created by

delayed blast fireball can detonate immediately if you desire, or you can choose to delay the burst for as many as 5 rounds. You select the amount of delay upon completing the spell, and that time cannot change once it has been set unless someone touches the bead. If you choose a delay, the glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range increment 10 feet). If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Fireball

School evocation [fire]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

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

Area 20-ft.-radius spread

Duration instantaneous

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

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Detect Magic

Dimension Door

School conjuration (teleportation); **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

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

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object);

Spell Resistance no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions

until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Disintegrate (DC 21)

School transmutation; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M/DF (a lodestone and a pinch of dust)

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

Effect ray

Duration instantaneous

Saving Throw Fortitude partial (object); **Spell**

Resistance yes

A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as *forceful hand* or a *wall of force*, but not magical effects such as a *globe of invulnerability* or an *antimagic field*.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Dispel Magic

School abjuration; **Level** bard 3, cleric 3, druid 4, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target or Area one spellcaster, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

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

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

Targeted Dispel: One object, creature, or spell is the target of the *dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest

caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel magic*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel magic* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel magic* may not work; you must make a dispel check to counter the other spellcaster's spell.

Dispel Magic, Greater

School abjuration; **Level** bard 5, cleric 6, druid 6, sorcerer/wizard 6

Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

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

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

You may choose to automatically succeed on dispel checks against any spell that you have cast.

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

Displacement

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M (a small loop of leather)

Range touch

Target creature touched

Duration 1 round/level (D)

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

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. *True seeing* reveals its true location and negates the miss chance.

Fly

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a wing feather)

Range touch

Target creature touched

Duration 1 min./level

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

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled, but not if it is negated by an *antimagic field*.

Haste

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a shaving of licorice root)

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

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

Duration 1 round/level

Saving Throw Fortitude negates (harmless);

Spell Resistance yes (harmless)

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

When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* dispels and counters *slow*.

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

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

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can

see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Invisibility, Greater

School illusion (glamer); **Level** bard 4, sorcerer/wizard 4

Components: V, S

Target you or creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless)

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

Light

Mage Armor

Mage Hand

Magic Missile

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Mirror Image

School illusion (figment); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

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

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you

normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Phantasmal Killer (DC 19)

School illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

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

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Prestidigitation

Ray of Enfeeblement (DC 16)

School necromancy; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration 1 round/level

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

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a

penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Resilient Sphere

School evocation [force]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (a crystal sphere)

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

Effect 1-ft.-diameter/level sphere, centered around a creature

Duration 1 min./level (D)

Saving Throw Reflex negates; **Spell**

Resistance yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere functions as a *wall of force*, except that it can be negated by *dispel magic*. A subject inside the sphere can breathe normally. The sphere cannot be physically moved either by people outside it or by the struggles of those within.

Scorching Ray (x2)

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

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Scrying

School divination (scrying); **Level** bard 3, cleric 5, druid 4, sorcerer/wizard 4

Casting Time 1 hour worth 1,000 gp)

Range see text

Effect magical sensor

Duration 1 min./level

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

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

See Invisibility

School divination; **Level** bard 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (talc and powdered silver)

Range personal

Target you

Duration 10 min./level (D)

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

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

Shield

Shout (DC 19)

School evocation [sonic]; **Level** bard 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A *shout* spell cannot penetrate a *silence* spell.

Stinking Cloud (DC 18)

School conjuration (creation); **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a rotten egg or cabbage leaves)

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

Effect cloud spreads in 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw Fortitude negates; see text;

Spell Resistance no

Stinking cloud creates a bank of fog like that created by *fog cloud*, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a *permanency* spell. A permanent *stinking cloud* dispersed by wind reforms in 10 minutes.

Transmute Rock To Mud

School transmutation [earth]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M/DF (clay and water)

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

Area up to two 10-ft. cubes/level (S)

Duration permanent; see text

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

This spell turns natural, uncut, or unworked rock of any sort into an equal volume of mud. Magical stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5 feet and causing a –2 penalty on attack rolls and AC. Brush or similar material thrown atop the mud can support creatures able to climb on top of it. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 feet.

If *transmute rock to mud* is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool at a depth of 5 feet. The falling mud and the ensuing cave-in deal 8d6 points of bludgeoning damage to anyone caught directly beneath the targeted area, or half damage to those who succeed on Reflex saves.

Castles and large stone buildings are generally immune to the effect of the spell, since *transmute rock to mud* can't affect worked stone and doesn't reach deep enough to undermine such buildings' foundations. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially toppled by this spell.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

Transmute rock to mud counters and dispels *transmute mud to rock*.

True Seeing

School divination; **Level** cleric 5, druid 7, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (an eye ointment that costs 250 gp)

Range touch

Target creature touched

Duration 1 min./level

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

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *true seeing* through a *crystal ball* or in conjunction with *clairaudience/clairvoyance*.

True Strike

School divination; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

True Strike QUICKENED

School divination; **Level** sorcerer/wizard 1

Casting Time 1 SWIFT action

Components V, F (small wooden replica of an archery target)

Range personal

Target you

Duration see text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight

bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Quicken Spell (Metamagic)

You can cast spells in a fraction of the normal time.

Benefit: *Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.*

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: *You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.*

Ventriloquism

School illusion (figment); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, F (parchment rolled into cone)

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

Effect intelligible sound, usually speech

Duration 1 min./level (D)

Saving Throw Will disbelief (if interacted with);

Spell Resistance no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Wall of Force

School evocation [force]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (powdered quartz)

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

Effect wall whose area is up to one 10-ft. square/level

Duration 1 round /level (D)

Saving Throw none; **Spell Resistance** no

A wall of force creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A wall of force is immune to dispel magic, although a mage's disjunction can still dispel it. A wall of force can be damaged by

spells as normal, except for *disintegrate*, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a *wall of force* has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *wall of force*.

Breath weapons and spells cannot pass through a *wall of force* in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Wall of force can be made permanent with a *permanency* spell.

Web (DC 17)

School conjuration (creation); **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (spider web)

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

Effect webs in a 20-ft.-radius spread

Duration 10 min./level (D)

Saving Throw Reflex negates; see text; **Spell**

Resistance no

Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to

spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled.

Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter.

If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover.

The strands of a *web* spell are flammable. A *flaming weapon* can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.

Web can be made permanent with a *permanency* spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.
