Primorial Demon

Phantasmal Killer (DC 18)

School illusion (phantasm) [fear, mind-affecting]; Level sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration instantaneous

Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes
You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer.* You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.
If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy,* the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

WEIRD (DC 23)

School illusion (phantasm) [fear, mind-affecting]; **Level** sorcerer/wizard 9
Targets any number of creatures, no two of which can be more than 30 ft. apart
This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes. If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of Strength damage.

MODIFY MEMORY (DC18)
School enchantment (compulsion) [mind-affecting]; **Level** bard 4
Casting Time 1 round; see text
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 reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

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

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.
A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream, too much wine, or another similar excuse.

Succubus

ETHEREAL JAUNT

School transmutation; **Level** cleric 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level (D)

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.
An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.
Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.
Treat other ethereal creatures and ethereal objects as if they were material.
If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

SUGGESTION (DC21)

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, M (a snake's tongue and a honeycomb)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 hour/level or until completed
Saving Throw Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.
The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.
A very reasonable *suggestion* causes the save to be made with a penalty (such as –1 or –2).

VAMPIRIC TOUCH (DC23)

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Shadow Demon

FEAR (DC18)

School necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (the heart of a hen or a white feather)
Range 30 ft.
Area cone-shaped burst
Duration 1 round/level or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

TELEKINESIS (DC19)

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range long (400 ft. + 40 ft./level)
Target or Targets see text
Duration concentration (up to 1 round/level) or instantaneous; see text
Saving Throw Will negates (object) or none; see text; **Spell Resistance** yes (object); see text

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

MAGIC JAR (DC19)

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, F (a gem or crystal worth at least 100 gp)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 hour/level or until you return to your body
Saving Throw Will negates; see text; **Spell Resistance** yes

By casting *magic jar,* you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.
While in the *magic jar,* you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)
You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.
Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar,* and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar.* You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar,* if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar,* you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

Nabasu Demon

TELEKINESIS (DC19)

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range long (400 ft. + 40 ft./level)
Target or Targets see text
Duration concentration (up to 1 round/level) or instantaneous; see text
Saving Throw Will negates (object) or none; see text; **Spell Resistance** yes (object); see text

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

ENERVATION

School necromancy; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray of negative energy
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Special Abilities). Negative levels stack.
Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from *enervation* don't last long enough to do so.

SILENCE (DC16)

School illusion (glamer); **Level** bard 2, cleric 2
Casting Time 1 round
Components V, S
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius emanation centered on a creature, object, or point in space
Duration 1 round/level (D)
Saving Throw: Will negates; see text or none (object); **Spell Resistance**: yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a *silence* spell are immune to sonic or language-based attacks, spells, and effects.

VAMPIRIC TOUCH (DC23)

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

HOLD PERSON, Mass (DC21)

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7
Targets one or more humanoid creatures, no two of which can be more than 30 ft. apart
Casting Time 1 standard action
Components V, S, F/DF (a small, straight piece of iron)
Range medium (100 ft. + 10 ft./level)
Target one humanoid creature
Duration 1 round/level (D); see text
Saving Throw Will negates; see text; **Spell Resistance** yes

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

REGENERATE

School conjuration (healing); **Level** cleric 7, druid 9
Casting Time 3 full rounds
Components V, S, DF
Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.
Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).