

# Sinuhotep's Psychic Spells

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

## Arcane Mark

## Arcane Sight

### Arcane Sight, Greater

#### Black Tentacles

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

**Casting Time** 1 standard action

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

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

**Area** 20-ft.-radius spread

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

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

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

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

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

on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of *black tentacles*, for the purposes of escaping the grapple, is equal to 10 + its CMB.

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

#### Blade Barrier (DC 22)

**School** evocation [force]; **Level** cleric 6

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** wall of whirling blades up to 20 ft. long/level, or a ringed wall of whirling blades with a radius of up to 5 ft. per two levels; either form is 20 ft. high

**Duration** 1 min./level (D)

**Saving Throw** Reflex half or Reflex negates; see text; **Spell Resistance** yes

An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage.

If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A *blade barrier* provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it.

## Blindness/Deafness (DC 18)

**School** necromancy; **Level** bard 2, cleric 3, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V

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

**Target** one living creature

**Duration** permanent (D)

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

**Resistance** yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

## Burst of Adrenaline

**School** transmutation; **Level** mesmerist 1, psychic 1, spiritualist 1

**Casting Time** 1 immediate action

**Components** V, S

**Range** personal

**Target** you

**Duration** instantaneous

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

You draw upon your body's inner reserves of strength, leaving you winded. When you are about to make a d20 roll based on Strength, Dexterity, or Constitution, you can cast this spell to gain a +8 enhancement bonus to Strength, Dexterity, or Constitution for that roll, but you are fatigued for 1 round afterward.

## Comprehend Languages

### Confusion (DC 20)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (three nutshells)

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

**Targets** all creatures in a 15-ft.-radius burst

**Duration** 1 round/level

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

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally
26–50	Do nothing but babble incoherently
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

## Dancing Lights

### Detect Magic

#### Detect Thoughts (DC 15) 1/day

**School** divination [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, F/DF (a copper piece)

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 min./level (D)

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

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

*2nd Round:* Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

*3rd Round:* Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Dispel Magic

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

**Casting Time** 1 standard action

**Components** V, S

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

**Target or Area** one spellcaster, creature, or object

**Duration** instantaneous

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

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

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

**Targeted Dispel:** One object, creature, or spell is the target of the *dispel magic* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

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

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

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

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

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

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

## False Life

**School** necromancy; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a drop of blood)

**Range** personal

**Target** you

**Duration** 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

## Force Punch (DC 19)

**School** evocation [force]; **Level** magus 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell**

**Resistance** yes

This spell charges your hand with telekinetic force. Your successful melee touch

attack deals 1d4 points of force damage per level (maximum 10d4) and causes the target to be pushed away from you in a straight line up to 5 feet per two caster levels. For every size category of the target above Medium, reduce the distance pushed by 5 feet (–5 feet for Large, –10 feet for Huge, –15 for Gargantuan, and –20 feet for Colossal) to a minimum of 0 feet. A successful Fortitude save negates the movement but not the damage.

### **Freedom of Movement**

**School** abjuration; **Level** bard 4, cleric 4, druid 4, ranger 4

**Casting Time** 1 standard action

**Components** V, S, M (a leather strip bound to the target), DF

**Range** personal or touch

**Target** you or creature touched

**Duration** 10 min./level

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

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* spell does not, however, grant water breathing.

### **Grave Words**

**School** necromancy [language-dependent]; **Level** medium 0, occultist 0, psychic 0, spiritualist 0

**Casting Time** 1 minute

**Components** S

**Range** touch

**Target** one dead creature

**Duration** 1 round

With this spell and a touch, you can force a corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse will start babbling for 1 round, spitting out random sentences. There is a 10% chance this information is of some use to the

caster, but it is difficult to distinguish whether the information is useful (the GM makes the percentile roll in secret).

Useful information may include warnings about dangers deeper in a dungeon, the command word to a magic item, or even vague and spectral warnings of your or your companions' future. The GM decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subject to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the head of the corpse must have a mouth in order to speak at all. This spell doesn't affect a corpse that has been turned into an undead creature.

### **Hold Monster (DC 21)**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 5

**Components:** V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)

**Target** one living creature

This spell functions like *hold person*, except that it affects any living creature that fails its Will save.

### **Hold Person**

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

**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.*

## Hypercognition

**School** divination; **Level** alchemist 3, bard 3, medium 2, psychic 2, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V

**Range** personal

**Target** you

**Duration** see text

You rapidly catalog and collate all available data on a person, place, thing, or event, calling to mind scraps of memory and assembling clues in a logical and systematic order. Immediately after casting the spell, you can begin spending the necessary time to perform an Intelligence check, a Linguistics check to detect a forgery or decipher a hidden message, or a Knowledge check. If the check requires at least 3 rounds, you can perform it five times as quickly (minimum 1 round). If the check required fewer than 3 rounds, you can perform it instantly. Either way, you gain an insight bonus on the check equal to your caster level (maximum bonus +10), but this bonus can't raise your result above what you could have achieved on a natural 20.

## Invisibility

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

**Casting Time** 1 standard action

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

**Range** personal or touch

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

**Duration** 1 min./level (D)

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

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

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

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

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

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

## Know Direction

### Legend Lore

## Mage Armor

## Mage Hand

## Magic Aura (DC 17)

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

**Casting Time** 1 standard action

**Components** V, S, F (a small square of silk that must be passed over the object that receives the aura)

**Range** touch

**Target** one touched object weighing up to 5 lbs./level

**Duration** 1 day/level (D)

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

**Resistance** no

You alter an item's aura so that it registers to *detect* spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing *magic aura* has *identify* cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), *magic aura* doesn't work.

*Note:* A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

### **Magic Missile**

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

**Casting Time** 1 standard action

**Components** V, S

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

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

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

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

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

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

### **Message**

#### **Mind Probe (DC 20)**

**School** divination [mind-affecting]; **Level** medium 3, mesmerist 4, occultist 4, psychic 4, sorcerer/wizard 5

**Casting Time** 1 minute

**Components** V, S

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

**Target** one creature

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

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

You gain access to the subject's memories and knowledge. You can attempt to learn the answer to one question per round. A successful Will save ends the spell. Otherwise, the creature can attempt a Bluff check with a DC equal to 11 + your Sense Motive modifier. If it fails its Bluff check, you gain the answer you desire. If it succeeds at its check, you gain no information. If it succeeds by 5 or more, it

answers whatever it chooses, and you believe that wrong answer to be true. Your questions are purely telepathic inquiries, and the answers to those questions are imparted directly to your mind. You and the target don't need to speak the same language, though less intelligent creatures may yield up only appropriate sensory images in answer to your questions.

#### **Mind Thrust IV (DC 20)**

**School** divination; **Level** psychic 4

This functions as *mind thrust I*, but the target takes 1d8 points of damage per caster level (maximum 15d8) and is fatigued for 1 round if it fails its save. This spell can be undercast.

#### **Mind Thrust VI (DC 22)**

**School** divination; **Level** psychic 6

This functions as *mind thrust IV*, but the target takes 1d8 points of damage per caster level (maximum 20d8) and is exhausted and stunned for 1 round if it fails its save. This spell can be undercast.

#### **Mind Thrust I**

**School** divination [mind-affecting]; **Level** psychic 1

**Casting Time** 1 standard action

**Components** S

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

**Target** one creature

**Duration** instantaneous

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

You divine the most vulnerable portions of your opponent's mind and overload it with a glut of psychic information. This attack deals 1d6 points of damage per caster level (maximum 5d6). The target receives a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

#### **Mind Wipe (DC 20)**

**School** enchantment (compulsion) [mind-affecting]; **Level** medium 4, mesmerist 4, occultist 4, psychic 4, sorcerer/wizard 4, spiritualist 4

**Casting Time** 1 standard action

**Components** V

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

**Target** one creature

**Duration** instantaneous; see text

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

You erase a portion of the target's mind and experiences, inflicting 2 temporary negative levels on the target for 1 day per caster level. If the target is a spellcaster who must choose and prepare spells in advance, each negative level imposed by *mindwipe* also causes the target to lose one prepared spell from her highest level of spells known for each of her spellcasting classes for which she must prepare spells. These lost spells are no longer considered known by the target until the corresponding negative levels are removed.

If the target is a spontaneous spellcaster, each negative level inflicted by *mindwipe* causes her to lose one spell slot of her highest level of spells for each spontaneous spellcasting class in which she has levels and to lose knowledge of one random spell known of that level (or the next lowest level if she has already lost knowledge of all spells known of that level, and so on). The target cannot use the lost spell slots and spells known as long as the corresponding negative levels last. When the target loses a spell known, the spell remains on her class list but she cannot prepare or cast the spell.

If the negative levels from *mindwipe* cause the target's total number of negative levels to equal or exceed her character level, instead of dying, she enters a catatonic state as long as the negative levels from *mindwipe* continue to cause her total number of negative levels to equal or exceed her character level.

## Open/Close (DC 16)

### Overland Flight

#### Power Word Blind

**School** enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V

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

**Target** one creature with 200 hp or less

**Duration** see text

**Saving Throw** none; **Spell Resistance** yes

You utter a single word of power that causes a creature to become blinded, 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 201 or more hit points is unaffected.

**Hit Points** 50 or less  
**Duration** Permanent

51–100 1d4+1 minutes  
101–200 1d4+1 rounds

## Read Magic

### Resist Energy

**School** abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

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

**Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage.

The subject could still suffer unfortunate side effects.

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

### Retrocognition

**School** divination; **Level** medium 3, occultist 3, psychic 5, sorcerer/wizard 7

**Casting Time** 1 minute

**Components** V, S

**Range** personal

**Target** you

**Duration** concentration, up to 1 minute/level

This spell allows you to gain psychic impressions from past events that occurred in your current location. *Retrocognition* reveals psychic impressions from events that occurred over the course of the last hour throughout the first minute of the duration, followed by impressions from the next hour back the next minute you concentrate, and so on. If a psychically traumatic or turbulent event happened during that time period, you must succeed at a concentration check (DC = 20, 30, or 40, depending on the severity of the psychic disturbance) or lose concentration on the spell.

At caster level 13th and higher, you can choose to collect impressions from over the course of a longer interval of time than an hour, beginning at 1 week per minute of concentration (as listed on the table below). The amount of detail you receive diminishes, so this eventually makes it harder to distinguish impressions left by anything but the most major events.

Caster Level	Time Period
13th–15th	1 week per minute
16th–18th	1 year per minute
19th+	1 century per minute

## See Invisibility

## Shield

### Speak With Dead (DC 19)

**School** necromancy [language-dependent]; **Level** cleric 3

**Casting Time** 10 minutes

**Components** V, S, DF

**Range** 10 ft.

**Target** one dead creature

**Duration** 1 min./level

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

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The corpse can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to *Speak With Dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

### Telepathic Bond (1/day)

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

**Casting Time** 1 standard action

**Components** V, S, M (two eggshells from two different creatures)

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

**Targets** you plus one willing creature per three levels, no two of which can be more than 30 ft. apart

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

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

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

*Telepathic bond* can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

## Tongues

### Wall of Sound

**School** evocation [sonic]; **Level** bard 4, magus 4, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (a tuning fork and a quartz crystal)

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

**Effect** translucent wall of sound up to 20 ft. long/level or a ring of sound with a radius of up to 5 ft./two levels; either form 20 ft. high

**Duration** concentration + 1 round/level

**Saving Throw** none; **Spell Resistance** yes

A translucent barrier of pure sound springs into existence. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and Small or smaller flying creatures like a *wind wall* spell, except these things rebound harmlessly rather than being directed upward. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the triggering object or creature; touching or passing through the wall deals 2d6 points of sonic damage + 1 point of sonic damage per caster level (maximum +20). If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. A *silence* spell suppresses the wall within its area, but the wall reappears when the *silence* ends.

# Surma's Witch Spells & Hexes

## Arcane Mark

### Bestow Curse (DC 17) At Will

**School** necromancy; **Level** cleric 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

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

You place a curse on the subject.

Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

*Bestow curse* counters *remove curse*.

### Bleed (DC 14)

**School** necromancy; **Level** cleric 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

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

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

### Burning Hands (DC 15) x2

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

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

### Burning Hands, Intensified (DC 15) x2

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 15 ft.

**Area** cone-shaped burst

**Duration** instantaneous

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

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

### Intensified Spell (Metamagic)

Your spells can go beyond several normal limitations.

**Benefit:** An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

### Cure Critical Wounds

## Cure Serious Wounds

## Detect Good (At Will)

## Detect Magic (At Will)

## Dimension Door (At Will)

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

**Casting Time** 1 standard action

**Components** V

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

**Target** you and touched objects or other touched willing creatures

**Duration** instantaneous

**Saving Throw** none and Will negates (object);

**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

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

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

## Enervation (x2)

**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 Appendix 1). 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.

An undead creature struck by the ray gains 1d4 × 5 temporary hit points for 1 hour.

## Feather Fall (At Will)

### Flesh to Stone (DC 20)

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

**Casting Time** 1 standard action

**Components** V, S, M (lime, water, and earth)

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

**Target** one creature

**Duration** instantaneous

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

**Resistance** yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this spell.

## Fly (At Will)

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

**Casting Time** 1 standard action

**Components** V, S, F (a wing feather)

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

**Resistance** yes (harmless)

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

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

### Glitterdust (DC 16)

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

**Casting Time** 1 standard action

**Components** V, S, M (ground mica)

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

**Area** creatures and objects within 10-ft.-radius spread

**Duration** 1 round/level

**Save** Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

### Guidance

### Hold Person (DC 16)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, cleric 2, sorcerer/wizard 3

**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.

### Levitate (1/day)

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

**Casting Time** 1 standard action

**Components** V, S, F (a leather loop or golden wire bent into a cup shape)

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

**Target** you or one willing creature or one object (total weight up to 100 lbs./level)

**Duration** 1 min./level (D)

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

*Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

### Light

### Lightning Bolt (DC 17) x3

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

**Casting Time** 1 standard action

**Components** V, S, M (fur and a glass rod)

**Range** 120 ft.

**Area** 120-ft. line

**Duration** instantaneous

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

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

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

### Mage Armor

#### Mind Fog (DC 19)

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** fog spreads in 20-ft. radius, 20 ft. high

**Duration** 30 minutes and 2d6 rounds; see text

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

*Mind fog* produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

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

The fog is thin and does not significantly hamper vision.

### Minor Image (DC 16) At Will

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

**Duration** concentration + 2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

### Obscuring Mist

**School** conjuration (creation); **Level** cleric 1, druid 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** 20 ft.

**Effect** cloud spreads in 20-ft. radius from you, 20 ft. high

**Duration** 1 min./level (D)

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

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A *fireball*, *flame strike*, or similar spell burns away the fog in the explosive or fiery spell's area. A *wall of fire* burns away the fog in the area into which it deals damage.

This spell does not function underwater.

### Phantasmal Killer (DC 18) x2

**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.

### Ray of Enfeeblement (DC 15)

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

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** ray

**Duration** 1 round/level

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

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

### See Invisibility

### Spectral Hand (At Will)

**School** necromancy; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** one spectral hand

**Duration** 1 min./level (D)

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

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand*. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a

spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

### Stinking Cloud (DC 17)

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

**Casting Time** 1 standard action

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

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

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

**Duration** 1 round/level

**Saving Throw** Fortitude negates; see text;

**Spell Resistance** no

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

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

### Suggestion (DC 16) 1/day

**School** enchantment (compulsion) [language-dependent, mindaffecting];

**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).

### Summon Monster V (x2)

5th Level	Subtype
Ankylosaurus (dinosaur)*	—
Babau (demon)	Chaotic, Evil
Bearded devil	Evil, Lawful
Bralani azata	Chaotic, Good
Dolphin (orca)*	—
Dire lion*	—
Elemental (Large)	Elemental
Giant moray eel*	—
Kyton	Evil, Lawful
Salamander	Evil
Woolly rhinoceros*	—
Xill	Evil, Lawful

### Summon Monster VI

6th Level	Subtype
Dire bear*	—
Dire tiger*	—
Elasmosaurus (dinosaur)*	—
Elemental (Huge)	Elemental
Elephant*	—
Erinyes (devil)	Evil, Lawful
Giant octopus*	—
Invisible stalker	Air
Lillend azata	Chaotic, Good
Shadow demon	Chaotic, Evil
Succubus (demon)	Chaotic, Evil
Triceratops (dinosaur)*	—

### Vampiric Touch

**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.

### Waves of Exhaustion

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

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** no; **Spell Resistance** yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

### Lightning Bolt, wand of (CL 9<sup>th</sup>, 5 charges)

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

**Casting Time** 1 standard action

**Components** V, S, M (fur and a glass rod)

**Range** 120 ft.

**Area** 120-ft. line

**Duration** instantaneous

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

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

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

# Div, Doru Spells

## **Charm Person (DC 13) 3/day**

**School** enchantment (charm) [mind-affecting];

**Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

## **Commune (CL 12<sup>th</sup>, 6 questions) 1/week**

**School** divination; **Level** cleric 5

**Casting Time** 10 minutes

**Components** V, S, M (holy or unholy water and incense worth 500 gp), DF

**Range** personal

**Target** you

**Duration** 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to

the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

## **Detect Good (Constant)**

## **Detect Magic (Constant)**

## **Invisibility (At Will)**

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

**Casting Time** 1 standard action

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

**Range** personal or touch

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

**Duration** 1 min./level (D)

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

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

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

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's

perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

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

### **Minor Image (DC 13) 3/day**

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

**Duration** concentration + 2 rounds

This spell functions like *silent image*, except that *minor image* includes some minor sounds but not understandable speech.

### **Suggestion (DC 14) 1/day**

**School** enchantment (compulsion) [language-dependent, mindaffecting];

**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).