

Rite Publishing Presents

# 101 8th Level Spells



By Steven D. Russell



Rite Publishing Presents:

# 101 8th Level Spells

*Sorcerer Supreme (Designer):* Steven D. Russell

*Apprentices (Additional Design):*

Ben McFarland and Bill Collins

*Spellbook Scribe (Editor):* David Paul

*Master Illusionist (Cover Artist):* Joe Calkins

*Transmuters (Interior Artwork):* Jason Rainville,  
Frank Walls, Shaman Stock Art, and Public Domain

*Lowly Apprentice (Layout):* Steven D. Russell

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**Special Thanks** to the subscribers: Ben Asaro, Chris Mattson,  
Craig Johnston, Jani Vaara, Jeffery Spencer, Mark Gedak,  
Michael Welham, Michael Jacobs, Oliver Spreckelsen,  
and Paul Watson

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## 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.

**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.

**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 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.

**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.

**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.

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

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

## 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 suppresses magic.

### *Conjuration*

**Fiendish Infestation:** Summons fiendish rot grubs inside each target's skin.

**Fivefold 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 Intelligence 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.

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

### *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.

**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.

**Vorpal Strike:** Your strike may sever an opponent's head. (Immediate)



*Rob the Reaper*

## Anger of the Spirit

**School:** Necromancy; **Level:** Drd 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Permanent

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
You call upon all the spirits of nature, wracking the target with a horrid fate. First, the target must roll twice for every initiative, attack, ability check, skill check, and saving throw, taking the lower of the two rolls. Second, the spirits torment him, causing an additional effect based on your choice:

- Roll twice for SR as well.
- Roll twice for damage each time the target hits, taking the lower damage total.
- Roll twice on all spell-related effects.
- Roll twice for all percentile rolls (miss chance, stabilization, fortification).
- Roll three times (rather than twice) for initiative. Target cannot refocus or delay.
- One special ability with a duration has its duration halved. Any positive effect of the special ability is halved, and any negative effect is doubled.
- Carrying capacity is halved. Decrease speed -5 ft. if wearing armor.
- Take double damage from all energy attacks.

This spell cannot be dispelled, but it can be removed by a *remove curse*, *limited wish*, *miracle* or *wish*. A *remove curse* or *limited wish* only grants a second saving throw; if that save is unsuccessful, those spells have no further effect.

## Baleful Object

**School:** Necromancy; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** Object touched

**Duration:** Permanent

**Saving Throw:** Will negates or none (object);

**Spell Resistance:** Yes or no (object)

The target object you touch flares with sickening green light until suddenly the unhealthy glow fades. You magically bind a curse (a spell that cannot be dispelled, such as *bestow curse*) to the object touched. An unwilling creature attending an object you wish to affect with this spell receives a Will save to negate this spell. When a creature is considered to be attending the object (touching it or carrying on one's person) that creature is subject to the curse. *Baleful object* attempts to dispel (as described in *greater dispel magic*) any and all spells, spell-like abilities or effects on the target that directly or indirectly interfere with the curse taking effect. For example, a character casts *bestow curse* onto a longsword and a subject with *spell immunity* (*bestow curse*) upon her touches the object. A dispel check is

made (DC 11 + the caster level of the *spell immunity*). If the dispel succeeds, the spell is dispelled before the *bestow curse* takes effect. *Baleful object's* dispelling can only affect spells cast upon a creature or object.

Independent spell effects or those affecting an area cannot be dispelled, even if they prevent the curse from affecting the attending creature.

*Baleful object* can dispel spells and magic items specifically intended to foil the spell in question (*spell immunity*), that provide general protection from spells (*spell resistance*), and/or offer any bonuses to the saving throws (*cloak of resistance*). You make a check for each instance of protection; a magic item so affected is suppressed for 1d4+1 rounds.

You are not affected by the cursed object when you cast the spell but any time you touch or attend the object after the initial casting, you are affected as normal.

## Basilisk Gaze

**School:** Transmutation [Earth];

**Level:** Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (eye of a basilisk)

**Range:** Personal

**Target:** Self

**Duration:** 1 round/level (D)

You gain the gaze attack of a basilisk.

**Gaze (Ex)** Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC (10+ your 1/2 caster level + your relevant caster ability score modifier) negates. A creature petrified in this matter that is then coated (not just splashed) with your blood (taken from you no more than 1 hour dead) is instantly restored to flesh. A single humanoid contains enough blood to coat 1d3 Medium creatures in this manner.

## Bastion of Pure Magic

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 10 minutes

**Components:** V, S, M (a spherical opal worth at least 500 gp)

**Range:** Touch

**Area:** 15-ft.-diameter emanation centered on the caster

**Effect:** One charged gem

**Duration:** See text

Casting this spell stores magical energy within the opal that can be later released. The gem continues to store this energy until activated or dispelled; there is no time limit. As long as the gem remains prepared, one 8th level spell slot is unavailable to the caster. Dispelling the gem's charge has no effect on the gem and returns the spell slot (empty) to the caster. When the gem is activated (a standard action that requires only that the gem be in hand), it is destroyed, crumbling to powder. However, an area of pure magic surrounds the caster and suppresses any antimagic effects that overlap the emanation. The emanation lasts for one round per caster level. Only the caster may activate the gem; if the gem leaves the caster's possession at any time, the charge is dispelled.



## Blackburst

**School:** Necromancy [Darkness]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (coal ash)

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 80-ft.-radius burst

**Duration:** Instantaneous (see text)

**Saving Throw:** Fortitude partial; see text;

**Spell Resistance:** Yes

This spell produces a globe of utter blackness that explodes silently from a point you select. Creatures caught within the globe are nauseated for 1d4+1 rounds and take 1d6 points of damage per caster level (maximum 25d6). Half this damage is cold damage and half is negative energy damage, with a successful Reflex save resulting in the creature being sickened for 1 round and reducing the damage by half. Undead creatures in the area of effect ignore cold damage from this spell and are not nauseated or sickened, even as the negative energy heals them of 1d6 points of damage per two caster levels (maximum 12d6). *Blackburst* dispels any light spells of lower than 9th level within its area.

## Blank Face

**School:** Necromancy; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature with a face

**Duration:** Instantaneous

**Saving Throw:** Fortitude special; see text;

**Spell Resistance:** No

The spellcaster is able to remove all the features from the target creature's face as if they had never been: eyes, ears, nose and mouth. A target must make a save for each facial feature; failure removes one set of features. Note that permanently removing the victim's features causes various adverse effects:

- Removing the eyes inflicts the blindness condition.
- Removing the ears inflicts the deafness condition.
- Removing the victim's nose means he can no longer smell and loses the scent ability.
- Removing the victim's mouth means he can no longer eat, speak (no vocal component spells), and may eventually starve.
- Removing both the victim's nose and mouth means he can no longer breathe, and he becomes immediately subject to the drowning rules. The victim or someone else may cut a new breathing hole with a successful Heal check (DC 11 + your caster level) suffering 1d4 points of damage per attempt.

*Remove curse* does not remove *blank face*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

## Burn Out

**School:** Abjuration; **Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 day

**Components:** V, S, M (50,000 gp of powdered gems)

**Range:** Touch

**Effect:** 10-ft. spread/level

**Duration:** Permanent

**Saving Throw:** None; **Spell Resistance:** No

With this spell, you create a permanent zone of dead magic, an area where no magic can be cast, just as if the area had been affected by an *antimagic field*. Divination spells cannot detect subjects within dead-magic areas, nor can a spellcaster use *teleport* or another spell to move into or out of the zone. The only exception to the "no magic" rule is permanent planar portals, which still function normally. Zones created by this spell can be repaired, but only by a *heightened limited wish* (8th level or higher), *miracle*, or *wish* spell.

## Call Down the Thunder

**School:** Evocation [Sonic];

**Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (a small drum)

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cylinder (10 ft. radius, 40 ft. high)

**Duration:** Instantaneous

**Saving Throw:** Reflex partial;

**Spell Resistance:** Yes

You are able to bring down thunder from the heavens. All creatures within the spell's area of effect suffer 1d6 points of sonic damage per caster level (maximum 20d6) and they are stunned for 1d4+1 rounds. A Reflex save results in half damage and negates the stunned effect.

## Chaos Unleashed

**School:** Transmutation [Chaos]; **Level:** Clr 9, Drd 8, Sor/Wiz 8

**Casting Time:** 10 minutes

**Components:** V, S, M

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 30-ft. radius

**Duration:** Permanent

**Saving Throw:** None; **Spell Resistance:** None

You twist the tap of chaos in the area creating a chaos field that causes all spells and spell-like abilities to be altered. Any time a spell or spell-like ability is used within the area of effect, roll on the chart below.

d%	Result
01-05	The spell targets you, or if an area of effect, it centers on you. If it cannot target you or center on you, the spell simply fails.
06-10	Wild spell energy deals 1d4 points of damage per spell level to you.
11-15	The spell affects a random target or area of effect. The GM should randomly determine a different target from among those in range of the spell. If the spell has no specified target or area of effect, it simply fails.

- 16-20 A random spell that you have prepared (or a random spell you know if you cast spontaneously) occurs, targeted as close to your original target as the parameters of the spell allow. The slot of the spell that occurs is expended instead of the one you intended to cast. It is possible the random spell could be the one you originally intended. The spell that occurs is (1d6: 1-2, one level lower than; 3-4, the same level as; 5-6, one level higher than) the spell you were originally casting. If you have no spells of this level, the mishap has no effect.
- 21-25 The spell fails, but its energies manifest as a luck penalty to all your ability checks, skill checks, saving throws, attack rolls, or level checks for the next minute. This penalty is equal to 1 + the spell's level.
- 26-30 Wild spell energy deals 1 point of damage per spell level to any creatures or objects that would have been affected by the spell.
- 31-35 Nothing happens. The spell fails just as if it were disrupted in casting.
- 36-40 Odd sensory elements and bizarre (but harmless) phenomena occur in the area of effect the spell would have affected, lasting as long as the spell's duration would have lasted.
- 41-45 *Bestow curse* on you.
- 46-50 The spell functions normally, but your next spell automatically mishaps, with a -20 luck penalty to the roll.
- 51-55 The spell fails, but the wild spell energy leaves a permanent change in your body. The change is no more drastic than that which *alter self* can achieve.
- 56-60 Nothing happens. The spell does not function, just as if it were never cast, and thus costs the spellcaster no spell slots or material components.
- 61-65 For as long as the spell's duration would have lasted, your appearance changes in moderate ways, such as alteration of the size, color, or shape of a body part, your facial appearance, or your sex. The change is no more drastic than that which *alter self* can achieve.
- 66-70 The spell functions, but odd sensory elements and bizarre (but harmless) phenomena accompany it for its duration.
- 71-75 Spell appears to function normally, but is only an illusion. Will DC 20 to disbelieve if interacted with. If the spell has no obvious sensory effects (like *charm person*), nothing happens.
- 76-80 The spell functions normally, but your next spell automatically mishaps.
- 81-85 The spell fails, but its energies manifest as a luck bonus to all your ability checks, skill checks, saving throws, attack rolls, or level checks for the next minute. This bonus is equal to 1 + the spell's level.

- 86-90 The spell functions normally, but with subtle changes in its appearance, such as *fireballs* being green, or a *fly* spell leaving a trail of feathers.
- 91-95 The spell functions normally, but you can cast it again. The spell slot or prepared spell is not expended, nor are any material components.
- 96-00 The spell functions at full potential, automatically defeating spell resistance and not allowing a saving throw to resist.

## Chaotic Visions

**School:** Illusion (Phantasm) [Mind-Affecting, Chaos];

**Level:** Sor/Wiz 8

**Casting Time:** 1 action

**Components:** V, S, M (blindfold)

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Any number of creatures, no two of whom can be more than 60 ft. apart

**Duration:** 1 minute + 1 round/level

**Saving Throw:** Will negates;

**Spell Resistance:** Yes

All creatures affected by this spell perceive the world around them as constantly changing. Objects appear or disappear, terrain shifts, sounds are different, and bizarre smells assault the nose. Usually, the world they see is totally different from what is truly around them. Additionally, the magic is insidious enough to distort the memories of their surroundings, so it becomes difficult to even navigate by memory. The only sense that is not affected is touch, so affected creatures still feel damage and can crudely navigate by reaching out to find obstacles.

Also, affected creatures still perceive themselves normally. Once the spell is cast, it continues to affect creatures in the initial area of effect, even if they leave that area. New creatures entering that area are unaffected.

Each affected creature is nauseated, automatically fails any Reflex save, and is effectively blind and deaf. In addition to the obvious effects, it suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attacker's attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on initiative and on most Strength- and Dexterity- based skill checks. Unlike normal blindness or deafness, however, the creature can still hear and see itself normally, and so suffers no risk of miscasting spells with verbal components. A successful saving throw negates all the above effects though the subject is sickened for 1 round. Creatures with *true seeing* are unaffected. Creatures who gain *true seeing* after being affected initially suffer no further effects from this spell.

## Charm Contagion

**School:** Enchantment (Charm) [Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 action



**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates; **Spell Resistance:** Yes

As *charm monster*, except when the subject greets someone whom he has not seen since the spell took effect, he takes the opportunity to tell that person good things about you. Anyone hearing about you from someone affected by *charm contagion* must make a saving throw as if the spell were being cast on him in the manner you originally cast it. On a save, a victim of *charm contagion* can discuss other subjects normally. The spell duration for each affected person starts at the moment of being charmed. Anyone who makes the saving throw is immune to all *charm contagion* effects that originated from the same initial casting. If you dismiss the spell, you only dismiss it on subjects of whom you are aware.

## Construct Form

**School:** Transmutation (Polymorph);

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F (5,000 gp gem and/or piece of golem)

**Range:** Self

**Target:** You

**Duration:** 10 minutes/level (D)

When you cast *construct form*, you turn your body into a non-living, magically-powered construct. Your soul is stored in a special gem that controls the body. You may choose to appear either as a lifelike double of your original self or as an obviously mechanical being, which has the same general size and shape as your true appearance. You retain your hit points (minus those granted by your Constitution modifier), base attack bonus, saving throws, class features, and most other special abilities. You also retain all of your ability scores with the exception of +10 size bonus to Strength and loss of your Constitution, for which you have no score for the duration of the spell. You gain a +8 natural armor bonus, darkvision 60 ft., DR 10/adamantine and you gain one slam attack (2d8 plus Strength), your type changes to construct and you gain all construct traits (see *Pathfinder Bestiary*<sup>TM</sup>) except that you are not destroyed if reduced to 0 or fewer hit points. Instead, you immediately return to your normal form, retaining the same hit point total.

You can choose to take a golem form gaining the magic immunity (based on the golem you have a piece of). If you do, your appearance reflects this chosen form (your body becomes decayed patchwork flesh if you have become a flesh golem, for example). However, you lose all spell and spell-like abilities you possess while you maintain this form.

## Crippling Ray

**School:** Necromancy; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action



*Construct Form*

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** Fort half; **Spell Resistance:** Yes

A dark purple ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to its highest ability score (Str, Dex, or Con) equal to your caster level. The subject's ability 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.

*Remove curse* does not remove the effects of *crippling ray*. *Greater restoration*, *miracle*, *regeneration*, or *wish* can restore the creature.

## Curse of Languishing Death

**School:** Necromancy; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature

**Duration:** Permanent

**Saving Throw:** Fortitude partial;

**Spell Resistance:** Yes

The target visibly shrivels as you shake your fist. The cursed target suffers 1d6 points of Constitution damage and continues to suffer another 1d6 Constitution damage each day thereafter. Those who

make a successful saving throw suffer 1 point of Constitution damage.

This spell cannot be dispelled, but it can be removed by a *remove curse*, *limited wish*, *miracle* or *wish*. A *remove curse* or *limited wish* only grants a second saving throw if that save is unsuccessful those spells have no further effect.

### Curse of Undeath

**School:** Necromancy [Evil]; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 round

**Components:** V, S, DF

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** 1 living creature

**Duration:** Permanent

**Saving Throw:** Will negates;

**Spell Resistance:** Yes

This spell places a curse upon the subject, causing that creature to rise again as an undead creature after death. The subject is unharmed so long as it lives. Should the subject die while under the effect of this spell, attempts at reviving the creature through spells such as *raise dead* and *resurrection* fail. In 1d4 rounds, the creature instead rises as an undead, as detailed below. The type of undead creature is determined by the GM, but it should include an undead template appropriate for the creature. Created undead are not under the control of the spell's caster. Undead created by this spell are created instantaneously, and thus continue to exist even if the spell that created them is dispelled or dismissed. A *remove curse* spell can remove this effect, but it must be cast before the creature rises into unlife.

### Curse Unto Generations

**School:** Necromancy; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** See text

**Targets:** Touched members of family of same gender

**Duration:** Permanent

**Saving Throw:** Will negates; **Spell Resistance:** Yes  
You mimic any 7th or lower level curse spell (a spell with a permanent duration that cannot be dispelled but can be removed by specific spells such as *remove curse*) For a male victim, this curse affects him, his brothers, his sons, and his sons' male offspring for four generations; for a female, it affects her, her sisters, her daughters, and her daughters' female offspring for four generations. This spell has no effect on genderless creatures and eunuchs.

This spell cannot be dispelled but it can be negated by a *remove curse*, *limited wish*, *miracle* or a *wish*.

*Remove curse* and *limited wish* grant a second saving throw for the original subject; an unsuccessful save results in the spell having no further effects. *Miracle* or *wish* must be cast in the presence of the original recipient (or his grave) to break the curse completely. An individual can only be the subject of one *curse unto generations* spell.

### Deity's Form

**School:** Transmutation; **Level:** Clr 8

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Personal

**Target:** Self

**Duration:** 1 round/level

This powerful spell creates a direct channel between you and your deity or ethos, giving you a surge of divine power. You gain a +8 enhancement bonus to a single ability score (which should depend on the god selected), a +6 enhancement bonus to other abilities, a +2 deflection bonus to your Armor Class, and damage reduction 10/-.

Once the effect of the *deity's form* has worn off, you must make a Fortitude save (DC equal to the spell with the spell's modified ability score) or be exhausted.

### Deity's Sign

**School:** Evocation; **Level:** Clr 8

**Casting Time:** 1 round

**Components:** V, S, DF

**Range:** Long (400 ft. + 40 ft./level)

**Targets:** All creatures in range

**Duration:** 1d3 rounds

**Saving Throw:** Will negates; **Spell Resistance:** No

This spell channels a small portion of a deity's divine essence, affecting all non-divine casters and non-worshippers of your deity within range, creating an awesome manifestation of the god that causes them to become dazed. All attacks by followers of your deity gain +4 sacred or profane damage bonus. A successful save negates the dazed effect but the target is still staggered for 1 round. The deity's presence cannot be dispelled, but the touch of a cleric of a different faith grants a second Will save that negates the spell's effects. This spell cannot be cast more than once per day.

### Deluge

**School:** Evocation [Water]; **Level:** Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Heavy rain in a 20-ft. radius

**Duration:** Concentration + 2 rounds

**Saving Throw:** Will partial; **Spell Resistance:** Yes

A large, dark cloud appears and releases a heavy rain on all creatures within a 20-foot radius. Creatures within the area are stunned for 1d4+1 rounds. A successful save results in subjects being confused (as the spell *confusion*) for 1 round and are immune to the confusion caused by castings of this spell for 24 hours. Regardless of the outcome of the saving throw, those within the *deluge* suffer a -10 on Perception checks. The *deluge* 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).

### Discern Defenses

**School:** Divination; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 10 minutes

**Components:** V, S, DF

**Range:** Unlimited

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No

You learn a detailed description of the current attended equipment, active spell effects, special defenses, damage reduction, immunities, resistances, spell resistance, weaknesses, special attacks and special qualities of a single creature.

Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning this information. *Discern defenses* circumvents normal means of protection from scrying or location. To learn the defenses of a creature with the spell, you must have seen the creature or have some item that once belonged to it.

### Dispel Magic Field

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 1 swift action

**Components:** V, S

**Range:** Personal

**Area:** 20 ft. radius emanation centered on the caster

**Duration:** 10 min/level (see below)

**Saving Throw:** Will (Harmless);

**Spell Resistance:** Yes

This spell functions similarly to *greater dispel magic*, except that this field allows the caster to perform a targeted *greater dispel magic*, as a swift action, against any spell within this spell's area of effect for the duration of the spell. Also, the caster may attempt to counter (as though through the use of a *greater dispel magic*) any magical spell targeted at the caster or targeted at any ally within the spell's area of effect. This spell only allows the caster to dispel two spell levels per caster level (to a maximum of 40 spell levels at 20th level). If the caster does not have enough levels left to dispel a spell, then the dispel automatically fails. The spell ends when there are no spell levels left to dispel, or when the duration expires.

### Dispel Physical Barrier

**School:** Abjuration; **Level:** Drd 8, Sor/Wiz 8

**Casting Time:** 1 minute

**Components:** V, S, M (vial of acid and 1,000gp diamond dust)

**Range:** Touch

**Targets:** Non-living physical barrier touched

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates;

**Spell Resistance:** Yes

This spell does 100hp damage/level to non-living physical barriers. Animate objects, such as constructs, are not affected. This spell negates a *wall of force* as if

it had been subject to a *disintegrate* spell. If a particular object has enough hit points to not be destroyed by a casting of *dispel physical barrier* then the effect radiates away from the point where the caster touches the object, destroying the matter of the physical barrier until all the damage has been inflicted (exact results subject to GM adjudication).

### Drowning Poison

**School:** Necromancy; **Level:** Drd 8, Sor/Wiz 9

**Casting Time:** 1 standard action

**Components:** V, S, M (a drop of poison)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 6 rounds

**Saving Throw:** Fortitude partial; see text;

**Spell Resistance:** Yes

The target's lungs are filled with a contact poison. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures must make a Fortitude save each round to negate the damage. In addition, the subject begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns. The initial saving throw negates the drowning as only a small amount of contact poison enters the lungs.

### Dweomer Nova

**School:** Transmutation; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a firefly)

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

When you use this power, you tap into massive amounts of arcane energy that you can use to fuel future spells you cast, but you lose a great amount of mobility. Upon casting this spell you radiate a bright multi-colored light. You provide bright illumination in a 40-foot radius, and shadowy illumination for an additional 40 feet. Your feet lift off the ground and you hover six inches in the air. For the duration of this spell, as the spell is not dismissible, you cannot move from your spot, and you lose your Dexterity bonus to AC, but you gain a +8 bonus to CMD, and it requires a successful Strength check (DC 20+ your primary caster ability modifier) for another creature to move you from that spot.

You also benefit tremendously from the spell. You gain a +8 inherent bonus to your primary casting ability score (Intelligence for wizards or Charisma for sorcerers) and a +5 bonus to your caster level. You gain spell resistance equal to 11 + your (modified) caster level.

### Earth Barrier, Greater

**School:** Abjuration; **Level:** Clr 9, Drd 8

**Casting Time:** 1 standard action

**Components:** V, S, F (necklace of ten stone beads)

**Range:** Personal



**Target:** You

**Duration:** 1 min./level or until discharged

A whirling barrier of boulders and other slates of stone spins rapidly around you. The *greater earth barrier* gives you cover and absorbs damage directed at you, effectively giving you DR 15/-. The *greater earth barrier* lasts until it has absorbed a total of 15 points of damage per caster level (maximum 300 points).

The barrier also deals damage to any creatures that make melee attacks against you, even with a reach weapon. Such attacks deal damage normally (adjusted by the DR), but the attacker takes 3d6 points of magical bludgeoning damage from the whirling stones at the same time. Creatures that move into your square (most commonly opponents attempting to grapple you, or Tiny and smaller creatures), or creatures that pull you into their space, instead take 6d6 points of magical bludgeoning damage each round. If the attacker has spell resistance, it applies to this effect. Creatures take this damage only once per round, regardless of how many melee attacks they make against you.

## Echoing Script

**School:** Illusion (Phantasm) [Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (rare ink worth 500 gp)

**Range:** Touch

**Effect:** Up to 1 page (or 1 square foot) of magical writing/level

**Duration:** 1 day/level or until triggered (D)

**Saving Throw:** Will negates; see text; **Spell**

**Resistance:** Yes

You create a piece of text that appears normal and harmless at first glance, but poses a serious danger to anyone reading it. In this case, "reading" the script means any attempt to study it, identify it, or fathom its meaning.

On a successful Will save, the reader of the *echoing script* is able to look away with only a slight sense of discomfort, but a failed save causes the reader to suffer a phantasmal assault that wreaks havoc on the mind; the victim is gripped with two forms of insanity known as echopraxia (mimicking movements) and echolalia (mimicking words). The creature always says and does what the creatures closest to it has said and done in the last round. For example, if the closest creature it can see attacked with its sword, the victim would act out attacking with a sword. But if the creature farthest away from it was the only one who spoke then it repeats that creature's words, if it can hear it. If the victim cannot see or hear anyone, it can act normally.

*Echoing script* vanishes if even one creature reads it; but several different creatures can begin reading in the same round and all be affected.

You can follow a *secret page* spell immediately by *echoing script*, so only creatures that discover the *secret page* are subject to the effects of this spell.

*Dispel magic* and *remove curse* do not remove the echopraxia and echolalia. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

## Encase in Ice

**School:** Evocation [Cold]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a handful of ice shavings)

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature of Large size or smaller

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes

You form a large block of ice around the target creature, trapping the creature inside. The ice is one inch thick per caster level (maximum 25 inches) extending outward from the target. While trapped inside the ice, the victim is helpless (though luckily for her it is difficult to perform a coup de grace); she cannot move or speak but is aware of her surroundings and can engage in purely mental activities.

Each round that the creature stays within the block of ice, she takes 1d6 points of cold damage; however, the real danger comes from suffocation. The target can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the target must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. If the target fails her Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hp). Due to the frigid nature of the spell, the target's body functions slow down and prevent a quick death. Once the victim is unconscious, she takes 1 point of cold damage every round until she is freed or she is dead.

The only easy way to get a creature out of the ice block is to destroy the ice. Ice has a hardness of zero and has three hit points per inch of thickness. Ice takes double damage from fire based attacks. Attacks against the ice risk harming the creature caught inside. Any damage beyond what is needed to break the ice is transferred to the trapped creature. Rather than hacking at the ice, a character can try to break it in one blow. The ice block has a break DC of 10 + 1 per inch of thickness. This method is also dangerous to the trapped creature and deals 1d6 points of damage plus the attacker's Strength modifier to the trapped character. The target encased in the ice can attempt a Strength check to break the ice from the inside, but suffers a -10 circumstance penalty due to being immobilized. If she breaks through the ice herself, she does not suffer any additional damage.

At room temperature the block of ice will melt at a rate of one inch per hour. A *shatter* or similar spell deals double damage to the ice block and normal damage to the occupant.

## Enspelled Weapon

**School:** Transmutation;

**Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action  
**Components:** V, S, F (a manufactured weapon)  
**Range:** Personal  
**Target:** Self  
**Duration:** 1 round/level (D)

You infuse one of your attended manufactured weapons with any 5th level or lower spell on your spell list that requires a melee touch attack to deliver. Then, for the remaining duration, each time you strike an opponent with that chosen weapon, but no more than once per round, you cast the spell upon that opponent as well as inflicting whatever damage you normally would deal. The effect only works when you are the only person attending and wielding the weapon. Making a single melee attack is part of the casting of this spell.

### Entropic Torrent

**School:** Transmutation [Chaos];  
**Level:** Clr 9, Drd 9, Sor/Wiz 8  
**Casting Time:** 1 standard action  
**Components:** V, S, M  
**Range:** Medium (100 ft. +10 ft./level)  
**Area:** 20-ft.-radius spread  
**Duration:** Instantaneous  
**Saving Throw:** Will half (object);  
**Spell Resistance:** Yes

You send forth a burst of entropy, guiding the random changes toward a negative result, causing matter to decay as though it were aging quickly. The wave of entropic energy deals 1d8 points of damage per level (maximum 20d8) to creatures, and 1 point of damage per level (maximum 25) to objects (subtract hardness). Since the torrent passes through barriers, it can weaken entire areas, not just the surface of objects. This has the general effect of weakening metal enough that it can be broken like sturdy wood, weakening stone or crystal enough that it can be dug through like dirt, or completely reducing weaker structures to dust. Objects weakened in this way do not change in composition, only sturdiness. Decayed gold becomes gold dust, and ice merely turns to snow. A successful save results in half damage. Attended objects are unaffected if their bearer succeeds on his save, but are weakened as normal if the bearer fails his save. *Entropic torrent* can easily cripple a living creature and leave him naked and defenseless.

### Escape Route

**School:** Transmutation;  
**Level:** Clr 8, Drd 8, Sor/Wiz 8  
**Casting Time:** 1 swift action  
**Components:** V, S, M (a brass key)  
**Range:** Close (25 ft.+5 ft./2 levels)  
**Effect:** One extra-dimensional tunnel  
**Duration:** 1 min./level (D)  
**Saving Throw:** Special (see text);  
**Spell Resistance:** No

With a twisting gesture, you create a path to freedom that possibly cuts off any damages pursuers. This spell opens a tunnel through any barrier (such as walls or

solid rock). This tunnel is sized for the caster, and is 400 ft. + 40 ft./level long; if the total distance permits, the caster can have the tunnel fork, branch and dead end. The caster always knows the proper route through the passage. In addition, the caster, along with those who enter on his initiative, are cloaked in a *nondetection* effect for the duration of the spell. This entrance closes one round after the caster enters the tunnel but those who don't enter on the same initiative as the caster must make a successful Reflex save or be shunted back out of the rock to the beginning of the entrance, suffering 1d6 points of damage per caster level (maximum 25d6). Those killed by this damage are sealed within the barrier. This space remains until the occupant dies or leaves the area of effect. The spell can require a second save of those within the tunnel if the spell's duration ends, the caster dies, or the caster dismisses the spell; a successful save results in those inside arriving at the closest entrance or exit (the caster's body remains trapped unless attended by another living creature).

### Evil Twin

**School:** Illusion (Shadow); **Level:** Clr 8, Sor/Wiz 8  
**Casting Time:** 1 standard action  
**Components:** S, M  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** See text (D)  
**Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell creates an exact duplicate of a target creature which immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and her items disappear completely. Only a single duplicate of an individual can exist at any one time, including one created by a *mirror of opposition*. The motives of the duplicate, if needed, are determined by the GM. The duplicate isn't a character or creature, *per se*, and so has no alignment (though any items, spells, etc. the duplicate may have that function only for individuals of a certain alignment function normally for the duplicate while the duplicate exists).

### Faking the Dead

**School:** Illusion (Shadow, Glamer); **Level:** Sor/Wiz 8  
**Casting Time:** At least 10 minutes; see text  
**Components:** V, S, M (ivory statue of you worth 1,500 gp),  
**Range:** Personal  
**Target:** You  
**Duration:** 1 day/level (D) or until discharged  
You use material from the Plane of Shadow to shape a quasi-real illusion of your dead body and then cloak yourself as undetectable. This spell discharges only when an effect would result in your having the Dead condition. It negates that effect and creates a perfect illusion of your death that matches the normal results

of that effect; it also leaves a *greater shadow conjuration* of your remains. It takes a successful disbelief, requiring interaction with the remains (Will save) to realize they are an illusion. The spell renders you invisible (as *greater invisibility*) and inaudible, you are also undetectable by blindsense, blindsight, lifesense, scent and tremorsense, it also grants *pass without trace* and the ability to *shadow walk* (as per those spells) for 1 round per level. This spell can only negate an effect that would result in your death or destruction once a day. Also, effects such as petrification, *trap the soul*, or being polymorphed into a music box playing your opponent's theme song are not negated since they do not result in the dead condition. Creatures that cannot die gain no benefits from this spell.

## Fiendish Infestation

**School:** Conjuration (Summoning) [Evil];

**Level:** Sor/Wiz 8

**Casting Time:** 1 round

**Components:** V, S, M (weasel's tooth)

**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 (D)

**Saving Throw:** Will Partial; **Spell Resistance:** No

You summon 1d4 + 2 fiendish rot grubs inside the skin of each target creature, as if the target had already failed its save against infestation. Any amount of damage reduction is enough to provide immunity to infestation. They burrow toward the host's heart, brain, and other key internal organs, dealing 1d2 points of Constitution damage each round per rot grub. A successful save reduces the number of rot grubs to one.

Burning the fiendish rot grubs has no effect but cutting the grubs does, but the longer the grubs remain in a host, the more damage this method does. Cutting them out is very difficult requiring a slashing weapon and a successful Heal check (DC 10 + your caster level + your relevant caster ability modifier); whether or not this is successful, this procedure inflicts 1d6 points of damage per round that the host has been infested. If the Heal check is successful, one grub is removed. A *remove disease* spell causes the grubs to go dormant for one round. A *heal* spell will kill one grub per application, while a *limited wish*, *regenerate*, *greater restoration*, *miracle* or *wish* will kill all the grubs.

## Fiery Bombardment

**School:** Evocation [Fire]; **Level:** Sor/Wiz 8

**Casting Time:** 1 minute

**Components:** V, S

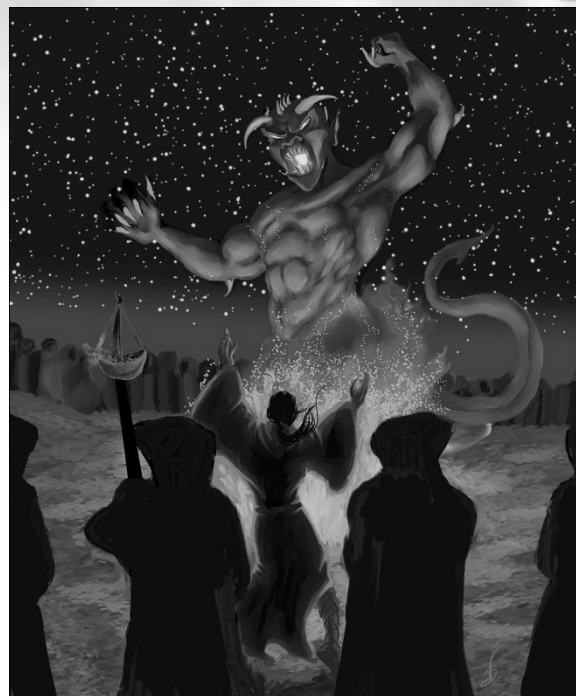
**Range:** 1000 ft. + 100 ft./level

**Area:** 40-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

This spell sends forth a bolt of fiery destruction that massively explodes when it strikes its target. The



*Final Reward*

explosion deals 1d8 points of damage per level (maximum 20d8) to all creatures and unattended objects within its area. Half of this is fire damage, but the other half is a result of the concussive force of the explosion and therefore is not subject to being reduced by resistance to fire-based attacks. If the explosion encounters a barrier such as a wall, and the damage is enough to break through the barrier, then the area of effect continues through to the other side. Otherwise the spell's area of effect stops at the barrier. Unlike most instantaneous duration spells, *fiery bombardment* can set fire to combustibles within the area of effect upon a failed save.

## Final Reward

**School:** Necromancy; **Level:** Clr 8, Drd 8

**Casting Time:** 1 round

**Components:** V, S, DF

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One outsider or undead creature

**Duration:** Instantaneous

**Saving Throw:** Will half; **Spell Resistance:** Yes

By means of this spell, you force the soul to leave an undead creature or outsider and go on to its final destination. You deal 12 points of damage per level to an outsider or undead creature. Upon a successful save the creature suffers half damage from the affect.

## Fivefold Exile

**School:** Conjuration (Teleportation);

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F (a copper pentagon)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One to five creatures or objects

**Duration:** 1 round/level

**Saving Throw:** Will negates;



**Spell Resistance:** Yes

You send one to five creatures or objects into the Ethereal Plane for a very short time. At the end of the duration, the subjects return to the exact location from which they left, unless that spot is no longer safe (it has been filled with stone, a fire has been set there, and so on); in that case, they appear in the nearest safe spot.

During their time on the Ethereal, the creatures are in *temporal stasis* and cannot take any actions.

Unattended objects gain no saving throw unless they are magical. The object must be smaller than a 10-foot cube to be affected. Creatures, however, can be of any size. Due to the “fivefold” nature of this spell, if the caster chooses to affect fewer than five targets, she can force one or more of them to make multiple saving throws. If any of the saves fail, the spell affects the subject. For example, if the caster affects three targets, one (caster’s choice) must make three saving throws while the others each make one, as normal. If the spell targets two subjects, one must make three saves while the other must make two saves, or one must make four saves and the other just one. If this spell is cast upon one target, that creature or object must make five saving throws and succeed at all of them or suffer the spell’s effect. A creature with spell resistance calls for a check against the spell resistance for each save required of it.

This spell has no effect if cast on the Ethereal Plane.

**Forewarning**

**School:** Divination [Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F (a small, perfectly clear marble)

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour/level or until discharged

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

**Spell Resistance:** Yes (harmless)

You look into the future and implant in the subject’s subconscious (or your own mind) a thought of a specific danger that lies ahead. At two different moments while the spell remains active, the subject sees a warning in his conscious mind. This warning serves as either an insight bonus to his choice of either Armor Class or Combat Maneuver Defense, or as a luck bonus to a saving throw (in either case the bonus cannot exceed +25). Once the second warning has been used, the spell is discharged. The decision of what type of bonus and to what kind of defense must be made before any dice are rolled, at the moment of danger.

This spell cannot be cast on a single creature more than once in a 24-hour period.

**Globe of Electricity**

**School:** Evocation [Electricity]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Personal

**Effect:** A hollow sphere of electricity with a 20-ft. radius, centered on the caster

**Duration:** 1 round/level (D)

**Saving Throw:** Reflex negates, or Reflex half (see text);

**Spell Resistance:** Yes

When you cast this spell, a globe of crackling electricity surrounds you. The inside of the sphere is hollow (there is no electricity inside), so only those creatures within five feet of the edge risk damage from the sphere. Touching the wall of the sphere deals 8d6 points of electrical damage. Those creatures that would be caught by the edge of the sphere when it is created, or those that would be in its path when the sphere is moved (see below) are entitled to a Reflex save to negate this damage. Creatures that voluntarily pass through the sphere receive no saving throw. The electricity making up the sphere makes it hard to see targets on the other side. Opponents on opposite sides of the sphere gain concealment from each other (20% miss chance).

You may move the sphere, by moving yourself, but doing so is a taxing process. Moving the sphere requires a full-round action and requires a successful Concentration check (DC 28). If the check fails, the spell ends. If the check succeeds, you may move up to your normal movement. The sphere travels with you, keeping you at its center. Any creatures caught in the path of the sphere must make a Reflex save or take damage as described above. While the spell is in effect, you cannot move unless you move the sphere with you.

Additionally, as a standard action, you can channel a small fragment of the spell into a bolt of lightning. You can strike one creature within a range of 100 feet plus 10 feet per caster level. The bolt deals 3d6 points of electrical damage if the creature is outside of the sphere or 6d6 points of electrical damage if the creature is inside the sphere. The bolts automatically hit, but the target may make a Reflex save for half damage.

**Godsblood**

**School:** Conjuraton (Healing); **Level:** Clr 8

**Casting Time:** 10 minutes

**Components:** V, S, M (a vial of holy water and a 5,000 gp ruby, which is crushed and dissolved in the liquid.)

**Range:** 0 ft.

**Effect:** Enchants a single vial of liquid

**Duration:** 1 day or until used

**Saving Throw:** None; **Spell Resistance:** No

Through a holy ritual, you enchant a vial of holy water to become *godsblood*, a representation of the blood of your patron deity. Once crafted, the blood can have numerous possible uses, as detailed below. The liquid remains enchanted until one day has passed, or until it is used.

Uses for *godsblood* are as follows:

- If drunk, it acts upon the imbiber as if *heal* (for clerics who turn undead) or *harm* (for clerics who rebuke undead) had been cast upon him.
- If anointed to a dead creature’s lips, eyes, and chest over the heart, it acts as a *raise dead* spell.

If the recipient is a faithful follower of the cleric's chosen deity, and in good standing with the church, it instead acts as *resurrection*.

- If applied to a single weapon or up to 10 missiles such as arrows or sling bullets, the weapon bypasses all damage reduction. This effect lasts 1 minute per five caster levels.
- If sprinkled over food or drink, it acts as a *purify food and drink* spell that affects up to four times the normal quantity of provisions.

## Gravitational Crush

**School:** Transmutation; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M

**Range:** Long (400 ft. +40 ft./level)

**Area:** 40-ft. radius spread

**Duration:** 1 round/level

**Saving Throw:** Fortitude half (see text);

**Spell Resistance:** Yes

When you cast this spell, you increase the gravitational forces in an area so much that creatures risk being crushed under their own weight. Each round that a creature remains within the area of the spell, it must make a Fortitude save or take 4d6 points of damage +1 point of damage per 2 caster levels (maximum +10). Further, all creatures (regardless of whether they saved) suffer a -10 penalty to Strength while in the area of the spell and can only move at half speed. Creatures that fly must make a DC 20 Strength check in order to remain aloft.

## Guardian Dragon

**School:** Conjunction (Creation); **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a gold piece, a piece of dragon bone, and a thread)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Phantom dragon

**Duration:** 1 day/caster level or until discharged, then 1 round/caster level; see text

**Saving Throw:** None; **Spell Resistance:** No  
You conjure a phantom dragon that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The dragon immediately roars if any Small or larger creature approaches within 60 feet of it. (Those within 60 feet of the dragon when it is conjured may move about in the area, but if they leave and return, they activate the roar.) The dragon has blindsense, *true seeing*, and can see ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 30 feet of the dragon, the dragon stops roaring and delivers a breath weapon every 1d4 rounds (60-ft. cone, same DC as this spell, 1d6 fire per caster level). If it cannot breathe without harming those in the area at the time of casting, or cannot breathe this round, it delivers a vicious bite instead (attack bonus equal to your caster level + your relevant caster ability modifier, causing 4d6 + your relevant caster ability modifier of piercing damage) once per round. The dragon also gets the



## Hellish Appearance

bonuses appropriate to an invisible creature (see *invisibility*).

The dragon is considered ready to bite or breathe on its intruders, so it delivers its first bite or breath weapon on the intruder's turn. Its bite is the equivalent of a magic piercing weapon for the purpose of damage reduction. The dragon cannot be attacked, but it can be dispelled.

The spell lasts for 1 day per caster level, but once the dragon begins roaring, it lasts only 1 round per caster level. If you are ever more than 200 feet distant from the dragon, the spell ends.

## Heightened Senses

**School:** Divination; **Level:** Sor/Wiz

**Casting Time:** 1 standard action

**Components:** V, S, F (a circlet or collar adorned with eyelike beads or patterns)

**Range:** Personal

**Target:** You

**Duration:** 10 min./level (D)

This spell grants darkvision 120 ft., blindsight 120ft. low-light vision, scent, and a +10 competence bonus on Perception checks. You also gain a +5 insight bonus to initiative, armor class, Reflex saves, ranged attack rolls and CMD. Finally, you also gain a +5 insight bonus to Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand and Stealth checks.

## Hellish Appearance

**School:** Transmutation [Chaos];

**Level:** Clr 9, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (devil flesh)

**Range:** Personal

**Target:** Self

**Duration:** 1 min./level

You draw upon negative energy to transform your countenance into a horrible leering visage gaining a supernatural gaze attack. All within 30 feet who see this must make a Fortitude save (DC equal to the spell) or take 1 point each of Strength, Dexterity, and Constitution damage per three caster levels (maximum 8 points). A creature who makes a successful saving throw negates the effect and is immune to this gaze attack for 24 hours.

### ***Id Assassin***

**School:** Enchantment (Compulsion) [Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a metal or glass mirror twisted into a distorted shape)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will partial; **Spell Resistance:** Yes  
You tap into the target creature's subconscious mind, releasing its darkest, most primitive, and most violent self. On a failed save, the creature finds itself engulfed in a waking nightmare of violence and self-loathing, experiencing the effects of the confused condition; also on a failed save, *id assassin* deals 1 point of Wisdom damage each round, and in addition, the victim suffers 1d6 points of subdual damage each round as the result of its inner turmoil. A successful save results in the target being sickened for 1 round, no Wisdom damage and only half the subdual damage for the duration of the spell.

### ***Inside Out***

**School:** Transmutation [Fear]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (cloth doll twisted inside out)

**Range:** Long (400 ft. + 40 ft./level)

**Target:** One creature/level, no two of which can be more than 30 ft. apart

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text;

**Spell Resistance:** Yes

In a spectacularly awful series of very rapid bloody transformations, creatures targeted by this spell are literally (albeit briefly) turned inside out, suffering 1d6 points of damage per caster level (maximum 20d6). A successful Fortitude save reduces the damage by half. In addition, all living creatures within line of sight to a creature slain by this spell must succeed on a Will save against the spell's DC or become frightened for 3d6 rounds. This secondary effect is a mind-affecting fear effect.

Any creature that survives *inside out* reverts to normal immediately; the target's body successfully resists the magic (whether by saving throw or otherwise).

### ***Iron Maiden***

**School:** Transmutation; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a pin or needle)

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature wearing armor

**Duration:** Instantaneous/1 round per level

**Saving Throw:** Fortitude partial;

**Spell Resistance:** Yes

*Iron maiden* causes the target's armor to grow rigid and hundreds of tiny spikes to grow on the inside. These spikes stab the target, dealing 1d6 points of damage per level (maximum 25d6); the armor remains rigid, rendering the target immobile and helpless for 1 round per level. The spell does not deal damage more than once. A successful save results in half damage and the target being staggered for 1 round. Despite the name, the target creature need not be wearing armor made of iron.

### ***Khan's Command***

**School:** Enchantment (Compulsion) [Mind-Affecting]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (2,000 gp diamond)

**Range:** Unlimited

**Target:** One named creature

**Duration:** See text

**Saving Throw:** None; **Spell Resistance:** Yes

A specific creature you name (a creature without a name is immune) must travel, using its fastest means possible (including magical items or spells if prepared or available), to appear before you, standing close enough to touch. Once the creature arrives at that spot, the spell ends.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through a *wall of fire*) or it even may have to break through a barrier (like a *wall of ice*) to get to you. A barrier that requires more than 10 rounds to get through is considered impassable for the purposes of this spell. The spell ends immediately if the creature physically cannot reach you—including a situation forcing the creature to pass through an area that would, without a doubt, kill it. For example, a creature with only 25 hp that must navigate a pool of lava to reach you is unaffected by the spell, as is a creature on another plane that has no planar travel ability. If you cast the spell and then move to a spot where the creature cannot reach you, you have freed it from the compulsion.

While under the effects of *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *khan's command*, nor dispel it.

### ***Magnetic Wall***

**School:** Conjunction (Creation); **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a small magnetic iron sheet plus gold dust worth 50 gp)



**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Iron wall whose area is up to one 5-ft. square/level; see text

**Duration:** Instantaneous

**Saving Throw:** See text; **Spell Resistance:** No

You cause a flat, vertical, magically magnetic iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *magnetic wall* is 1 inch thick per four caster levels.

You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 40 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 10d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

Any steel or iron brought within 80 ft. of the wall is drawn toward it. Creatures carrying 15 or more pounds of ferrous metal are pulled toward the wall as if by the pull special ability (see *Pathfinder RPG Bestiary*). Creatures wearing metallic armor suffer a penalty to their CMD to resist the pull (–2 for medium armor, –4 for heavy armor). Affected creatures are pulled up to 80 feet and slammed against the iron wall for 8d6 points of damage and gain the grappled condition. Creatures not carrying large amounts of metal but holding metal items in their hands are affected by a disarm maneuver as the items are ripped free. Freeing a stuck item requires a successful grapple check against the wall's CMD.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

### Manacles of Suppression

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (iron chain link)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature or object

**Duration:** 10 minutes/level (D)

**Saving Throw:** None; **Spell Resistance:** Yes

You wrap the target in unbreakable magical chains that not only bind with the strength of real chains but suppress any active spells, spell-like abilities, or

supernatural abilities. Further, this spell keeps the target from activating any new spells, spell-like abilities, or supernatural abilities, or being affected by those that others cast. It is as if the victim were in his own personal *antimagic field*. You must make a successful grapple check (CMB equals your caster level plus your relevant caster ability modifier); the manacles suppress any magical defenses against grapples, such as *freedom of movement* or deflection bonuses to CMD. You can attempt to pin the opponent as a move action; you can also maintain the grapple or the pin as a move action. This spell does not suppress itself, though an *antimagic field* would suppress it.

### Mark of Insight, Greater

**School:** Divination; **Level:** Sor/Wiz 8

**Casting Time:** 1 round

**Components:** V, S

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

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

**Spell Resistance:** Yes

This spell creates a mark of a gold and silver colored eye on the forehead (or other prominent feature) of any creature, living or undead. Those bearing this mark gain a +5 insight bonus to a single saving throw (Fortitude, Reflex or Will) chosen at the time of casting. They also possess the ability to grant themselves a single +25 insight boost to one saving throw (the same saving throw chosen at the time of casting). Using this boost ability is an immediate action that instantly dismisses the *greater mark of insight*. You cannot possess more than one *greater mark of insight* at a time.

### Mark of Secrets, Greater

**School:** Divination; **Level:** Sor/Wiz 8

**Casting Time:** 1 round

**Components:** V, S

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

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

**Resistance:** Yes

This spell creates a mark of a red and blue colored eye on the forehead (or other prominent feature) of any creature, living or undead. Those bearing this mark gain a +5 insight bonus to a single skill chosen at the time of casting. They also possess the ability to grant themselves a single +25 insight boost to one skill check roll (the same skill chosen at the time of casting). Using this boost ability is an immediate action that instantly dismisses the *greater mark of secrets*. You cannot possess more than one *greater mark of secrets* at a time.

### Massive Devastation

**School:** Evocation [acid, electricity, fire, sonic];

**Level:** Sor/Wiz 8

**Casting Time:** 1 full round

**Components:** V, S

**Range:** Long (400 ft. + 40 ft./level)

**Area:** Burst with a radius of 10 feet/level

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; **Spell Resistance:** Yes

You blast the area with acid, electricity, fire and sonic energy. The area fills with roaring flames, horrific corrosives, thundering sounds, and massive charges. The spell inflicts 1d6 points of damage per level (20d6 maximum), one quarter of the damage is dealt by each of the preceding types, allowing to at least partial bypass most forms of immunity and resistance. Further, it creates a number of secondary effects:

- *Acid:* Affected creatures' clothing and armor take the same amount of damage from the acid (half their hp total maximum) potentially inflicting the broken condition (or ruining the item if it has already sustained damage).
- *Electricity:* Affected creatures are stunned for 1d4+1 rounds.
- *Fire:* Flammable objects in the area catch fire, including flammable characters.
- *Sonic:* The sound pressure waves inflict the deafened and knocked prone conditions on all creatures, regardless of size.

A successful save results in half damage and negates all the secondary effects.

## Meteorite

**School:** Evocation [Fire]; **Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F (1,000 gp meteorite ore)

**Range:** Long (400 ft. + 40 ft./level)

**Target:** One creature or object; see text

**Area:** 20-ft.-radius spread from target; see text

**Duration:** Instantaneous

**Saving Throw:** None or Reflex half; see text; **Spell Resistance:** Yes

*Meteorite* evokes a piece of celestial matter and rains it down upon a foe. When you cast it, the *meteorite* appears as high above the target as the immediate environment allows (raining down from the sky if no ceiling). The mundane meteorite streaks down with an orange glow, leaving a visible tail and audible thunder in its wake. Make a ranged touch attack to strike the target with the *meteorite*. Any creature struck by the *meteorite* receives no saving throw and takes 1d6 points of damage per caster level (maximum 25d6); one half of this is bludgeoning damage and the other half is fire damage. If a targeted *meteorite* misses its target, it simply explodes at that point. Once a *meteorite* strikes, it explodes in a 20-foot-radius spread (similar to a *fireball*'s) that deals 1d6 points of fire damage/2 caster levels (maximum 12d6) to each other creature in the area (Reflex save for half damage).

## Minions of Death

**School:** Necromancy [Death]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M/F (a crushed black pearl worth 500 gp; lich skull)

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Several living creatures within a 40-ft.-radius burst

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates; **Spell**

**Resistance:** Yes

*Minions of death* snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 25d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 13 or more HD can be affected, and HD that are not sufficient to affect a creature are wasted.

Slain creatures are animated as zombies on the following round, per *animate dead*.

## Mirrored Oracle

**School:** Divination; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 10 minutes

**Components:** V, S, M (silver mirror)

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

By entering into a deep trance, you can portend another creature's future and provide him with additional insight about what lies ahead of him.

*Mirrored oracle* does not provide the character any specific or even vague knowledge about his future. Instead, the character experiences a strange sense of déjà vu throughout the spell's duration. In game terms, this spell gives the character a total insight bonus equal to the caster level that he can add, in partial increments, to his AC or to any die roll including attack and damage rolls, saving throws, skill checks and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever he applies an insight bonus under any of the preceding circumstances, he subtracts that amount from his remaining insight bonus until it is exhausted. An insight bonus added to his AC only applies to one attack made against him. For instance, a *mirrored oracle* spell cast by a 17th level cleric grants the recipient a total insight bonus of +17. If the character adds a +5 insight bonus to a saving throw, a +3 insight bonus to an attack roll and a +3 insight bonus to AC, he still has a +6 bonus that he can add to any one die roll or to multiple die rolls as long as the cumulative bonus does not exceed +6. The spell ends when the character has completely exhausted his insight bonus, and the effects of multiple *oracle* spells do not stack.

## Mists of Ecstasy

**School:** Conjuration (Creation); **Level:** Clr 8

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Mist spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level

**Saving Throw:** Will partial; **Spell Resistance:** No  
A light bluish-green cloud of mist billows out from the point you designate. Intelligent creatures within the vapors drop all held items and fall prone, they are immobile and gain the helpless condition taking no actions other than writhing and shuddering in blissful ecstasy as their senses are overloaded with stimulation. Victims in this state ignore all external stimuli including physical damage, which they seem to enjoy based upon their strange facial expressions. When the spell ends, affected creatures have no memory of what happened to them, and they suffer the fatigued condition. A successful save negates all the preceding effects but the subject is staggered for 1 round, and is immune to all the preceding effects of this spell including its staggering effect for 24 hours. Non-intelligent creatures are immune to the effects of this spell.

The mist 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 strong wind (21+ mph) disperses the fog in 4 rounds; a severe wind (31+ mph) disperses the fog in 1 round.

The spell does not function underwater.

### Nature's Cocoon

**School:** Transmutation; **Level:** Drd 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Target:** One creature (or one dead creature)

**Duration:** Permanent (D)

**Saving Throw:** Will negates;

**Spell Resistance:** Yes

You create a cocoon-like prison out of the surrounding environment, hidden among the natural setting, to hold a subject motionless. While so imprisoned, the target cannot be harmed, grows no older, and its body functions virtually cease. It is helpless and cannot use any abilities, even purely mental ones. For up to one hour per day, you can mentally communicate with it via telepathy, and you can compel an answer to your questions as if you had cast *suggestion*, though a successful Will save negates the compulsion. Only 8th level or higher divinations or a successful Perception check made at the site of the creature's cocoon (DC 15 + your caster level + your relevant caster ability modifier) can find an imprisoned target. A *greater dispel magic* or *freedom* effect can free it, though a *freedom of movement* will not. A helpless creature receives no saving throw against this spell (often, when granted the option of this type of imprisonment or death, a target submits



### Perilous Weapons

to the spell). A creature can choose to will its own death while within the cocoon.

A dead creature within the cocoon is reincarnated, though the creature only gains one permanent negative level when it is reincarnated rather than the standard two. The reincarnated creature along with all its attended equipment is then teleported to a place of its choice as per *greater teleport*.

### Perilous Weapons

**School:** Transmutation; **Level:** Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Touch

**Effect:** One creature's weapon or two natural weapons

**Duration:** 1 round/2 levels

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

**Spell Resistance:** Yes (harmless)



One creature's weapon, or two of its natural weapons, becomes magically sharp and prone to dealing devastating strikes. Upon a successful critical hit, its critical can cascade: the target creature continues to reroll confirmations of a critical hit at a -5 cumulative attack penalty even after the first confirmation until there's a miss, and each successful strike increases the weapon's critical multiplier by x1. Thus if a creature scores a critical with a perilous dagger (base critical x2), first he must roll a hit to confirm the critical, then roll again at a -5 attack penalty, then again at a -10 attack penalty, then again at a -15 penalty, etc., until he misses (for example, at a -20 penalty). The dagger in this case scored three additional successes beyond the initial critical, so the dagger's critical multiplier is increased to x5.

### Phantasmal Demilich

**School:** Illusion (Phantasm) [Fear, Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F (gem worth at least 1,000 gp per HD of the target creature)

**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 a demilich in the subject's mind. Only the spell's subject can see the *phantasmal demilich*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the subject must succeed on a Fortitude save or fall prone and become permanently helpless (unable to perform mental or physical actions) believing its soul is trapped inside the demilich's soul gem. Even if the Fortitude save is successful, the subject takes 7d6 points of damage. *Remove curse* does not restore the individual; only crushing the gem spell focus restores the victim. If the subject of a *phantasmal* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the creature can be turned upon you. You must then disbelieve it or become subject to its fear attack.

### Phantasmal Roper

**School:** Illusion (Phantasm) [Fear, Mind-Affecting];

**Level:** Sor/Wiz 8

**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 a roper into the subject's mind. Only the spell's subject can see the *phantasmal roper*. You see only a vague shape. The

target first gets a Will save to recognize the image as unreal. If that save fails, the subject must succeed on Fortitude save or suffer 6d6 points of Strength drain as if the roper had hit with all its strands and the subject had failed its save against each strand. Even if the Fortitude save is successful, the subject takes 7d6 points of damage. If the subject of a *phantasmal* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the creature can be turned upon you. You must then disbelieve it or become subject to its fear attack.

### Phantasmal Shoggoth

**School:** Illusion (Phantasm) [Fear, Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One living creature

**Duration:** 1d6 rounds

**Saving Throw:** Will disbelief, then Fortitude partial; see text;

**Spell Resistance:** Yes

You create a phantasmal image of a shoggoth into the subject's mind. Only the spell's subject can see the *phantasmal shoggoth*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the subject must succeed on a Fortitude save or become confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. The subject also believes it is attached each round suffering 3d6 + 15 bludgeoning damage, then the shoggoth constricts (3d6 + 15), and then engulfs (4d6 + 22 bludgeoning damage plus 8d6 acid damage). Once engulfed the subject suffers only that damage each round. Even if the Fortitude save is successful, the subject takes 7d6 points of damage. If the subject of a *phantasmal* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the creature can be turned upon you. You must then disbelieve it or become subject to its fear attack.

### Phase Explosion

**School:** Evocation; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

You fire a bolt of energy that passes through walls, doors, and other solid barriers and ends in an explosion. The explosion also bypasses non-living barriers, negating cover. Even creatures under the effects of *meld into stone* are hurt by this spell. Unlike most spells, you do not need a clear line of effect for *phase explosion*. You need only choose a direction and a distance at which you want the explosion to occur. The blast deals 1d6 points of damage per caster level (maximum 15d6), to all living creatures within the

area of effect. This spell does not affect nonliving creatures such as constructs or undead.

### Pocket Arborea

**School:** Conjuration (Creation); **Level:** Drd 8

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Extradimensional natural paradise, up to three 10-ft. cubes/level (S)

**Duration:** 2 hours/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You conjure an extradimensional space with a single entrance that only you can see, on the plane on which the spell was cast. The entry looks like a hanging, shimmering curtain of vines and leaves, 4 feet wide and 8 feet high. Only you and those you designate can enter the space. You can open and close the portal from your side at will, allowing more creatures to pass within at any time during the duration of the spell. Once observers have passed through the curtain of vines, they enter a natural paradise, lush with trees, docile wildlife, fresh water, and assorted vegetation. The temperature is an even 70 degrees Fahrenheit, although you can adjust it at will by as much as 10 degrees in either direction. The air is clean—no impurities, even from the plane on which you cast the spell, can pass through the entrance. Since the extradimensional space can be entered only through its special portal, outside conditions do not affect the space, nor do conditions inside it pass to the plane beyond. You can choose any type of vegetation or natural setting for your paradise, and you can shape it as you desire to the limit of the spell's effect. The space always has limitless fresh water in some form, and plenty of fresh fruit and vegetables.

Although the wildlife within the *pocket arborea* appears real, creatures that interact with them will recognize them as figments. Those who spend a night in the *pocket arborea* regain lost hit points as if having gained a full day's bed rest. In addition, all who eat of the natural bounty of fruits and vegetables there gain the benefits of a *heroes' feast* spell. The feast can feed up to fifteen people.

### Power Word Pain

**School:** Enchantment (Compulsion) [Mind-Affecting]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature with 200 hp or less

**Duration:** See text

**Saving Throw:** None; **Spell Resistance:** Yes

You utter a single word that sends unbearable currents of pain through your target that causes this one living creature to become wracked with pain and take a –8 penalty on all attack rolls, saves, and checks whether the creature can hear the word or not. The duration of the effect depends on the target's current

hit point total. Any creature that currently has 201 or more hit points is unaffected by *power word pain*.

Hit Points	Duration
100 or less	1d4 hours
101–150	1d4 minutes
151–200	1d4 rounds

### Power Word Rage

**School:** Enchantment (Compulsion) [Mind-Affecting]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature with 100 hp or less

**Duration:** See text

**Saving Throw:** None; **Spell Resistance:** Yes

You utter a single word of power that causes one target creature within range of the spell to fly into a blind, murderous rage, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 101 or more hit points is unaffected by *power word rage*.

Any creature affected by *power word rage* immediately flies into a murderous frenzy, attacking the closest creature to him with little regard for his own safety. This rage approximates that of the *rage* spell, except the target of the spell does not distinguish friend from foe. He may not use any skills based on Charisma, Dexterity or Intelligence (even those normally useable by raging barbarians), nor may he cast spells or activate magic items that require a command word, spell trigger or spell completion to function.

Hit Points	Duration
100 or less	1d4 hours
101–150	1d4 minutes
151–200	1d4 rounds

### Prison of Stone

**School:** Abjuration; **Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (100 gp diamond)

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 10-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text;

**Spell Resistance:** Yes

You call upon the earth to reach forth and seize your foes. To be affected, a creature within the spell's area must be within 10 feet of the ground, or in contact with another earthen or stone surface. When you cast this spell, massive clawed hands of stone erupt from the ground to snatch at creatures in the area. Make a melee touch attack against each creature with a +5-circumstance bonus. If a touch attack hits, that hand partially fuses with the opponent's body and makes a combat maneuver check (CMB equal to your caster

level plus your caster ability modifier plus a +5 circumstance bonus).

The *prison of stone* attempts to dispel (as described in *greater dispel magic*) any and all spells or magic items on the touched creature that directly or indirectly interfere with the grapple or encapsulation (see below) taking effect. For example, a character casts *prison of stone* and touches a subject with *freedom of movement*. A dispel check is made (DC 11 + the caster level of the *freedom of movement*). If the dispel succeeds, the spell is dispelled before the grapple check is made. *Prison of stone's* dispelling can only affect spells cast upon a creature or object. Independent spell effects or those affecting an area cannot be dispelled, even if they prevent the *prison of stone* from affecting the touched creature.

*Prison of stone* can dispel spells and magic items specifically intended to foil the spell in question (*spell immunity*), that provide general protection from spells (*spell resistance*), and/or offer any bonuses to combat maneuvers, grapples, or Escape Artist checks. You make a check for each instance of protection; an affected magic item is suppressed for 1d4+1 rounds. If the hand maintains the grapple, on the following round it attempts to pin the grappled opponent. A pinned creature takes 3d6 points of bludgeoning damage as the stone begins to spread and coalesce into a hard sphere of solid rock. One full round after the creature is pinned it is completely encapsulated in the sphere. It is held immobile and helpless, taking 3d6 points of bludgeoning damage each round from the pressure. It must also hold its breath or begin to suffocate.

Creatures can attempt to break free from the grasping hands by succeeding on a DC 30 Strength check. Once the stone sphere has completely formed, the Strength check DC increases to 35. Once encapsulated a victim cannot use Escape Artist to break free of the *prison of stone*.

*Disintegrate*, *freedom* or similar magic can destroy the stone sphere, as can dealing at least 50 points of damage to a sphere with a weapon (the stone has hardness 8). However, a trapped creature takes half of any damage dealt to the stone with weapon attacks.

## Prismatic Chain

**School:** Evocation; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One primary target, plus up to seven secondary targets within 30 feet

**Duration:** Instantaneous

**Saving Throw:** See text; **Spell Resistance:** Yes  
This spell blasts the targeted subject with a beam of scintillating light, which then refracts into an area *prismatic spray* that can strike secondary targets. You must first hit the primary target with a ray attack as a ranged touch attack. If it hits, the target is subjected to all seven colored effects of a *prismatic spray* spell, with a separate saving throw required for each effect. A single spell resistance check is allowed against the

entirety of the spell; if it is made, the entire spell is negated. The spell likewise fails if the initial ray attack misses.

After striking the primary target, the beam splits into a rainbow of beams spreading in a 10 ft. radius from the initial target. Creatures within this area are struck by one or more beams of light with the power of a *prismatic spray* (consult the *prismatic spray* spell). Creatures with 8 HD or less struck by either primary or secondary beams are automatically blinded for 2d4 rounds.

## Prismatic Weapon

**School:** Transmutation; **Level:** Sor/Wiz 8

**Casting Time:** 1 immediate action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One prismatic spell.

**Duration:** 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** no  
You transform a single prismatic effect (such as a *prismatic spray*, *wall*, or *sphere*) into the semblance of a melee weapon (the type of weapon is chosen by you at the time of casting) that only you can safely wield; you are automatically proficient with this weapon. With a successful touch attack against an opponent, you inflict all the effects of a prismatic spray (with the appropriate saves and spell resistance checks as per that spell). If you release the weapon, you automatically dismiss the spell.

## Prophecy

**School:** Divination; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 hour

**Components:** V, S, F (a fire or a pool of water)

**Range:** Personal

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** No  
The caster may catch glimpses of the future by gazing into a fire or a pool of water; these glimpses may provide clues of things yet to come. Through these visions, the caster may learn certain future truths surrounding an object, person, place, or event. The GM must determine the images seen. The information comes in a series of visions, images which represent what the GM wishes to convey, but the interpretation of the images is left up to the caster. The spell does not assist in this interpretation. An individual caster may only gain a *prophecy* once per subject.

## Psychic Blast

**School:** Enchantment [Mind-Affecting];

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Will partial; **Spell Resistance:** Yes  
You blast out a cone of disruptive thoughts. Creatures caught in the cone suffer 1d6 points of damage per



caster level (maximum 20d6). They also suffer 1d4 points of Wisdom damage and 1d4 points of Intelligence damage. A successful save results in half the hit point damage and negates the ability damage.

### Pure Sight

**School:** Divination; **Level:** Sor/Wiz 8

**Casting Time:** 1 minute

**Components:** V, S

**Range:** Personal

**Target:** You

**Duration:** 1 hour per level (D)

*Pure sight* duplicates the effects of several lesser divinations, allowing the caster a great chance of detecting anything that is amiss in the area. While *pure sight* lasts, the caster can change its effect as a free action on his turn once per round, choosing from the following effects: *arcane eye*, *clairvoyance*, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *detect poison*, *detect scrying*, *detect secret doors*, *detect undead* or *see invisibility*. While this spell is in effect, a pale, magical light surrounds the caster's eyes, conferring the constant effects of a *darkvision* spell. These effects call for saving throws as normal, but the DC is based on the *pure sight* spell. In addition, as long as at least one hour remains in *pure sight's* duration, the caster can change its detection ability to duplicate the effects of *arcane true seeing*. This effect will last for one hour, cannot be changed and ends the *pure sight* spell immediately after the hour has elapsed.

### Racial Ward

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 30 minutes

**Components:** V, S, F (small silver rod)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** Up to 200 sq. ft./level (S)

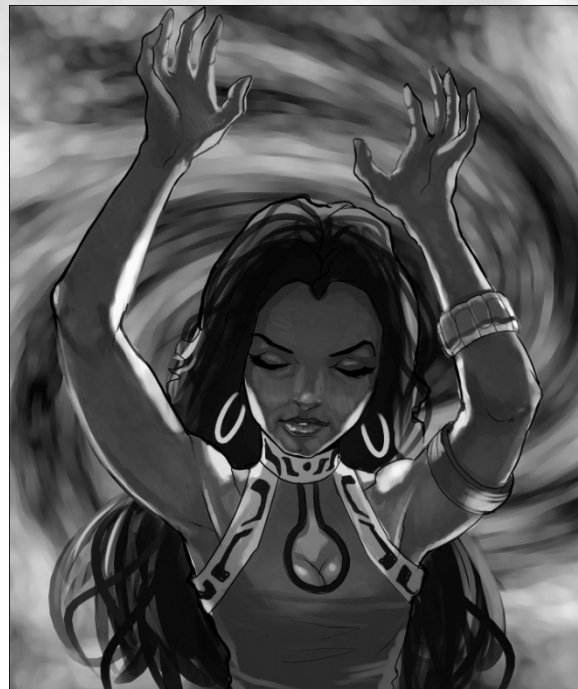
**Duration:** 2 hours/level (D)

**Saving Throw:** None; **Spell Resistance:** Yes

This spell allows you to select a specific creature type and/or subtype, for example a humanoid with a subtype such as human, dwarf, halfling, or goblinoid, or just a type, such as dragon, giant, or fey. Within the bounds of the spell, only creatures of the specified type and or subtype can take actions. All other creatures remain frozen within an energy field—held in a temporal stasis that does not allow them to be harmed or affected in any way.

The ward protects 200 square feet per caster level.

The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. Only creatures of the chosen type can be within the structure at the time of casting. Creatures of the non-chosen type and/or subtype that come within 100 feet of the area know they will be temporally imprisoned if they enter the area affect.



*Pure Sight*

### Ravage Abilities

**School:** Necromancy; **Level:** Clr 8

**Casting Time:** 1 standard action

**Components:** V, S, M

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude negates;

**Spell Resistance:** Yes

This spell assaults the mind and body of the subject. If the subject fails its save, *ravage abilities* deals 1d6 damage to Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma (roll separately for each ability).

### Ride the Lightning

**School:** Conjuration (Creation, Teleportation)

[Electricity]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (copper key)

**Range:** Long (400 ft. + 40 ft./level)

**Area:** A 10-foot-wide line

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

You let loose a bolt of lightning from your hand. It fills the area going to its maximum range, while at the same time you disappear. Anyone in the area suffers 1d6 points of electricity damage per caster level (maximum 20d6). You appear again, safely, where the lightning bolt ended, having "ridden the lightning."

## Ring of Fire

**School:** Evocation [Fire]; **Level:** Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (brass ring)

**Range:** 5 ft./2 levels

**Effect:** Mobile ring of fire with radius up to 5 ft./2 levels; from 5 ft. to 20 ft. high

**Duration:** Concentration + 1 round/level (D)

**Saving Throw:** None; **Spell Resistance:** Yes  
You bring forth a blazing ring of shimmering violet fire, one side of which (selected by you when you cast the spell) sends forth waves of heat, dealing 2d6 points of fire damage to creatures within 10 feet and 1d6 points of fire damage to those between 10 and 20 feet. The ring deals 3d6 points of fire damage to any creature passing through it, dealing double damage to undead. You can make the ring opaque or translucent at the time you cast the spell, with an opaque ring blocking line of sight and a translucent ring providing partial concealment (attacks have a 20% miss chance) when line of sight between two creatures passes through it.

You set the ring's radius (with you at the center) at the time you cast the spell, and the ring moves as you move for as long as you concentrate on the spell. If you stop concentrating, the ring becomes immobile, though it continues to burn for a time. If you evoke the ring so it appears where creatures are, or if you move the ring so it passes through the squares they occupy, those creatures take damage as if passing through the ring. A creature takes damage from the ring a maximum of twice each round (once during your turn and once during its own turn). When a creature approaches and passes through the ring (or vice versa) the creature takes only the damage from passing through the ring.

## Rob the Reaper

**School:** Necromancy; **Level:** Sor/Wiz 8

**Casting Time:** 1 immediate action

**Components:** V, S, M (5,000 gp opal)

**Range:** Personal

**Target:** You

**Duration:** 100 days or until discharged

You draw on ancient lore to allow yourself one chance to possibly avoid death, even when it otherwise would be inevitable. You can only cast this spell if you would die; instead of dying, you send your soul for safekeeping into the opal gemstone in a pocket dimension.

Your body remains; to all means of physical and magical examination, you appear dead (your soul can still be trapped, or questioned).

The soul remains in the receptacle until 100 days pass or you discharge the spell; when you do so, the opal is consumed, and you appear on the plane at that very spot you should have died, at 0 hit points, with two negative levels, regardless of what condition your body was in after your soul was safeguarded. Other non-life threatening spells or effects remain (ability damage and drain above 0, permanent spell effects,

negative levels 1 above your HD, etc.) For example, if a mage falls in battle and triggers this spell and his foes disintegrated his body and spread the ash to the four corners of the earth, the body is reconstituted when the soul returns, though its equipment may no longer be there.

## Sacrifice, Immortal

**School:** Necromancy [Evil]; **Level:** Clr 8, Drd 8

**Casting Time:** 1 round

**Components:** V, S, M, DF (sacrificial immortal)

**Range:** Personal

**Target:** Self

**Duration:** 1 min./level

This ritual requires the death of an ageless sentient being (fey, outsider, aberration etc.). The dead creature's energies are conferred upon the subject, who gains temporary hit points equal to the victim's hit points, a +10 profane bonus to AC, and a profane bonus on attack rolls equal to victim's base attack bonus. A person can draw benefits from only one *immortal sacrifice* spell at a time.

## Savage Victim

**School:** Transmutation; **Level:** Drd 8

**Casting Time:** 1 immediate action

**Components:** V

**Range:** Personal

**Target:** Self

**Duration:** Instantaneous

You may only cast this spell while wild shaped and only after you have successfully performed a successful combat maneuver while wild shaped using the special ability grab or trip. When you do you deal an additional 1d6 points of damage per 2 caster levels you possess (max 10d6) plus double your strength modifier. This damage is of the same type as the natural attack used for the grab or trip attack. For example if a 15th level druid with a 24 Str while in wolf form made a successful trip attack with his bite he would *savage victim* for 7d6+14 points of bludgeoning, slashing and piercing damage.

**School:** Evocation [Sonic]; **Level:** Drd 8, Clr 8

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 120 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial;

**Spell Resistance:** Yes

You channel a blast of divine energy that explodes with a thunderclap and leaves foes reeling. Creatures and objects in the spell's area of effect take 1d6 points of damage per level (maximum 20d6). Half this damage is sonic, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to sonic attacks. Living creatures in the area are treated as stunned for 1 round and are permanently deafened. A successful Fortitude save reduces damage by half and leaves the

target staggered and deafened for 1 round but the subject is immune to the secondary staggered and deafness affects resulting from subsequent castings of this spell by the same caster for 24 hours.

### Seed of Terror

**School:** Transmutation [Mind-Affecting]; **Level:** Clr 8, Sor/Wiz 9

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Instantaneous; see text

**Saving Throw:** Fortitude negates;

**Spell Resistance:** Yes

Select a creature as you extract a dream of terror from the Ethereal Plane and implant it into the psyche of your target. This creature's CR cannot be more than three less than your caster level. If successfully implanted, the seed of terror "germinates" over the course of the subject's waking day. During this time, the subject becomes more and more sleepy. Any time between the time *seed of terror* is cast and when the subject falls asleep, the *seed of terror* can be purged with a *wish*, *miracle*, or other extreme spell effect. When the subject next falls asleep, the *seed of terror* hatches. (Having already failed her saving throw, the target succumbs to sleep a maximum of eight hours after *seed of terror* is cast—possibly sooner if she naps or becomes the target of a sleep-inducing spell.) The subject's skin bulges and rips wide, revealing that her inner tissues have become a writhing clot resembling the chosen creature. The subject suffers 3d6 points of Constitution damage. The creature immediately grows to full form and proceeds to act normally as it is not under the control of the caster.

*Protection from evil* or a similar spell or power can prevent you from implanting a *seed of terror*.

### Shadow Arena

**School:** Illusion [Shadow]; **Level:** Sor/Wiz 8

**Casting Time:** 1 immediate action

**Components:** V, S, M (a fist-sized sphere of black tar)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 30-ft.-radius emanation

**Duration:** Concentration + 1 round/level

**Saving Throw:** Will; see text;

**Spell Resistance:** Yes

This spell creates a shadow demi-space, dimly lit and designed to the caster's whim, with floating platforms, ledges, pits, ramps or short walls—up to one such object per level, occupying no more than a cube, five feet on a side. Such objects may be combined, to create larger pits, ramps, etc., but each portion counts as an object toward the total. Those within the area of effect who fail their save are trapped inside the arena until there is a victor or, if no foes exist, until the duration expires. Those who succeed are safely shunted outside the space or, if no safe space exists, are rendered *invisible* until the spell expires or they engage a combatant—at which time they have entered

the arena as some who has failed their save. From outside, the arena appears to be a charcoal-colored, opaque hemisphere. Spell effects may not enter the arena, and no one within may leave until the battle is complete or there is no one with whom to enter combat. Those who enter the arena freely receive no saving throw, and remain trapped as if they failed the initial saving throw.

### Sky Barge

**School:** Conjuraction (Summoning); **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 round

**Components:** V, S, M (model barge)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** A single summoned barge, complete with sails and oars

**Duration:** 1 hour/level (D)

**Saving Throw:** None; **Spell Resistance:** No

This powerful spell creates an ornate barge of fine quality, similar in appearance to those great vessels some sun deities have been depicted of using to sail daily across the sky. This barge, too, is capable of flight, and is useful for high-level spellcasters to transport themselves, their companions, and any mounts or cargo for long distances. The barge can carry up to 400 pounds of weight per caster level. It flies at a rate of 5 feet per caster level, or twice that if the caster has at least six people manning the oars. Manning an oar is considered the equivalent of hustling, and characters will have to trade off and rest between sessions to keep the barge moving at full speed. When the spell duration ends, the barge instantly comes to a stop and drifts down to the ground. It vanishes upon contact with the earth (or water, or other surface), possibly leaving the passengers and cargo scattered. If the caster deliberately lands the barge before the duration expires, however, the barge does not vanish, and it can be unloaded in an orderly fashion, and it may lift off once again.

### Spectral Gallows

**School:** Conjuraction [Creation]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (a thin golden chain worth at least 100 gp, painted black)

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 30 ft. radius spread

**Duration:** 1 round/level

**Saving Throw:** Reflex negates;

**Spell Resistance:** Yes

This spell calls forth invisible tentacles that encircle the necks of creatures in the affected area in an attempt to choke the life from them. Creatures that fail their Reflex save immediately suffer 1d8 hit points of damage per level of the caster (maximum 20d8) and are considered pinned. If attempting to escape or break a pin, assume that the tentacles have CMB equal to 10 + your caster level + your relevant caster ability modifier. The tentacles continue their pins



each round, causing 1d3 points of Constitution damage each round as they strangle the life from their targets. The tentacles will attempt to grapple any free opponents in the area each round with the same bonus as grapple attempts, though initial grapple attacks only deal 1d8 points of damage and pin the opponent. In following rounds, however, 1d3 points of Constitution damage will be dealt if the opponent has not broken free.

Undead, constructs and other creatures that have no respiratory system or heads are still constricted by the tentacles and are considered pinned until they break free. These creatures suffer only 1d4 hit points of damage per level of the caster when they are initially pinned and an additional 1d4 hit points of constriction damage each round thereafter. When a creature escapes a tentacle's pin or the duration of the spell ends, releasing the creature, it is considered stunned for one round while it attempts to catch its breath or regain its balance.

### Spellbore

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 1 swift action

**Components:** V

**Range:** Personal

**Target:** Self

**Duration:** See text

If the caster casts another spell in the same round, and that spell creates a ray or energy missile, that ray or missile can travel through antimagic effects without being suppressed or dispelled.

### Spell Magnet

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature or object

**Duration:** One minute/level (D)

**Saving Throw:** Will partial; **Spell Resistance:** Yes

You fire a thin orange beam at the target. You must make a ranged touch attack against the target. If you hit, and the target fails the save, the target becomes extremely susceptible to magic—spells find it easy to make their way to and affect the target. The target suffers a circumstance penalty to saving throws against spells, magic effects from items, and spell-like abilities, equal to -1 per two caster levels. Further, the spell reduces the spell resistance of targets by a like amount (-1 point per two caster levels).

Targets who succeed at the Will save still suffer a -1 circumstance penalty to saving throws against spells, magic effects from items, and spell-like abilities.

### Split Personality

**School:** Enchantment (Compulsion) [Mind-Affecting]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action; see text

**Components:** V, S, M (a small mirror)

**Range:** Close (25 ft. + 5 ft./2 levels)



### Spell Bore

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will partial; **Spell Resistance:** Yes

You create a secondary, ever-present, and troublesome personality within the target's mind. Any time the target wishes to take an action (up to once per round), roll a d%. On a roll of 51 to 00, the target can take the action. On a roll of 1 to 50, the secondary personality wins out and the target does the opposite of the intended action (or as close as possible). For example, if he wanted to attack a foe, he attempts to heal or help the foe for a round instead. A successful save results in the target suffering from the confused condition for 1 round, but afterwards the target is immune to the secondary confusion effect of this spell for 24 hours.

*Remove curse* does not remove *split personality*.

*Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature.

### Spore Bloom

**School:** Evocation; **Level:** Drd 8

**Casting Time:** 1 standard action

**Components:** V, S, F (a pine cone)

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes

A green ray springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of magical piercing damage per caster level (maximum 25d6) and 1d4 points of Constitution drain as the spores burrow into the body of the target. A creature that has damage reduction 5 or greater that is not overcome by magical piercing damage is immune to the effects of this spell.

### Storm of Ballista Bolts

**School:** Conjuration (Creation); **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M (tiny ballista bolt)

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 10-ft./level-radius spread

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes  
You cause a hail of ballista bolts to fall out of the sky dealing 3d6 points of magical piercing and bludgeoning damage to each creature and object within the area. In addition, all creatures are knocked prone. Creatures that make their saving throws take half damage and negate the prone condition.

### Symbol of Hate

**School:** Enchantment (Compulsion) [Mind-Affecting]; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 10 minutes

**Components:** V, S, M (mercury and phosphorous, plus powdered garnet and ruby worth at least 2,000 gp)

**Range:** 0 ft.; see text

**Effect:** One symbol

**Duration:** See text

**Saving Throw:** Will negates; **Spell Resistance:** Yes

This spell functions like *symbol of death*, save that all creatures that come within 60 feet of the activated *symbol of hate* instead become overwhelmed with hate, turning on the closest creature (friend or foe) and attacking ferociously with intent to kill for a number of rounds equal to the caster level of the symbol.

Unlike the *symbol of death* spell, there is no hit point limit; once triggered, a *symbol of hate* simply remains active for 10 minutes per level of the caster.

**Note:** Magic traps such as *symbol of hate* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of hate* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for *symbol of hate*.

### Teleport Extraction

**School:** Conjuration (Teleportation);

**Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will partial; **Spell Resistance:** Yes

This spell teleports a vital organ out from inside the body of a living creature. The subject suffers 2d6 points Constitution damage, plus 2 points of Constitution damage per round, and is helpless. A *greater restoration*, *miracle*, *regenerate*, or *wish* spell is required to negate this damage. A successful save results in the victim suffering only 2 points of Constitution damage (as the spell instead teleports a non-vital organ) and negates the helpless condition. After suffering this damage, a subject that succeeded on the saving throw is immune to *teleport extraction* spells from the same caster for 24 hours.

### Tide of War

**School:** Illusion (Pattern) [Mind-Affecting];

**Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F/DF (blooded weapon)



### Tide of War

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** 10-ft.-radius spread

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates (see text);

**Spell Resistance:** Yes

You cause a translucent wave of crimson energy to roll out from the target area, making it appear to be awash with blood. Creatures in the area that fail their saves are caught up in the throes of the magic, believing themselves to be in the last desperate battle of a war against their most hated foes. On their next action, all affected creatures attack the nearest creature with their most damaging attack. This attack can be of any sort, so long as it is the most effective means of killing the nearest creature. Creatures in the area of effect must make a successful saving throw each round to avoid attacking the nearest creature.

On the rounds following the casting, you can direct the tide of war to move in a straight line, sweeping up new creatures in its effect. You may take this free action once per round by making a simple gesture. The tide of war may be moved up to 30 feet per round in this fashion. Creatures in the areas the spell moves over, or that do not leave the area, must make saves to resist its effects.

### Timeslip

**School:** Transmutation; **Level:** Sor/Wiz 8

**Casting Time:** 1 immediate action

**Components:** V, S

**Range:** Close (25 ft. +5 ft. /2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes  
*Timeslip* pushes a creature back a very short period in time, potentially changing the outcome of one action. You can immediately force any creature to reroll any single die roll they have just made, taking the second result. You must cast this spell before the next creature's turn in the initiative order.

### Unstoppable Bleakness

**School:** Necromancy [Evil]; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 20-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** None; **Spell Resistance:** Yes  
A small black ball of compressed negative energy streaks from your hand to a range and height you designate. When it reaches its target, it blossoms into a spread of soul-devouring energy, causing all creatures in the area to gain 1d3 negative levels. *Unstoppable bleakness* attempts to dispel (as described in *greater dispel magic*) any *death ward* spell or magic item that grants immunity to negative levels. If the dispel check succeeds, the *death ward* is dispelled before the negative levels take effect (magic items are suppressed for 1d4+1 rounds). *Unstoppable bleakness* cannot target any spot through a space smaller than an open window. If the black ball impacts upon a material body or solid barrier prior to attaining the prescribed range, it detonates prematurely. Assuming that creatures within the area survive the negative levels, they regain lost levels after a number of hours equal to your caster level (maximum 20 hours). Usually negative levels have a chance of permanently draining the victim's levels, but the negative levels from *unstoppable bleakness* do not last long enough to do so. Undead creatures in the area of an *unstoppable bleakness* gain 1d4 × 5 temporary hit points. These hit points fade after 1 hour.

### Veil of Fiery Meteors

**School:** Conjunction (Summoning); **Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, F (meteoric ore worth 1,000 gp)

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

You summon four, tiny, rough stones plus one additional stone for every three caster levels. The conjured stones always float in the air within 3 feet of you. Upon casting, the stones take up a circling orbit 1d3 feet from your body. Each stone leaves behind a trail of glowing light, as if it were a miniature,

streaking meteor. Each stone protects you against physical ranged and melee attacks by interposing itself between you and an attack. Each stone can take up to 8 points of damage for you before disintegrating. This veil of protection does not hinder touch attacks. This effect stacks with similar effects produced by other spells, including *stoneskin*. The stones offer their protection until expended, until the spell's duration expires, or unless each is grasped or netted to separate it from you. Each stone has an AC of 18. Once captured, a stone dissipates and may not be reactivated.

In addition, as a swift action and as a move action, you can direct one of your circling sentries per action to streak away from its protective circuit and attack a foe. You may direct only two such stones of your veil in this fashion each round.

A commanded stone can be directed to attack any one target within your line of sight as if you were making a ranged touch attack. If successful, it deals 6d6 points of fire damage and 6d6 points of bludgeoning damage, it then immediately detonates in a 20-foot-radius spread dealing 4d6 points of fire damage to creatures in the area (Reflex save for half damage).

### Venerable Anointing

**School:** Necromancy; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (ashes)

**Range:** Touch

**Target:** One living creature

**Duration:** Permanent (D)

**Saving Throw:** Fortitude partial;

**Spell Resistance:** Yes

The subject's age category becomes venerable. His age in years is the minimum threshold for a venerable creature, so an elf affected by this spell would be 350 years old. The transformation reduces an old creature's Strength, Dexterity and Constitution by -3 while increasing his Intelligence, Wisdom and Charisma by +1. The Strength, Dexterity and Constitution scores of a middle-aged creature are reduced by -5 while his Intelligence, Wisdom and Charisma are increased by +2. Creatures that have not reached middle age suffer the most. Their Strength, Dexterity and Constitution are reduced by -6 while their Intelligence, Wisdom and Charisma improve by +3. Venerable creatures as well as dragons, ageless, and immortal beings are unaffected by this spell. A successful save results in the creature becoming middle age -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha for 1 round per caster level. Middle aged and older creatures are unaffected by this effect.

### Vorpall Strike

**School:** Transmutation; **Level:** Sor/Wiz 8

**Casting Time:** 1 immediate action

**Components:** V

**Range:** Close (25 ft. +5 ft./2 levels)

**Target:** One slashing melee weapon

**Duration:** Instantaneous



**Saving Throw:** Fortitude partial;

**Spell Resistance:** None

You may cast this spell upon any slashing melee weapon in range that has made a roll of natural 20 (but this spell is cast before the roll is made to confirm the critical hit). If the confirmation attack roll is missed, the spell is wasted, otherwise, the creature subject to the attack must make a Fortitude save or else the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. Upon a successful save the creature suffers 5 points of damage per caster level if it has a head or is affected by the loss of its head.

### Wall of Reaving

**School:** Abjuration; **Level:** Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Wall whose area is up to one 10ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

**Duration:** 1 minute/level (D)

**Saving Throw:** None; **Spell Resistance:** No

This spell creates a shimmering wall that completely blocks any magical effect. Anything encountering the wall behaves as if it had encountered an antimagic field, except that nonpermanent effects are automatically dispelled, not suppressed. As an antimagic field, *wall of reaving* is not subject to *dispel magic*.

### Wall of White Water

**School:** Evocation [Water];

**Level:** Clr 8, Drd 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M/DF (exotic fin)

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Wall up to 10 ft./level long and 5 ft./level high (S)

**Duration:** 1 round/level

**Saving Throw:** None; see text;

**Spell Resistance:** Yes

A vertical curtain of turbulent water appears in unoccupied squares. It is 5 feet thick and of considerable strength. It is a roaring rushing wall akin to stormy waters or white water rapids; no creature can pass the barrier without making three consecutive Swim checks (DC = 10 + your caster level + your relevant caster ability modifier). On a failed check, the victim is swept away and to the top of the wall; if there is a barrier at the top of the wall, such as a ceiling, the creature is pinned by the force of the water (CMB or Escape Artist check DC = 10 + your caster level + your relevant caster ability modifier to escape this pin effect). In addition, there is loose debris within the water, branches, twigs logs, rocks, and boulders that

deal 8d6 points of damage per round to creatures within the wall (no save).

Pulling out a character trapped by the water pressure can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim. He must then make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks succeed, the victim is pulled 5 feet closer to safety.

Ranged weapons, including boulders and siege engines, projectiles and other massive ranged weapons are also affected; they are unable to shoot through the wall. As well, gases, breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures). The wall offers total concealment, blocking line of sight and line of effect.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *walls of white water* to enclose specific points.

*Freedom of movement* still requires the successful Swim checks to navigate the barrier as this is normal movement through stormy waters, the subject cannot be pinned, but is still subject to the damage.

### Waves of Infirmary

**School:** Necromancy; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, M

**Range:** 60 ft.

**Area:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial;

**Spell Resistance:** Yes

Drawing upon the lethal arcane energies of the grave, this spell brings into existence a horrid stream of negative energy. The subjects suffer 3d6 points of Constitution damage. The victims' Constitution scores cannot drop below 1. A successful save reduces the damage to 2 points of Constitution damage and the subject is immune to further effects from this spell for 24 hours.

### Wild Animus

**School:** Transmutation; **Level:** Brd 6, Clr 8

**Casting Time:** 1 standard action

**Components:** V, S, F (silver whistle)

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** 2 HD/level of inanimate objects in a 40-ft.-radius spread are animated

**Duration:** 1 round/level

**Saving Throw:** None; **Spell Resistance:** No

This spell animates all inanimate objects within the spell's area of effect up to a maximum of 2 HD per caster level. The animated objects are aggressive and not under the control of the caster in any way. They attack the nearest creatures and damage and destroy whatever they can find. They will not attack each other.

The sizes of the animated objects depend directly on the sizes of the objects in the area of effect. At the GM's discretion, the caster may designate groups of small like objects to form single larger ones. This spell cast in a cloakroom, for example, could create 16 Small animated cloaks, eight Medium animated pairs of cloaks, four Large four-cloak beasts or a single Huge cloak monster. The caster could not, however, designate a cloak and a chair to become a single animated object.

Attended objects within the area of effect are not affected by this spell. If a creature's equipment becomes unattended, however, it will become animated.

## Xenophobic Rage

**School:** Necromancy; **Level:** Clr 8, Sor/Wiz 8

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** Close (25 ft. + 5 ft./2 levels)

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

**Duration:** Instantaneous

**Saving Throw:** Will partial (see text);

**Spell Resistance:** Yes

Your victims suffer from an insane rage making them instantly aggressive to anyone not of their own type and subtype. Elves will not attack a humanoid (elf),

but they do attack the nearest non-humanoid (elf) in the area. The victims use all of their skills to the best of their ability to destroy these enemies. Those targets fortunate enough to make their Will saves are still affected as if by a *confusion* spell for 1 round but are immune to subsequent castings of this spell from the same caster for 24 hours.

*Remove curse* does not remove *xenophobic rage*. *Greater restoration*, *heal*, *limited wish*, *miracle*, or *wish* can restore the creature. *Heal* and *limited wish*, however, only grant a second saving throw, if this save is not successful further castings have no effect.



*Xenophobic Rage*

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