

Spells



This document lists new spells and those that have been revised for the Ioun rules. The version of the spells in this document supercede those that appear in the various printed sourcebooks. As a guide: Summoning, Teleportation, Polymorph, Healing and Divination spells are those that are most likely to have been modified.

Contents

1. Spell Lists
2. New and Revised Spells

Spell Lists

The following summarises the spell-lists for the all the magic using classes presented in the Character Classes document. Spells are only drawn from the *Pathfinder Core Rules* (2009), the *Advanced Player's Guide* (2010) , *Inner Sea World Guide* (2011), *Ultimate Magic* (2011) and this document. All other sources – including the *Spell Compendium* (2005) – are not permitted, although I will consider individual spells on a case-by-case basis.

Work still needs to be done to bring all the spell lists in line with the new magic rules. But as this is a mostly a case of renaming and semantics the game plays perfectly well without making these changes.

Alchemist: Technically an acquired spellcaster, the alchemist must actually prepare his spells in advance because he creates them in the form of an elixir. A class of the Arcane tradition, the elixirs are drawn from the Arcane (alchemy) spell list. For the moment use the Alchemist spell list presented in the printed books.

Bard: An instinctive caster of the Song tradition. The bard draws spells from the Song (Bardic) spell list. Use the Bard spell list instead.

Binder: A spellcaster of the Pact tradition. His access to spells are dependent upon the vestiges he has bound to his person. Use these lists as presented in the *Tome of Magic*.

Bladesinger: An acquired spell caster of the Song tradition. The Bladesinger draws spells from the Song (Bladesinging) spell list. For the moment choose spells from the Magus spell list instead.

Cleric: An acquired spell caster of the Divine tradition. The spell list of clerics is very different. Spells are drawn from seven Divine domains. These new rules have been completed, see the character class for more information.

Druid: An acquired spellcaster of the Primal tradition. The druid draws spells from the primal spell-list. For the moment, use the Druid spell list instead.

Eidolater: An instinctive spellcaster of the Pact tradition. The eidolater draws spells from the Pact (Eidolatry) spell list. Until that is finished use the Summoner spell-list instead.

Inquisitor: An instinctive caster of the Divine tradition. Inquisitors have access to the Inquisitor domain, and three other domains depending on their choice of deity. See the class description for more information.

Oracle: An instinctive caster of the Divine tradition. The Oracle gains access to spells from a number of Domains dependent upon her choice of Mystery. See the class description for more information.

Paladin: An acquired caster of the Divine tradition. The paladin draws spells from the paladin domain, and three other domains depending on his faith and his calling. See the description of the character class for more information.

Ranger: An acquired caster of the Primal tradition. The ranger should share the primal spell list with the druid. Until work on balancing the list is complete use the Ranger spell list instead.

Sorcerer: An instinctive caster of the Arcane tradition. The sorcerer draws spells from the Arcane spell list. This is effectively the same as the sorcerer/wizard spell list, so use that instead for the moment.

Witch: An acquired caster of the Pact tradition. Witch's should draw spells from the Pact (witchery) spell list. Until that list is complete, use the Witch spell list instead.

Wizard: An acquired caster of the Arcane tradition. Wizards should use the Arcane spell list, but they can use the sorcerer/wizard list of the time being instead.

New and Revised Spells

Analyse Dweomer

Divination

Level: Arcane 6, Divine (Magic) 6, Song 6

Casting Time: 8 hours

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

Targets: One object per caster level

Duration: Instantaneous

Saving Throw: None or Will negates (see text)

Spell Resistance: No

Casting this spell requires eight hours, and access to a magical laboratory or similar space dedicated to the study and research of magic. The ritual requires the use of magical paraphenalia such as lenses, dyes and reagents commonly found in magical or alchemical laboratories. Analyse dweomer is used to determine the specific magical properties of magical items, and the caster may examine a number of such items equal to his level with one casting of this spell.

After eight hours has passed, the caster learns the following about each magic item: its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). Intelligent items may attempt a Will save to resist the casting of this spell. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyse dweomer spells for 24 hours.

Analyse dweomer does not function when used on an artefact.

Bless Element

Transmutation [Air, Earth, Fire, Necrotic, Radiant or Water]

Level: Divine (Air, Death, Earth, Fire, Life, Water) 1

Components: Sufficient quantity of the element in question to bless

Casting Time: 1 minute

Range: Touch

Target: 1 pint (or equivalent) of pure element

Duration: Instantaneous

Saving Throw: Will Negates (object)

Spell Resistance: No

Elemental priests and worshippers of the Moon Gods can imbue divine power into a small quantity of their patron element. Because of the godly energy that runs through it, the element provokes a powerful reaction in undead creatures.

Holy elements retain their purity and blessed state until they are used. Some priests carry the element around with them as a sign of their faith; others use them as components in complicated spells. In areas rife with the undead, priests regularly bless elements and hand them out for free to their congregations.

Undead creatures cannot physically cross a line made from a blessed element, although they can go around it and use any ranged, close or far abilities to influence or attack the other side of the line. Intelligent undead are likely to be able to find numerous other ways to get across. A single casting of this spell can bless approximately one foot of the element. So it would take twenty castings for one cleric to bless a ring of (e.g.) holy earth with a 20 ft. circumference.

If a holy element is thrown at an undead creature (including an incorporeal undead), that creature takes 2d4 points of damage. Any other undead creatures within five feet take 1d4 splash damage from the attack. If the undead creature has regeneration of any sort, the damage from the holy elemental counts as lethal damage and cannot be regenerated.

An attack with a holy element is a ranged attack roll, and requires a standard action.

If an undead creature is completely immersed in a blessed element then it takes 10d4 damage each round until it can extricate itself.

The element produced, and the descriptor of the spell, depends on the nature of the priest's faith. For example, access to the Fire domain would give the spell the Fire descriptor, and allow the cleric to bless fire. It would not allow the cleric to bless any of the other elements.

The nature of the spell depends on which of the six elements are blessed. As follows:

Air: The cleric summons pure, natural air from the world around him and concentrates it in the palm of his hand, or holy altar. As he chants the air spins faster and faster taking the form of a miniature cyclone. Once blessed the air can be bottled in small fragile flasks for later use. Blessed Air inflicts an additional +2d4 damage against incorporeal undead.

Death: Necrotic energy is usually beneficial to the undead, but it becomes a potent weapon when blessed with a god's energy. The cleric usually draws the necrotic energy from a source of death, such as a diseased individual or a dead body. The energy takes the form of a fetid black soup, that will damage living flesh (1d4 damage if you touch it). The necrotic energy is held in a container. The cleric places his hand in the necrotic energy at the moment of casting, transforming it into a blessed element and does not take any damage. Blessed Death inflicts an additional +2d4 damage against mindless undead such as skeletons and zombies.

Earth: Good soil or small stones can be used as the material component to create blessed earth. It is important that the earth has come from a natural environment and not been worked by the hand of civilisation. The resulting blessed earth takes the form of a rich brown/red powder than can be bottled or stored in a pouch. Blessed earth inflicts an additional +2d4 damage against corporeal undead creatures.

Fire: The cleric kindles a fire from natural elements such as wood, or conjures it with related magics. At the end of casting the cleric plunges his hand into the fire, and picks up the living flame. The fire does no damage to the cleric, but will still burn other creatures (1d4 fire damage). The fire can then be bottled. The bottle holding the blessed fire sheds dim light in a 10 ft. radius. Blessed fire inflicts 1d4 fire damage against all creatures, in addition to the 2d4 damage it does to the undead. Undead vulnerable to fire may take more damage from the attack.

Life: The essence of life energy takes the form of a luminous spark of intense white light. This radiant energy can be gained by magical means, or slowly drawn from the cleric himself as part of the casting of the spell. Once imbued with divine power blessed life can be bottled until it is needed. The damage inflicted by blessed life is considered radiant, so it therefore acts against an undead's creature's vulnerability to radiant damage in addition to the 2d4 damage a blessed element would normally inflict.

Water: The water used in this spell must be pure and free from disease. It is held in a vessel while the cleric chants over it. One pint of blessed water is produced, which can be held in a stoppered flask. If consumed, blessed water is no more refreshing than normal water. Blessed water inflicts an additional 2d4 damage against ensouled undead such as vampires, liches and death knights.

Breeze

Evocation

Level: Arcane 0, Divine (Air) 0

Casting Time: 1 standard action

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

Targets: One creature or object

Duration: 1 hour (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Commune

Divination

Level: Divine (All, Inquisitor) 5

Casting Time: 1 hour

Range: Personal

Target: You

Duration: 1 round/level

Spell Resistance: No

You contact the extraplanar agents of your deity, and may ask questions of them. A divine caster with no particular deity (such as an oracle) appeals to an equivalent entity. You may ask one question per caster level, and the spell ends when the final question is answered. If you delay, discuss the answers or go off and do something else, the spell also ends.

The amount of information gained from a commune spell is entirely dependent on the knowledge of the entity that you invoke. Some may be more helpful than others in certain circumstances. For example, if the party wishes to know more information about an uncharacteristic increase in volcanic activity, a commune spell cast by a priest of Calafax is more likely to summon a being who knows useful information, than if the spell was cast by a cleric of Sharrash.

The entity invoked by this spell is played as an NPC by the GM. These beings have their own personalities and goals which will colour any answers that the caster receives. Depending on the questions asked, the entity may be deliberately duplicitous or genuinely eager to help. Entities conjured by the *commune* spell are not omniscient, and there may be some questions that they simply cannot answer.

Contact Other Plane

Divination

Level: Arcane 5

Casting Time: 1 hour

Range: Personal

Target: You

Duration: Concentration

Spell Resistance: No

You send your mind to another plane of existence in an attempt to answer a perplexing and unknowable puzzle. The great powers you contact by means of this spell resent the intrusion of mortal minds upon their time. At best the answers they give are terse and to the point. At worse, they deliberately lie and

may feblemind the spellcaster. No arcane caster attempts to contact other plane on a whim. It is likely the spell of the last resort, when all other avenues of enquiry prove fruitless.

As with a *commune* spell (q.v.) the caster must have an idea of the entity that he is trying to seek. Arcane casters are not limited in the particular types or locations of these entities; they simply need to seek out a being that they think has the answer to their question.

The contacted entity is under absolutely no obligation to answer the spellcaster quickly, truthfully or at all. It might demand some service or payment from the spellcaster, which may be as benign or nefarious as the GM deems appropriate. In addition to this uncertainty, arcane casters who send their minds into the ether run a significant chance of not returning with all their faculties. Consider the plane the contacted entity dwells upon, and then refer to the following table:

Plane Contacted	DC to avoid ability score decrease	Duration of ability score decrease
Elemental Plane	9	1 week
Astral Plane	12	2 weeks
Outer Plane	15	4 weeks
Far Realm	18	5 weeks

Plane Contacted: The elemental planes of Ioun are the planes of Earth, Air, Fire, Water, Life and Death. They are the domains of the Moon Gods and their elemental servants. They are the closest and least mind-bending of the planes of existence. The Astral Plane (or Astral Sea) is the great silvery realm of magic and the mind. The outer planes are the realms of gods, and other powerful entities that drift in the void beyond Ioun – the Feywild, Arvandor, the Shadowfell and Ostonia are all outer planes. The Far Realm is a plane outside reality, full of entities and intelligences that simply shouldn't exist.

Avoid Ability Score Decrease: When contacting this plane, the caster must make an Intelligence, Wisdom or Charisma check (whichever is higher) at the specified DC. If he fails then his Intelligence, Wisdom and Charisma scores are reduced to 8. You only have to make one ability score check regardless of the number of questions you ask.

Duration of Ability Score Decrease: The time that passes until the reduced ability scores begin to return to normal. This happens at the regular rate of 1 point per day. Some magic spells and other abilities may restore the ability scores more quickly.

On rare occasions, this divination may be blocked by an act of certain deities or forces.

In addition to the chance of feble-mindedness, loss of spellcasting and gaining the wrong answer, using contact other plane repeatedly gains the notice of certain

entities that the spellcaster would probably rather didn't notice him. Sending one's mind into the Far Realm is seldom without its consequences. These are left to the imagination of the GM.

Create Water

Conjuration (Creation) [Water]

Level: Divine (Community, Creation, Water, Inquisitor, Journeys, Weather) 1, Primal 1

Casting Time: 1 standard action

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

Effect: Up to 2 gallons of water/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You conjure a quantity of wholesome, drinkable water, just like clean rain water. Up to 2 gallons of water per level can be conjured with this spell. The water can be created in an area as small as will actually contain the liquid, or in an area three times as large – possibly creating a downpour or filling many small receptacles. The water cannot be created within a living creature, and will disappear after one day if it is not consumed.

Water weighs roughly 8 lbs per gallon. One cubic foot of water contains roughly 8 gallons, and weighs 60 lbs. A character in a temperate climate requires 1 gallon of fluid per day to stay healthy.

If you are targeting a specific individual with the create water spell then a ranged touch attack may be required to hit them.

Cure Critical Wounds

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing) 4, Primal 4, Song 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You lay your hand upon an open wound, and invoke the power of the Weave to heal your ally. You channel a little radiant energy, restoring balance to their humours and healing otherwise fatal wounds. The spell cures 4d8 points of damage +1 point per caster level to a maximum of +20.

Cure Critical Wounds restores damage to hit points, and will also cure most debilitating wounds. Broken and fractured bones, severed tendons and all lesser

wounds are instantly mended with a *Cure Critical Wounds*. It will not regrow missing or severed body parts (a *Regenerate* spell is required for that). See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A *mêlée* touch attack is required against such foes.

Cure Critical Wounds, Mass

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing) 3, Primal 3, Song 3

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You call upon the Weave, sending forth a lightning-like array of radiant energy that heals a number of creatures within range. The spell cures 4d8 points of damage + 1 point per caster level (to a maximum of +30) in each selected creature. You cannot direct the spell against targets you cannot see, so invisible allies are out of luck.

Mass Cure Critical Wounds restores damage to hit points, and will also cure most debilitating wounds. Broken and fractured bones, severed tendons and all lesser wounds are instantly mended with a *Mass Cure Critical Wounds*. It will not regrow missing or severed body parts (a *Regenerate* spell is required for that). See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A ranged touch attack is required against such foes.

Cure Light Wounds

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing, Paladin) 1, Primal 1, Song 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You lay your hand upon an open wound, and invoke the power of the Weave to heal your ally. You channel a little radiant energy, restoring balance to their humours and healing minor scrapes, wounds and abrasions. The spell cures 1d8 points of damage +1 point per caster level to a maximum of +5.

Although *Cure Light Wounds* always restores damage to hit points, it is not potent enough to mend broken bones or any other Wounds. See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A mêlée touch attack is required against such foes.

Cure Light Wounds, Mass

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing) 3, Primal 3, Song 3

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You call upon the Weave, sending forth a lightning-like array of radiant energy that heals a number of creatures within range. The spell cures 1d8 points of damage + 1 point per caster level (to a maximum of +15) in each selected creature. You cannot direct the spell against targets you cannot see, so invisible allies are out of luck.

Although *Mass Cure Light Wounds* always restores damage to hit points, it is not potent enough to mend broken bones or any other Wounds. See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A ranged touch attack is required against such foes.

Cure Moderate Wounds

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing, Paladin) 2, Primal 2, Song 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You lay your hand upon an open wound, and invoke the power of the Weave to heal your ally. You channel a little radiant energy, restoring balance to their humours and healing significant wounds and debilitations. The spell cures 2d8 points of damage +1 point per caster level to a maximum of +10.

Although *Cure Moderate Wounds* always restores damage to hit points, it is not potent enough to mend broken bones. However, it will counter the effects of a bruised elbow, a knock-out blow to the chin or similar injury. See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A mêlée touch attack is required against such foes.

Cure Moderate Wounds, Mass

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing) 4, Primal 4, Song 4

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You call upon the Weave, sending forth a lightning-like array of radiant energy that heals a number of creatures within range. The spell cures 2d8 points of damage + 1 point per caster level (to a maximum of +20) in each selected creature. You cannot direct the spell against targets you cannot see, so invisible allies are out of luck.

Although *Mass Cure Moderate Wounds* always restores damage to hit points, it is not potent enough to mend broken bones. However, it will counter the effects of a bruised elbow, a knock-out blow to the chin or similar injury. See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A ranged touch attack is required against such foes.

Cure Serious Wounds

Conjuration (Inquisitor, Healing) [Radiant]

Level: Divine (Life, Healing) 3 (Paladin) 4, Primal 3, Song 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You lay your hand upon an open wound, and invoke the power of the Weave to heal your ally. You channel a little radiant energy, restoring balance to their humours and healing life-threatening wounds. The spell cures 3d8 points of damage +1 point per caster level to a maximum of +15.

Although *Cure Serious Wounds* always restores damage to hit points, it is not usually potent enough to mend broken bones. However, it will counter the effects of a bruised elbow, a knock-out blow to the chin, a good scalping or injury of similar potency. See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A *mêlée* touch attack is required against such foes.

Cure Serious Wounds, Mass

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing) 5, Primal 5, Song 5

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half (harmless) or Will half

Spell Resistance: Yes (harmless); see text

You call upon the Weave, sending forth a lightning-like array of radiant energy that heals a number of creatures within range. The spell cures 3d8 points of damage + 1 point per caster level (to a maximum of +25) in each selected creature. You cannot direct the spell against targets you cannot see, so invisible allies are out of luck.

Although *Mass Cure Serious Wounds* always restores damage to hit points, it is not usually potent enough to mend broken bones. However, it will counter the effects of a bruised elbow, a knock-out blow to the chin, a good scalping or injury of similar potency. See the section on Afflictions for more details on wounds.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of damage to such creatures instead of curing their wounds. A ranged touch attack is required against such foes.

Detect Thoughts

Divination [Mind-Affecting]

Level: Arcane 2, Divine (Knowledge) 2, Song 2

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Target: You

Duration: Concentration, up to 1 minute/level

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.

Detect thoughts provides only the most general information about a target's mood and intent. It is used in the field to assess the danger or pliability of large groups of individuals. The surface thoughts revealed are raw emotions such as hostility, anger, fear or curiosity. There is no sense of a coherent narrative in the thoughts detected, this spell couldn't be used to find a pass-phrase or code word.

If used while interrogating a specific creature, then detect thoughts can offer valuable insight into the state of mind of the subject. Are they nervous? worried? Are they likely to respond to kindness or threats? What the spell won't do is read thoughts that the subject wants to remain hidden (even if the saving throw is failed). You can't use this spell to drag out the identity of a murderer or reveal the location of a hidden treasure.

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.

Dimension Door

Conjuration (Teleportation)

Level: Arcane 4, Divine (Journeys) 4, Song 4
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: You and touched objects or other touched willing creature
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and yes (object)

You instantly transport yourself from your current location to any spot that you can see within the range of this spell. 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 four Medium creatures and so forth. All creatures to be transported must be touching one another, and at least one of them must be touching you.

Discern Lies

Divination [Mind-Affecting]
Level: Divine (Inquisitor, Justice, Knowledge, Tyranny) 4 (Paladin) 3
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Will negates
Spell Resistance: No

You concentrate on one target, who must be within range of this spell. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. A target that succeeds on its saving throw cannot be affected by further discern lies spells cast by the same caster for 24 hours.

Discern Location

Divination [Mind-Affecting]
Level: Arcane 8, Divine (Knowledge) 8
Casting Time: 8 hours
Range: Unlimited
Target: One creature or object
Duration: Will negates
Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. A mind blank or equivalent spell, or the direct intervention of a deity would be required to prevent you from learning the exact location of a single

individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with this spell, you must possess an item of significance to the creature or a part of the creature (such as a lock of hair, toenail clipping etc.) In order to find an object, you must either have a part of the object or you must have handled and examined the object carefully at some point.

Drench

Conjuration (Creation) [Water]

Level: Arcane 0, Divine (Water) 0

Casting Time: 1 standard action

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

Targets: One creature or object of size Large or smaller

Duration: 1 round

Saving Throw: Reflex negates (object)

Spell Resistance: Yes (object)

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Fortunate Fate

Conjuration (Healing)

Level: Divine (Healing) 8

Casting Time: 1 minute

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

A golden aura spreads out from your fingertips, suffusing your ally with a golden glow that brightens, then fades into her skin. You surround the subject with an aura that immediately heals the creature if it is subjected to an effect that would incapacitate or kill it (reduce its hit points to 0 or below). When this event occurs, the fortunate fate spell intervenes by immediately triggering a heal spell upon the target. If the effect is one that causes harm in a way that a heal spell can repair (disease, hit point damage, ability damage, or poison), the target does not actually die, saved by the heal. If the effect is one that heal cannot countermand

(such as ability drain, old age, negative levels, disintegration, ability drain, or death effects), the fortunate fate spell cannot prevent the creature's death.

Harm

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

Harm charges a subject with necrotic energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). Regardless of the damage inflicted, *Harm* cannot reduce the target's hit points to less than 1.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Harm, Mass

Necromancy [Necrotic]

Level: Divine (Death) 9

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call upon the Weave, sending tendrils of necrotic energy spiralling outwards. Make a ranged touch attack against each target within range; if successful, the spell inflicts 10 points of damage per caster level (to a maximum of 250 points at 25th level). Regardless of the damage inflicted, *Harm* cannot reduce the target's hit points to less than 1.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Heal

Conjuration (Healing) [Radiant]

Level: Divine (Inquisitor, Life, Healing) 6, Primal 6, Song 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

Heal enables you to channel radiant energy into a creature to wipe away injury and afflictions. It immediately ends the following conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, feeble-minded, insanity, nauseated, sickened or stunned. It also ends the effects of any poison, and cures Wounds as if a *Cure Critical Wounds* spell was cast on the target. The spell also cures 10 hit points of damage per level of the caster, to a maximum of 150 hit points at 15th level.

Although *Heal* will remove the fatigued and exhausted conditions, it has no effect if the character gained these conditions by way of spellcasting languor. *Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of hit point damage to such creatures instead of curing their wounds. A *mêlée* touch attack is required against such foes.

Heal, Mass

Conjuration (Healing) [Radiant]

Level: Divine (Life, Healing) 9, Primal 9, Song 9

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

You call upon the Weave, sending forth a lightning-like array of radiant energy that heals a number of creatures within range. The spell cures 10 hit points of damage per caster level to a maximum of 250 hit points at 25th level. You cannot direct the spell against targets you cannot see, so invisible allies are out of luck.

Mass Heal immediately ends the following conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, feeble-minded, insanity, nauseated, sickened or stunned. It also ends the effects of any poison, and cures Wounds as if a *Cure Critical Wounds* spell was cast on the target.

Although *Mass Heal* will remove the fatigued and exhausted conditions, it has no effect if the character gained these conditions by way of spellcasting languor. *Mass Heal* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of hit point damage to such creatures instead of curing their wounds. A ranged touch attack is required against such foes.

Inflict Critical Wounds

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You make a *mêlée* touch attack against an unfortunate victim, and invoke the power of the Weave to injure him. You channel a little necrotic energy, imbalancing their humours and causing near-fatal wounds. The spell inflicts 4d8 points of damage +1 point per caster level to a maximum of +20.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Critical Wounds, Mass

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 3

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call upon the Weave, sending tendrils of necrotic energy spiralling outwards. Make a ranged touch attack against each target within range; if successful, the spell inflicts 4d8 points of damage + 1 point per caster level (to a maximum of +30) to each selected creature. You cannot direct the spell against targets you cannot see, so invisible enemies are safe from your attack.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Light Wounds

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You make a *mêlée* touch attack against an unfortunate victim, and invoke the power of the Weave to injure him. You channel a little necrotic energy, imbalancing their humours and causing minor scrapes, wounds and abrasions. The spell inflicts 1d8 points of damage +1 point per caster level to a maximum of +5.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Light Wounds, Mass

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 3

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call upon the Weave, sending tendrils of necrotic energy spiralling outwards. Make a ranged touch attack against each target within range; if successful, the spell inflicts 1d8 points of damage + 1 point per caster level (to a maximum of +15) to each selected creature. You cannot direct the spell against targets you cannot see, so invisible enemies are safe from your attack.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Moderate Wounds

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 2
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

You make a mêlée touch attack against an unfortunate victim, and invoke the power of the Weave to injure him. You channel a little necrotic energy, imbalancing their humours and causing significant wounds and debilitaitons. The spell inflicts 2d8 points of damage +1 point per caster level to a maximum of +10.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Moderate Wounds, Mass

Necromancy [Necrotic]
Level: Divine (Death, Inquisitor) 4
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

You call upon the Weave, sending tendrils of necrotic energy spiralling outwards. Make a ranged touch attack against each target within range; if successful, the spell inflicts 2d8 points of damage + 1 point per caster level (to a maximum of +25) to each selected creature. You cannot direct the spell against targets you cannot see, so invisible enemies are safe from your attack.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Serious Wounds

Necromancy [Necrotic]
Level: Divine (Death, Inquisitor) 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

You make a mêlée touch attack against an unfortunate victim, and invoke the power of the Weave to injure him. You channel a little necrotic energy, imbalancing their humours and causing life-threatening wounds. The spell inflicts 3d8 points of damage +1 point per caster level to a maximum of +15.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Inflict Serious Wounds, Mass

Necromancy [Necrotic]

Level: Divine (Death, Inquisitor) 5

Casting Time: 1 standard action

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

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

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You call upon the Weave, sending tendrils of necrotic energy spiralling outwards. Make a ranged touch attack against each target within range; if successful, the spell inflicts 3d8 points of damage + 1 point per caster level (to a maximum of +25) to each selected creature. You cannot direct the spell against targets you cannot see, so invisible enemies are safe from your attack.

Because a surfeit of necrotic energy animates undead creatures, this spell heals a like amount of damage to such creatures instead of injuring them.

Jolt

Transmutation [Electricity]

Level: Arcane 0, Divine (Air) 0

Casting Time: 1 Standard Action

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

Effect: Spark of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You cause a spark of electricity to strike the target with a successful ranged touch attack. The spell deals 1d3 points of electricity damage.

Legend Lore

Divination

Level: Arcane 7, Divine (Oracle, Knowledge) 7, Song 5

Casting Time: See text

Range: Personal

Target: You

Duration: See text

Saving Throw: Will negates (see text)

Legend lore brings to your mind legends and stories about an important person, place or object. If the person or object is at hand, or if you are in the place in question, the casting time is only 8 hours. If you have only detailed information on the person, place, or thing, the casting time is 8 days. If you know only rumours, the casting time is 8 weeks.

The usefulness of the lore gained by this spells is dependent upon your existing knowledge of the subject. The more familiar you are with the subject, the more esoteric gems this spell will reveal. If you know the subject extremely well either because you are friends with a living subject well, or because you have researched and discovered a great deal about the place or object, then you can gain specific and directed information about the legends surrounding the subject. The less familiar you are, the less complete and specific the information the spell reveals.

For example, if the only thing you know about the god Calafax is his name, then casting legend lore would reveal the role of the god, and his place in the Moon Pantheon. If you are a worshipper and know many of the teachings of his religion, then *legend lore* might reveal older and less well known information such as the process through which Calafax intervenes to annoint Firewalkers. If you are a learned scholar of the deity, then legend lore might reveal the deepest and darkest information – such as that Calafax has been a name taken by many divine entities in the history of Iourn.

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or objects to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are “legendary”, as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

If the subject of this spell is a person, and if that person is still in existence (either living or undead) then he is entitled to a Will saving throw against the spell's effects. On a successful saving throw, the caster gains no information about the subject.

The GM controls the amount of information gained through legend lore and the type of legends and information that are imparted to the caster. If there are many legends, the caster may only discover the most significant of them. Casters should

attempt to narrow down results of legend lore with their own independent research before casting the spell.

Once a caster casts legend lore on a particular topic, then every time he casts legend lore on the same topic in the future he will get the same result. Only if the caster discovers more information about the subject, (through more research, or gaining access to the subject itself) will further castings of legend lore prove effective.

Penumbra

Evocation [Darkness]

Level: Arcane 0, Divine (Shadow) 0

Casting Time: 1 Standard Action

Range: Touch

Targets: Creature or object touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

Plane Shift

Conjuration (Teleportation)

Level: Arcane 7, Divine (All) 7

Casting Time: 1 hour (see below)

Range: Touch

Area: 10 ft. radius

Duration: 1 round/5 levels

Saving Throw: None and Will negates (object)

Spell Resistance: Yes

This spell functions as *teleport* with the exception that the magic is solely used to cross planar boundaries. You can't use *plane shift* to travel to a permanent teleportation circle on the same plane, but you can use it to travel to a specific teleportation circle on a different plane of existence.

Divine casters who know this spell usually only know the sigil sequence to travel to a particular location on the home plane of their god (although there is nothing stopping them learning other addresses in time). Arcane casters will discover one sigil sequence when they learn this spell, and will probably go out of their way to discover more.

As with teleport you can use an existing permanent teleportation circle as the origin point of this spell. This reduces the casting time down from 1 hour to 1 minute. Planar travel is more complex than travel on the same plane.

Plane Shift, Greater

Conjuration (Teleportation)

Level: Arcane 9, Divine (Journeys) 9

Casting Time: 1 hour (see below)

Range: Touch

Area: 10 ft. radius

Duration: 1 round/5 levels

Saving Throw: None and Will negates (object)

Spell Resistance: Yes

This spell is similar to plane shift except that it is based on the *greater teleport* instead of the *teleport* spell. *Greater plane shift* allows travel between planes of existence, without the need for the destination to be a permanent teleportation circle. However, such jumps require a roll on the table presented in the *greater teleport* spell description.

Polymorph

Transmutation (Polymorph)

Level: Arcane 4, Divine (Change) 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This powerful spell allows the subject to take on the form of another creature. When a spellcaster gains or develops this spell then he must choose two specific kinds of creature that he can transform into. Every time he casts the spell, he must choose which of these two creatures to become.

At any point after gaining this spell, the caster may attempt to add additional creatures to his polymorph repertoire. Simply seeing new creatures or knowing of their existence is not enough; the caster must research each additional creature using the same rules as an acquired spellcaster researching new spells. Once a creature has been researched it is added to the list of potential creatures that can be assumed. There is no limit to the number of different creatures that can be available through the *Polymorph* spell, as long as each creature follows the guidelines laid down below:

The new form may be the same type as the subject of the spell, or any of the following types: aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant or vermin. The assumed form cannot have more hit dice than your hit dice or caster level (whichever is lower), to a maximum of 15 HD at fifteenth level. You cannot assume a form that is Miniscule

or Colossal with the *Polymorph* spell, neither can you assume an incorporeal or gaseous form. You may not take the form of any creature with a Template.

When assuming a new form you gain some, but not all of the new form's abilities. Equally, you lose some (but not all) of your own abilities. This addition and subtraction of your character's ability and statistics can be complex, and it is strongly suggested that players whose characters can cast this spell create full statistics for their characters in each of their available forms. If the player does not have such statistics immediately to hand, then the GM may rule that the spell cannot be cast at this time.

All characters have certain abilities derived from their race, and certain abilities derived from their class. *Polymorph* does not alter the abilities gained from the subject's character class: therefore all your class abilities are available in your new form. The only exception to this rule is if your new form simply isn't capable of performing the class ability. For example, if the assumed form cannot talk or hold a focus then it cannot cast spells. If the assumed form has no legs then the *flying kick* feat is useless. If the assumed form cannot wield a sword then it cannot make use of the suite of combat feats that depend upon using a sword. On the whole, these restrictions should be obvious. The GM and the player should discuss what they are each time a new form is added to the character's polymorph repertoire.

The character's racial abilities are significantly altered. However, *Polymorph* only affects a physical change to the character: it does not allow access to any of the magical or supernatural abilities associated with the new form. Neither does it affect your character's mind or mental acuity. A summary of the changes wrought by the *Polymorph* spell are as follows:

Racial Features Gained:

- Gain the new form's Type and Subtype (if any).
- Gain the new form's Strength, Dexterity and Constitution scores. These changes modify your skills, attack rolls, saving throws, CMB and CMD, but not your hit points.
- Gain the gross physical qualities of the new form: this includes the creature's appearance, colour, number of limbs, wings and so forth. Characters can decide the form's more specific qualities such as height, gender and hair colour as long as it is within the norm for the race.
- Gain the mundane movement capabilities of the new form: including burrowing, climbing, walking, swimming, flying with wings. Your speed can never be more than 30 ft. (swimming or burrowing), 60 ft. (on land) or 120 ft. (flying) regardless of what a normal creature of this race
- Gain the natural weapons of the new form, and proficiency in them. However changing form doesn't give you any extra attacks. If you assume the form of a bear you don't automatically gain its claw/claw/bite attack routine. If you only have one attack per round, then you still only have one attack per round in the new form, but you can choose which natural weapon to attack with.
- Gain any racial bonuses to skills.

- Gain the Natural Armour Bonus to armour class of the new form.
- Gain the Size of the new form. This may mean applying a size modifier to your Armour Class and attack rolls (but not to your ability scores).
- Gain the new form's Exceptional racial abilities.
- Gain any bonus racial feats of the new form as long as those feats provide Exceptional advantages. Bonus feats that provide Magical or Supernatural advantages are not gained.

Racial Features Retained:

- Retain your Intelligence, Wisdom and Charisma scores.
- Retain your own hit point total (do not modify your hit points even if your Constitution score changes as a result of the *Polymorph*).
- Retain your own Magical and Supernatural racial abilities.
- Retain your own base saving throws.
- Retain your own base attack bonus.
- Retain the ability to speak, as long as the new form is able to speak intelligibly – i.e. it has a discernible language, not just the ability to make sounds.

Racial Features Lost:

- Lose your Type and subtype (if any).
- Lose your Strength, Dexterity and Constitution scores.
- Lose your gross physical qualities – i.e. appearance and form.
- Lose your mundane movement capabilities (these are replaced by the new form)
- Lose your natural attacks (if any).
- Lose any Exceptional racial abilities that you possess.
- Lose any racial bonuses to skills (but don't lose any extra skill points conferred because of your race – such as the bonus points granted to a human).
- Lose your Natural Armour Bonus to armour class (if any)
- Lose your Size (and any size modifiers to armour class and attacks).
- Lose any bonus racial feats you have (this includes the bonus feat that humans receive at first level). If the lost feat is a prerequisite for any other feats, then also lose access to those feats for the duration of the spell.

Upon casting this spell, you are effectively disguised as a member of the assumed race. If you want to disguise yourself as a specific individual, then the *Polymorph* spell grants a +10 bonus to the disguise check.

When the change occurs your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form. Items that provide constant bonuses and do not need to be activated continue to function while melded in this way (with the exception of armour and shield bonuses, which cease to function). Items that require activation cannot be used while you maintain that form.

When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any item that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way.

Any part of the body, or piece of equipment, that is separated from the whole reverts to its true form. Should the subject die when in the assumed form, then he immediately reverts back to his true form upon death.

Raise Dead

Conjuration (Healing) [Radiant]

Level: Divine (Life, Healing, Rebirth) 5

Components: Body of deceased

Casting Time: 6 hours

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than one day per caster level. In addition, the subject's soul must be free and willing to return. Souls that have passed through the Land of the Dead and ventured beyond the Veil may not be able to come back. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. A restored character has 1 hit point, and is *exhausted* as per the condition. Acquired spellcasters lose access to all spells of 1st level or higher, and must prepare them again. Any ability scores reduced to 0 are raised 1 by the casting of this spell, but *Raise Dead* does not restore ability scores beyond that. Normal poisons and diseases are cured by this spell, although supernatural poisons, diseases and curses (such as lycanthropy) will linger.

While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders (Ancients), and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Regenerate

Conjuration (Healing) [Radiant]
Level: Divine (Life, Healing) 7, Primal 7, Song 7
Casting Time: 3 rounds
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Regenerate is a powerful magical effect that uses Radiant energy to restore hit points and regrow eyeballs, severed limbs and other body members. One casting of this spell allows fingers, toes, hands, feet, arms, legs, tails or even the heads of multi-headed creatures to regrow. It will also restore broken bones and ruined organs with the same power and efficiency of a *Cure Critical Wounds* spell.

After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. If the missing body part is not present then the casting time of the spell is unchanged, but it takes an extended rest (8 hours), for the missing item to fully regrow.

As a side effect of the magic, *Regenerate* also cures 4d8 points of damage + 1 point per caster level (to a maximum of +35) in the subject, instantly rids the subject of exhaustion and/or fatigue (unless caused by spellcasting languor), and eliminates all nonlethal damage the subject has taken.

Because a surfeit of necrotic energy animates undead creatures, this spell deals a like amount of hit point damage to such creatures instead of curing their wounds. It has no effect beyond causing hit point damage. A *mêlée* touch attack is required against such foes.

Resurrection

Conjuration (Healing) [Radiant]
Level: Divine (Life, Healing, Rebirth) 7
Components: Portion of diseased
Casting Time: 3 days
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

You restore life and complete strength to a deceased creature. You can raise a creature that has been dead for no longer than ten years per caster level. In addition, the subject's soul must be free and willing to return. Souls that have passed through the Land of the Dead and ventured beyond the Veil may not be

able to come back. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

A *resurrection* spell smooths the passage from the afterlife to the land of the living. The subject returns to life with full hit points, vigour and health. Acquired casters have access to all their spells as if they had readied them for the day. Damaged ability scores are restored to full, and any mundane poisons or diseases are purged from the subject. Supernatural diseases, poisons and curses are not removed.

The condition of the subject's remains is not a factor for this spell. As long as some small portion of the creature's body still exists, it can be resurrected – but the portion in question must have been part of the creature's body at the time of death. If the subject was disintegrated, then they can still be resurrected from the dust left behind by the spell.

Resurrection functions normally on a subject who has been turned into an undead creature and then destroyed (unless there is a curse working to the contrary), and can also restore to life those who have been slain by death effects. Constructs, elementals, outsiders (Ancients), and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

During the lengthy casting time, the spellcaster can only engage in routine activities such as eating, sleeping and so forth. Any lengthy distraction, including combat or unwelcome interruptions and conversations will disrupt the spell casting and the spellcaster will have to begin again.

Root

Transmutation [Earth]

Level: Arcane 0, Divine (Earth) 0

Casting Time: 1 Standard Action

Range: Touch

Targets: Creature touched

Duration: 1 minute (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell strengthens the subject's connection to the ground below, bolstering its defense against combat maneuvers. It gains a +2 insight bonus to its CMD to resist being moved or tripped and a +2 competence bonus on all Acrobatics checks made to balance or remain standing on earth, sand, stone, or a similar rocky substance.

Scoop

Evocation [Force]

Level: Arcane 0
Casting Time: 1 Standard Action
Range: Short (25 ft. + 5 ft./2 levels)
Effect: 6 inch diameter container of force
Duration: Concentration
Saving Throw: None
Spell Resistance: Yes

You will a small vessel of force into existence. As a move action, you can direct the container up to 15 feet per round in any direction, though the spell ends if the distance between you and the container ever exceeds the spell's range. You can dip the container to pick up or drop a liquid as a move action. The vessel holds up to 1 pint of liquid or small objects, weighing up to 5 pounds. You can also gather up a pint of liquid or small objects spread cross a surface with 1 minute of careful concentration.

Scrying

Divination

Level: Arcane 4, Divine (Knowledge, Oracle) 4, Primal 4, Song 3
Casting Time: 1 hour
Range: See text
Effect: Magic sensor
Duration: 1 minute/level
Saving Throw: Will negates

You can observe a creature at any distance. Casting this spell requires a still pool of water (for primal casters) or an elegant and elaborate mirror (for all other casters). You only need the most basic knowledge of a target to attempt a scrying. The magic instantly seeks out the target, as long as they are on the same plane of existence as the caster.

When the spell is cast, the subject must make a Will saving throw to adjudicate the success of the spell. The difficulty of the save depends on how well the caster knows the subject and what sort of physical connection (if any) he has to the subject. The will save is made using the following modifiers. All applicable modifiers stack:

Knowledge	Will Save Modifier
None (you must have some sort of physical connection if you have no knowledge of the subject)	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-2

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4

Body part: lock of hair, fingernail etc.	-6
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If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. A subject who fails the saving throw is unaware that they are being scried.

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

If the save succeeds the target is aware of the attempt to scry upon it. You also you can't attempt to scry on that subject again for at least 24 hours.

Scrying, Greater

Divination

Level: Arcane 4, Divine (Knowledge, Oracle) 4, Primal 4, Song 3

Casting Time: 1 hour

Range: See text

Effect: Magic sensor

Duration: 1 minute/level

Saving Throw: Will negates

This spell functions as *scrying* except where noted above. Additionally, *greater scrying* will function across planar boundaries, although the subject gains a +5 bonus to their saving throw if this is the case. All the following spells can be cast through the sensor with total reliability: *detect chaos*, *detect evil*, *detect good*, *detect law*, *message*, *read magic* and *tongues*.

Summon Monster I

Conjuration (Summoning) [Varies]

Level: Arcane 1, Divine (All) 1, Song 1

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

The magic unleashed by this spell reaches out into the extraplanar realms beyond loun and snatches a creature native to those realms. The summoned creature is always of the Elemental, Magical Beast or Outsider type; and must have an Intelligence score of 5 or less. Specific individuals cannot be conjured with a Summoning spell, instead an average member of the race appears. The summoned creature can be set upon your enemies, or it could be used to perform other tasks.

Summon Monster I grants spellcasters a magical matrix that can be used to summon any extraplanar creature of Challenge Rating 2 or less. When a spellcaster first learns or develops this spell, he gains the ability to summon one such creature. Each time he casts the spell that is the creature that appears.

At any point after gaining this spell, the caster may attempt to add additional creatures to his summoning repertoire. Simply seeing these creatures or knowing of their existence is not enough; the caster must research each additional creature using the same rules as an acquired spellcaster researching a new spell of the same level as this summoning spell. Once a creature has been researched it is added to the list of potential creatures that can be summoned by this spell. There is no limit to the number of different creatures that can be available through the *Summon Monster I* spell, as long as each creature is CR 2 or less.

The casting time of this spell is usually 1 round. That means a caster who begins to cast this spell in round *x* does not finish the casting the spell until just before his turn in round *y*. The summoned creature appears in round *y* and the caster can act normally in round *y*. If cast over 1 round, the duration of the spells is 1 round per caster level.

Casters can instead opt to take one minute to cast the spell. In this case, the duration of the spell is 1 minute per caster level. The duration of the spell cannot be extended more than this without the application of metamagic.

The summoned creature appears at any point where you designate within the range of the spell. The summoned creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. However, it is not a puppet. Obviously suicidal orders, or orders that are completely antithetical to its nature will cause the summoning spell to end.

If the summoned creature is reduced to zero hit points, it immediately disappears. However, it is not actually dead and will reform at the place from which it was snatched approximately one day later. Summoned monsters likely remember the events of their summoning, although in the vastness of the cosmos it is unlikely that the spellcaster and the summoned creature will ever cross paths again.

A summoned monster is temporarily dislocated from the Astral Plane when it is summoned. It cannot summon or otherwise conjure another creatures, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them, or inside other creatures.

Clerics who learn the *Summon Monster I* spell are limited in their choice of creatures by their religion. They may only be able to summon angelic beings, or creatures that are closely associated with the domain of their god: e.g. clerics of the god of agriculture may only be able to summon oxen or other farm animals. The player and the GM should discuss these limitations when the spell is selected.

Some casters may have ethical dilemmas in summoning certain types of creature. Creatures with a Template, may be summoned but these variants must be researched like any other creature. If you can summon a fiendish worg, you don't necessarily know how to summon a regular worg. In any event, adding a template cannot take the CR of the monster over the limit imposed by the spell. Advanced creatures may not be summoned.

When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Summon Monster II

Conjuration (Summoning) [Varies]

Level: Arcane 2, Divine (All) 2, Song 2

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 3. When casting the spell the caster summons one CR 3 creature, or 1d3 creatures of the same kind from his *Summon Monster I* list.

Summon Monster III

Conjuration (Summoning) [Varies]

Level: Arcane 3, Divine (All) 3, Song 3

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 4 or 5. When casting the spell the caster summons one CR 4 or 5 creature, or 1d3 creatures of the same kind from his *Summon Monster II* list, or 1d4+1 creatures of the same kind from his *Summon Monster I* list.

Summon Monster IV

Conjuration (Summoning) [Varies]

Level: Arcane 4, Divine (All) 4, Song 4

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 6. When casting the spell the caster summons one CR 6 creature, or 1d3 creatures of the same kind from his *Summon Monster III* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon monster* spell.

Summon Monster V

Conjuration (Summoning) [Varies]

Level: Arcane 5, Divine (All) 5, Song 5

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 7 or 8. When casting the spell the caster summons one CR 7 or 8 creature, or 1d3 creatures of the same kind from his *Summon Monster IV* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon monster* spell.

Summon Monster VI

Conjuration (Summoning) [Varies]

Level: Arcane 6, Divine (All) 6, Song 6

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 9. When casting the spell the caster summons one CR 9 creature, or 1d3 creatures of the same kind from his *Summon Monster V* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon monster* spell.

Summon Monster VII

Conjuration (Summoning) [Varies]

Level: Arcane 7, Divine (All) 7, Song 7

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 10 or 11. When casting the spell the caster summons one CR

10 or 11 creature, or 1d3 creatures of the same kind from his *Summon Monster VI* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon monster* spell.

Summon Monster VIII

Conjuration (Summoning) [Varies]

Level: Arcane 8, Divine (All) 8, Song 8

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 12. When casting the spell the caster summons one CR 12 creature, or 1d3 creatures of the same kind from his *Summon Monster VII* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon monster* spell.

Summon Monster IX

Conjuration (Summoning) [Varies]

Level: Arcane 9, Divine (All) 9, Song 9

Casting Time: Varies

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

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart

Duration: Varies

Saving Throw: None

This spell functions as *Summon Monster I* with the exception that the summoned creature must be CR 13 or 14. When casting the spell the caster summons one CR 13 or 14 creature, or 1d3 creatures of the same kind from his *Summon Monster VIII* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon monster* spell.

Summon Monster IX can be used to summon creatures of a greater CR than 14 if the caster selects the Monster Summon Maestro feat.

Summon Nature's Ally I

Conjuration (Summoning)

Level: Divine (Animal, Plant) 1, Primal 1

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell reaches out across the world of Iourn and summons a natural creature to the side of the spellcaster. The summoned creature is always of the Animal, Fey, Plant or Vermin type, and must have an Intelligence score of 5 or less. Specific individuals cannot be conjured with a Summoning spell, instead an average member of the race appears. The summoned creature can be set upon your enemies, or it could be used to perform other tasks.

Summon Nature's Ally I grants spellcasters a magical template that they can use to summon any natural creature of Challenge Rating 2 or less. When a spellcaster first learns or develops this spell, he gains the ability to summon one such creature. Each time he casts the spell that is the creature that appears.

At any point after gaining this spell, the caster may attempt to add additional creatures to his summoning repertoire. Simply seeing these creatures or knowing of their existence is not enough; the caster must research each additional creature using the same rules as an acquired spellcaster researching a new spell of the same level. This need not necessarily involve extensive research in dimly-lit libraries: primal spellcasters can perform field research instead (although the dice-rolling mechanics remain the same). Once a creature has been researched it is added to the list of potential creatures that can be summoned by this spell. There is no limit to the number of different creatures that can be available through the *Summon Nature's Ally I* spell, as long as each creature is CR 2 or less.

The casting time of this spell is usually 1 round. That means a caster who begins to cast this spell in round *x* does not finish the casting the spell until just before his turn in round *y*. The summoned creature appears in round *y* and the caster can act normally in round *y*. If cast over 1 round, the duration of the spells is 1 round per caster level.

Casters can instead opt to take one minute to cast the spell. In this case, the duration of the spell is 1 minute per caster level. The duration of the spell cannot be extended more than this without the application of metamagic.

The summoned creature appears at any point where you designate within the range of the spell. The summoned creature attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. However, it is not a puppet. Obviously suicidal orders, or orders that are completely antithetical to its nature will cause the summoning spell to end.

If the summoned creature is reduced to zero hit points, it immediately disappears. However, it is not actually dead and will reform at the place from which it was snatched approximately one day later. Summoned creatures likely remember the events of their summoning, so summoners are advised to treat their charges with dignity and respect.

A summoned creature is temporarily dislocated from the Astral Plane when it is summoned. It cannot summon or otherwise conjure another creatures, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them, or inside other creatures.

Clerics who learn the *Summon Nature's Ally I* spell can only summon creatures tied to their domains. Clerics with access to the Animal Domain summon animals or vermin, clerics with access to the Plant Domain summon plants. Clerics with access to both domains can summon animals, vermin or plants. Clerics cannot use this spell to summon Fey creatures.

The GM may rule that initial access to creatures is limited by geographical area or character background. Creatures with a Template, may be summoned but these variants must be researched like any other creature. If you can summon an aquatic shrieker fungus, you don't necessarily know how to summon a regular shrieker fungus. In any event, adding a template cannot take the CR of the monster over the limit imposed by the spell. Advanced creatures may not be summoned.

Summon Nature's Ally II

Conjuration (Summoning)

Level: Divine (Animal, Plant) 2, Primal 2

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 3. When casting the spell the caster summons one CR 3 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally I* list.

Summon Nature's Ally III

Conjuration (Summoning)

Level: Divine (Animal, Plant) 3, Primal 3

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 4 or 5. When casting the spell the caster summons one CR 4 or 5 creature, or 1d3 creatures of the same kind from his

Summon Nature's Ally II list, or 1d4+1 creatures of the same kind from his *Summon Nature's Ally I* list.

Summon Nature's Ally IV

Conjuration (Summoning)

Level: Divine (Animal, Plant) 4, Primal 4

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 6. When casting the spell the caster summons one CR 6 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally III* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon nature's ally* spell.

Summon Nature's Ally V

Conjuration (Summoning)

Level: Divine (Animal, Plant) 5, Primal 5

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 7 or 8. When casting the spell the caster summons one CR 7 or 8 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally IV* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon nature's ally* spell.

Summon Nature's Ally VI

Conjuration (Summoning)

Level: Divine (Animal, Plant) 6, Primal 6

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 9. When casting the spell the caster summons

one CR 9 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally V* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon nature's ally* spell.

Summon Nature's Ally VII

Conjuration (Summoning)

Level: Divine (Animal, Plant) 7, Primal 7

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 10 or 11. When casting the spell the caster summons one CR 10 or 11 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally VI* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon nature's ally* spell.

Summon Nature's Ally VIII

Conjuration (Summoning)

Level: Divine (Animal, Plant) 8, Primal 8

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 12. When casting the spell the caster summons one CR 12 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally VII* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon nature's ally* spell.

Summon Nature's Ally IX

Conjuration (Summoning)

Level: Divine (Animal, Plant) 9, Primal 9

Casting Time: Varies

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

Effect: One summoned creature

Duration: Varies

Saving Throw: None

This spell functions as *Summon Nature's Ally I* with the exception that the summoned creature must be CR 13 or 14. When casting the spell the caster summons one CR 13 or 14 creature, or 1d3 creatures of the same kind from his *Summon Nature's Ally VIII* list, or 1d4+1 creatures of the same kind from the list of any lower level *summon nature's ally* spell.

Summon Nature's Ally IX can be used to summon creatures of a greater CR than 14 if the caster selects the Monster Summon Maestro feat.

Teleport

Conjuration (Teleportation)

Level: Arcane 5, Divine (Journeys) 5

Casting Time: 10 minutes (see below)

Range: Touch

Area: 10 ft. radius

Duration: 1 round/5 levels

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle somewhere else on the same plane. With a step, you can move from one circle to the other. As part of performing the ritual, you must sketch out a 10-foot-diameter circle in various chalks, inks and powders. Some wizards use ominous candles, but this is purely an affectation. This temporary teleportation circle must exactly match the permanent teleportation circle at your destination. It disappears at the end of the spell's duration.

You must know the unique sequence of runes and sigils that corresponds to the portal to which you are trying to connect. When you learn the teleport spell you will also discover two or more sequences of sigils (at the GM's discretion). Other sequences can be found, stolen or purchased. Having a sequence of sigils does not guarantee entry through the destination portal, as some portals can still be warded. If this is the case, then the teleport spell fails and the caster is aware that warding is in place.

While the portal is open, any creature that enters the circle at the origin point instantly appears at the other location, along with anything the creature holds or carries. Any number of creatures of any size can use an open portal; the only limitation is the number that can reach the circle before it ends.

The conjured portal is opaque: you cannot see what is on the other side. It also provides two-way transportation. Anyone on the other side of the portal can come through to the caster's side given sufficient time. However, environmental effects at one end of the connection don't affect the other end, so you can't open a portal at the bottom of the ocean and flood your current location.

Teleport can link to any permanent portal on the same plane of existence. It cannot cross planar boundaries.

You can use a permanent teleportation circle as the origin point for this spell. This saves the caster having to draw his own temporary circle on the ground. If a permanent circle is used as the origin point then the casting time of this spell is reduced from 10 minutes to 1 standard action.

Teleport, Greater

Conjuration (Teleportation)

Level: Arcane 8, Divine (Journeys) 8

Casting Time: 10 minutes (see below)

Range: Touch

Area: 10 ft. radius

Duration: 1 round/5 levels

Saving Throw: None and Will negates (object)

Spell Resistance: No and yes (object)

This spell functions like teleport with the exception that your destination does not have to be a permanent teleportation portal. Teleporting 'off the grid' is extremely dangerous, and becomes more dangerous if the caster is unfamiliar with his destination.

If you use greater teleport to reach a destination that is not a permanent teleportation portal, then you must have some clear idea of the location and layout of your destination. The clearer your mental image, the more likely the teleportation works. To see how well the spell functions, then roll 1d100 and consult the following table. The definitions are given below.

Familiarity	On Target	Off Target	Similar Area	Splined	Adrift
Very familiar	01-90	91-95	96-99	100	---
Studied carefully	01-85	86-91	92-97	98-99	100
Seen once	01-80	81-88	89-95	96-98	99-100
Viewed once	01-70	71-80	81-90	91-95	96-100
False destination	---	---	01-50	61-90	91-100

Familiarity: Very familiar is a place that you where you have been very often and feel at home. Studied carefully is a place you know well, either because you can currently physically see it, or because you have been there often. Seen casually refers to places that you have seen more than once, but with which you are not very familiar. Viewed once is a location that you have only seen once, or only seen by scrying. False destination refers to a location that does not exist. The caster may have been fooled into thinking the location was real, or he may be trying to teleport to a known location that no longer exists.

Note that you can't use greater teleport to visit a place you haven't seen at all - you cannot define "Princess Jasmine's bedchamber" or "the nearest hawthorn bush" and hope for the spell to work. Such attempts result in an unavoidable mishap (GM discretion). Scrying unseen destinations first before teleporting is the wisest course of action.

On Target: You appear where you want to be. Rejoice.

Off Target: You appear safely at a random distance from the intended location, and in a random destination. The distance off target is 1d100% of the distance that was to be travelled. The direction is determined randomly.

Similar Area: You arrive in an area that is visually or thematically similar to the target area. Distance isn't a factor in this dislocation, the spell simply homes in on the most similar alternative location.

Splined: Not all of all of you reaches the destination, and the body parts that do are often twisted beyond all recognition. Take 5d6 damage and roll again on the table. Unlucky rolls could result into you being repeatedly splined to death.

Adrift: You are splined (taking 5d6 damage) and cast loose into the Astral Sea. It's up to your ingenuity and the GM to work out how you get home from here.

Interplanar travel is not possible with a greater teleport spell: the start and destination point must be on the same plane of existence.

True Teleport

Conjuration (Teleportation)

Level: Arcane 9, Divine (Journeys) 9

Casting Time: 1 standard action

Range: Personal

Duration: Instantaneous

Spell Resistance: No and yes (object)

Using this spell, the caster can instantaneously transport himself to a designated destination on the same plane of existence. No lengthy preparation for the spell is required, the caster simply wills himself to be somewhere else and disappears.

If the target destination is a permanent teleportation circle then the caster arrives safely with no chance of mishap. If this is not the case, then the caster must roll on the potential mishap table found in the description of the greater teleport spell.

True Resurrection

Conjuration (Healing) [Radiant]

Level: Divine (Life, Healing, Rebirth) 9
Casting Time: 3 days
Range: Touch
Target: Dead creature touched (optional)
Duration: Instantaneous
Saving Throw: None; see text

You restore life and complete strength to a deceased creature. You can raise a creature that has been dead for no longer than ten years per caster level. In addition, the subject's soul must be free and willing to return. Souls that have passed through the Land of the Dead and ventured beyond the Veil may not be able to come back. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

A *true resurrection* spell smooths the passage from the afterlife to the land of the living. The subject returns to life with full hit points, vigour and health. Acquired casters have access to all their spells as if they had readied them for the day. Damaged ability scores are restored to full, and any mundane poisons or diseases are purged from the subject. Supernatural diseases, poisons and curses are not removed.

No remains are required for a *True Resurrection* spell to be successful. However, if no body is present then the caster must unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is usually sufficient).

True Resurrection functions normally on a subject who has been turned into an undead creature and then destroyed (unless there is a curse working to the contrary), and can also restore to life those who have been slain by death effects. Constructs cannot be restored by this spell, and even potent magic such as this cannot bring back a creature that has died of old age.

True Resurrection is the only known spell that can bring back to life elementals and outsiders (Ancients). These beings do not have souls in the same sense as mortal races, which suggests that *True Resurrection* works in a very different manner to the *Raise Dead* and *Resurrection* spells, even though they seem to be very similar.

During the lengthy casting time, the spellcaster can only engage in routine activities such as eating, sleeping and so forth. Any lengthy distraction, including combat or unwelcome interruptions and conversations will disrupt the spell casting and the spellcaster will have to begin again.

True Seeing

Divination

Level: Arcane 6, Divine (Knowledge) 6, Primal 7

Casting Time: 1 standard action

Range: Touch

Effect: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see through all magical attempts to hide, deceive or bamboozle the senses. You see things as they truly are: not how magic might make them appear.

The subject sees through magical darkness (but not normal darkness); notices secret doors hidden by magic (but not by mundane means); sees the exact locations of creatures or objects under blur or displacement effects; sees invisible creatures or objects normally; and, sees illusions for what they are – the illusion is still visible to the subject, but they are aware of its unreal nature. the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing also has a limited ability to reveal the true form of polymorphed, changed or transmuted things. As long as the transmutation was caused and sustained by magic then the true form of a creature or object is visible as a ghostly image overlapping its current form. True seeing does not reveal the true form if the transformation is a natural (or supernatural) ability, or if the transutation effect is permanent. Therefore, true seeing will reveal the true form of a wizard polymorphed into a dragon, but will not reveal anything if directed at a werewolf in its humanoid form, or a statue that is actually a petrified prince.

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

Vision

Divination

Level: Arcane 8, Divine (Oracle) 8, Primal 8

Casting Time: 1 standard action (see below)

Range: Touch

Effect: Willing creature or object touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

The caster touches a person or an object and immediately gains a vision of the target. The vision is always something of great importance (although the importance may not be immediately apparent). The vision may be a scene from the past or from the future. If cast as a standard action the caster has no way to control the vision or what the magic reveals.

The casting of a vision spell is often the springboard to a quest or campaign, as the caster tries to work out the significance of what they saw.

Casters of vision spells often rely on complicated rituals involving animal entrails, tarot cards, tea leaves or other items befitting their tradition. While, technically, these materials are unnecessary when casting the spell (you either have the Gift of Sight or you don't) casters who rely on them believe they are more able to direct the vision. They still can't control what they are seeing, but they can control when they are seeing it.

If vision is cast as a ritual lasting not less than 1 hour, the caster states a specific point in the past or in the future for his vision. He then makes a caster level check (1d20 + 1 per caster level to a maximum of +25). The further removed from the present his vision is, the more difficult the check:

Level Check DC	Effect
20 or less	DM fiat
21-25	1 month
26-30	1 year
31-35	10 years
36-40	100 years
41-45	1000 years

All visions must be fixed to a particular person or object. There's no point touching a young boy and then having a vision to see what he's doing 1000 years from now: regardless of what you roll for your spell level check, the boy will still be long dead.

You cannot cast a *vision* spell on the same person or object more often than once per month. If another such spell is cast (by the same caster) during this time, then the results are always the same.