

Book of Lost Spells



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FROG GOD
GAMES

Book of Lost Spells

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Table of Contents

List of Spells by Class..... p. 3

Spells in Alphabetical Order

A	p. 10	N	p. 121
B.....	p. 21	O.....	p. 124
C	p. 34	P.....	p. 126
D	p. 52	Q.....	p. 135
E.....	p. 66	R.....	p. 137
F.....	p. 75	S.....	p. 145
G	p. 85	T	p. 174
H.....	p. 89	U.....	p. 181
I	p. 98	V	p. 186
J	p. 104	W.....	p. 188
K.....	p. 105	X.....	p. 194
L.....	p. 106	Y	p. 195
M.....	p. 112	Z	p. 195

Legal Appendix p. 196

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List of Spells by Class

Anti-Paladin

Level 1

Assassin's Mark
Sacred Watch
Sanctified Reverie of Arms

Level 2

Commanding Air
Fortify Armor

Level 3

Assassin's Coin
Corpse Armor
Demon Flesh, Lesser
Favor Servant
Firm Ally
Merge into Art
Unholy Ice Axe

Level 4

Divine Sovereignty
Holy Blazon
Paeon of the Unholy
Share Spell Resistance
Wall of Blood
Zone of Ablation

Bard

Cantrips

Alter Scent
Decrypt
Detect Charm
Detune
Dissonance
Encrypt
Flavor Shift
Locate Water
Pepper's Purpose
Purloin
Song of Rejuvenation
Unseen Attendant

Level 1

Acid Wind
Bewitch
Copy
Detect Current
Enhance Oration
Find Oasis
Flash of Light
Forked Tongue
Hives
Little Tiger Feet
Pilfer Sleep
Quick Change
Security from Fey
Serpent's Gaze
Shadowsight
Smooth Talker
Sonic Shield
Unchained Melody

Level 2

Babel's Curse
Barbaric Yawp
Bead of Blazing
Bug Bites
Charged Missile
Commanding Air
Constant Heat
Damage Morale
Detect Illusion
Disguise Magic Aura
Fleet Feet
Force Wave
Ghostly Howl
Harmony of Heroes
Lucky Cloak
Menacing Aura
Pain of Giving
Phantom Accompaniment
Pungent Scent
Reinforce Illusion
Seduction
Shadow Embrace
Stupefy
Taunt
Testimony
Triple Shot
Tune of Passage
Undetectable Charm
Worst Luck

Level 3

Air of Nobility
Association
Babble
Blade Song
Cacophony
Cone of Silence
Curse of Horror
Dancer's Grace
Dread Scream
Earthen Concealment
Empathic Wave
Instant Fluency
Message, Greater
Mundane Dweomer
Musical Mural
Player Instrument
Precision of Arms
Resonant Imbalance
Reverence
See the Ephemeral
Solar Window
Sound Worm
Spell Legs
Spiteful Image
Unfasten
Wailing Dirge

Level 4

Bait
Bead of Blasting
Crystal Wail
Cut to the Chase

Elephant's Strength
Empathic Wave, Other
Frost Shards
Fugue
Harmonic Discord
Harmony of the Gods
Maligned Performance
Mark of the Dancer
Paeon of Greater Glory
Paper Tigers
Paranoid Flight
Primal Beat
Song of the Eagle
Subsume Knowledge
Unchained Melody, Greater
Voice of Confession

Level 5

Charm Person, Mass
Cone of Silence, Greater
Confounding Battlefield
Crew with the Dead
Dance of Seduction
Devouring Darkness
Discordant Chorus
Euphoric Ecstasy
Interrogation
Mantle of Dread
Naïveté
Player, Instrument, Greater
Reverent Crowd
Shattering Cry
Song of Sanctuary
Song of Vengeance
Striking Likeness
Violent Scream
Wail of Fate

Level 6

Charismatic Shield
Dancer's Grace, Mass
Death's Imposition
Deep Stupor
Giant's Potency
Harmonious Dissolution
Illusory Illusion
Lost Wanderer
Nymph's Aura
Pocket Paradise
Revelation Field
Song of Healing

Cleric/Oracle

Orisons

Bleeding Plague
Detect Charm
Heraldic Fox
Heraldic Owl
Heraldic Sphinx
Resistance to Fear
Sonic Strike
Thicken

Level 1

Animate Skeleton
Animate Zombie
Aquatic Entangle
Archer's Blessing
Avert Attack
Battle Guidance
Battle Wisdom
Bubble Net
Buoyancy
Call Upon Faith
Charm Snakes
Cloud Burst
Decorate Object
Destroy Water
Detect Balance
Detect Current
Detect Disease
Detect Land
Detect Life
Empathic Resonance
Find Oasis
Grant Insight
Halt Aging
Heraldic Mastiff
Heraldic Ox
Hives
Liar's Remorse
Mercurial Smite
Necrotic Feast
Nervous Tension
Otter's Grace
Protection from Undead
Putrefy Food and Drink
Reduce Nausea
Refine
Sacred Symbol
Sacred Watch
Security from Fey
Sense Fey
Sense the False Form
Sonic Boom
Spiritual Trance
Touch of Luck

Level 2

Air Forge
Annul
Anointed
Arbitrary Spell
Augment Skeleton
Balance the Mind
Blessed Harvest
Blessed Watchman
Blessing of the Dawn
Bolster Mental Fortitude
Boost Potency
Bug Bites
Cat's Eye
Chanting
Charnel Stench
Commanding Air
Damage Morale

BOOK OF LOST SPELLS

Death's Rest
 Detect Curse
 Divine Lock
 Dolphin Fins
 Energetic Burst
 Faerie Ward
 Find Corpse
 Flame of Chaos
 Fortify Armor
 Frostfire
 Glowing Bones
 Green Water
 Grim Harvest
 Heraldic Horse
 Heraldic Lion
 Immunity to Fear
 Lifebread
 Lightning Bug
 Luck of the Saints
 Menacing Aura
 Nap
 Negative Energy Armor
 Pain of Giving
 Precision of Arms
 Protection from Paralysis
 Protective Shield
 Radiance
 Sandbody
 Slur
 Speed Undead
 Summon Dust Devil
 Swim
 Thorn Snare
 Truthful Words
 Undetectable Charm
 Willful Transformation
 Wound Reading
 Wyvern Guard

Level 3

Air Breathing
 Angel's Cloak, Lesser
 Animal Agent
 Archer's Grace
 Babble
 Blessed Warmth
 Blood Geyser
 Bone Armor
 Call Lesser Demon
 Choose Fate
 Corpse Armor
 Cure / Cause the Bends
 Curse of Horror
 Curse of Light
 Delay Death
 Demon Flesh, Lesser
 Discern Lycanthrope
 Divine Mantle
 Donor
 Expunge Shadow
 False Death
 Farstrike
 Fire Gills
 Godly Patronage
 Health Transfer
 Heat Flesh
 Heraldic Lamb
 Lucky Cloak
 Magic Circle Against Spirits
 Magic Circle Against

Undead
 Mass Berserk
 Mind Link
 Muck
 Nature's Repast
 Nature's Strength
 Ooze Bolt
 Protection from Oozes and
 Slimes
 Random Pain
 Rebound
 Remove Nausea
 Restore the Dead
 Retribution
 Searing Projectile
 Solar Spear
 Speak with Objects
 Squeaking Floor Alarm
 Torment
 Umbral Touch
 Vigor
 Walk in the Moonlight
 Whisper Wind
 Wine Fount
 Wise Defense

Level 4

Air Sphere
 Assume the True Form
 Aura of Tsathogga
 Babel's Curse
 Bladelust
 Chanting, Greater
 Curse of Life
 Desert Refuge
 Divine Communion
 Elephant's Strength
 Empathic Wave
 Exorcise
 Fiery Blast
 Firm Ally
 Force Corporeality
 Heraldic Leopard
 Improved Senses
 Instant Fluency
 Iron Core
 Light Control
 Lock Form
 Mortal Mask
 Mucus Mask
 Multiple Shot
 Mystic Seal
 Null the Soothing Touch
 Profane Link
 Righteous Cloak
 Snakes into Staves
 Solar Window
 Staves into Snakes
 Stonefast
 Subsume Knowledge
 Twig Torture
 Watery Blood

Level 5

Angel's Cloak
 Aspect Tattoo
 Blessing of the Forge
 Cloak of Serpents
 Clot
 Comrades in Arms

Corrupt Water
 Cut to the Chase
 Dark Empowerment
 Demon Flesh
 Divine Charge
 Earthen Snare
 Empathic Wave, Other
 Forest Home
 Heraldic Bear
 Hounds of Hell
 Inflict Lycanthropy
 Infuse Shadow
 Interrogation
 Intimate Knowledge
 Invigorate
 Mark of the Archer
 Mark of the Tactician
 Necrotic Touch
 Paranoid Flight
 Projectile Link
 Reverence
 Skull Bomb
 Slime Bucket
 Slow Aging
 Spellchain Grounding
 Tracker's Gaze
 Transfer of Vigor
 Unholy Glare
 Vigor, Improved
 Vile Vintage
 Wail of Fate

Level 6

Arcane Proscription
 Augment Skeleton
 Black Exhalation
 Call the Heart
 Death Gaze
 Divine Communion, Other
 Ebon Water
 Extract Life
 Giant's Potency
 Healing Draught
 Heraldic Wolf
 Imbue Passion
 Invigorating Touch
 Life Shot
 Lightning Storm
 Lost Wanderer
 Mortal Mask, Forced
 One with the Earth
 Revelation Field
 Song Barrier
 Steal Breath
 Torrent

Level 7

Acid Blast
 Agitate Crowd
 Bound Hearts
 Charismatic Shield
 Chill of Evil
 Contamination
 Create Crypt Thing
 Create Iceberg
 Dancing Daggers
 Death Bringer
 Disassemble
 Dedicated Shield
 Divine Intervention

Dolphin Fins, Mass
 Elemental Cloak
 Enrich Soil
 Greater Curse
 Heraldic Boar
 Mark of Exile
 Nature's Support
 Plague
 Purple Haze
 Reverent Crowd
 Sacred Aegis
 Sanguine Creatures
 Scorching
 Symbol of Discord
 Symbol of Hopelessness
 Unbound Shot
 Wither Limb

Level 8

Arcane Proscription, Greater
 Assault of Stone
 Blazing Blood
 Blindness/Deafness, Mass
 Dedicated Masses
 Divine Assimilation
 Elemental Infusion
 Enslave
 Godsblood
 Heraldic Hydra
 Heraldic Tortoise
 Impart Strength
 Luna's Glare
 Primeval Seal
 Solar Flare
 Soul Strike
 Strength of the Wyrms
 Xenophobic Rage

Level 9

Annihilate Soul
 Bound Souls
 Curse of the Ancient Mariner
 Disable
 Divine Inspiration
 Exact Task
 Heraldic Phoenix
 Heraldic Wyrms
 Hide the Soul
 Immunity to Energy
 Musical Mimicry
 Phoenix Cloak
 Projectile Link, Greater
 Reverence, Overwhelming
 Sanguine Protectors
 Unhallowed Dagger

Druid

Orisons

Binding Sap
 Daze Animal
 Divining Rod
 Drench
 Pepper's Purpose
 Quell the Wild
 Resistance to Fear
 Shield Open Flame

BOOK OF LOST SPELLS

Sonic Strike
Spark of Flame
Thicken

Level 1

Affect Normal Fog
Animal Auditory
Aquatic Entangle
Archer's Blessing
Bee Sting
Blend Into background
Boost Potency
Bubble Net
Bug Bites
Buoyancy
Call of the Wild Companion
Charm Snakes
Chlorophyll
Claws of the Beast
Cloud Burst
Constant Heat
Destroy Water
Detect Balance
Detect Current
Detect Disease
Detect Land
Earthen Blast
Empower Companion
Feather Step
Find Oasis
Hives
Ice Shards
Little Tiger Feet
Otter's Grace
Pattern Grass
Predict Weather
Pummel
Putrefy Food and Drink
Quill Skin
Rat's Nose
Sacred Symbol
Sandbody
Security from Fey
Sense Fey
Signal Flare
Sonic Boom
Tree Ladder
Woodland Shriek

Level 2

Animal Ocular
Augment Flames
Bait
Bestow Speech
Blessed Harvest
Branch Assault
Cat's Eye
Catnip
Cavewalker
Charge
Chatterwild
Commanding Air
Curse of Light
Desert Refuge
Dolphin Fins
Dust to Dust
Earth Ear
Energetic Burst

Essence of the Wild
Eyes of the Hawk
Forgebane
Frost Snap
Frostfire
Grim Harvest
Headwind
Icy Hammer
Identify Tracks
Immunity to Fear
Jungle Cry
Keen Ears
Leaf Fall
Leaf Tide
Lightning Bug
Luck of the Saints
Melt
Molten Strike
Moon Servant
Nature's Aura
Nature's Repast
Net
Open Trail
Pollen Cloud
Radiance
Rebound
Regenerate Plant Life
Rooted in Place
Rush of Wind
Scent Mask
Serpent's Gaze
Silent Hunter
Silver Lance
Soul of the Beast
Starlight
Stench of Death
Stick Servant
Sticky Tongue
Summon Dust Devil
Swift Vessel
Thorn Snare
Tremorsense
Trip
Wolf's Hearing
Wolf's Howl
Wound Reading

Level 3

Air Breathing
Animal Agent
Animal Mask
Animal Scout
Archer's Grace
Armor of the Serpent
Chrysalis
Dire Rage (Companion)
Discern Lycanthrope
Earth Bust
Earthen Concealment
Exile from Nature
Eye of Ice
Eyes of the Hawk, Greater
False Death
False Tracks
Farstrike
Fire Gills
Frost Shards

Halt Plant
Hornet Wall
Improved Senses
Locust Leap
Lucky Cloak
Moonbeam
Mud Slam
Nature's Strength
Protection from Pressure
Spyworm
Steam Bolt
Totemic Transformation
Undulating Earth
Volley of Thorns
Weather Calming

Level 4

Absorption
Animate Roots
Bladelust
Bramble Armor
Charged Touch
Charm Animal, Mass
Control Temperature
Corrupt Water
Earthen Wave
Enliven Wood
Forest Home
Iceform
Illusionary Forest
Infinite Knowledge
Mark of the Archer
Muck
Plant Portal
Quicksand
Ravenous
Snakes into Staves
Solar Lens
Staves into Snakes
Tattoo Object
Transform Boulder to Pebble
Transform Pebble to Boulder
Vines of Binding

Level 5

Air Sphere
Animal Mask, Greater
Arcane Obstruction
Aspect Tattoo
Blades of Bone
Cloak of Serpents
Cut to the Chase
Death Spores
Earth Shift
Earthen Snare
Enrich Soil
Gutsprout
Inner Storm
Invigorating Touch
Kiss of the Nereid
Lightning Wheel
One with the Earth
Prey's Scent
Ray of Desiccation
Snare Vessel
Submerge
Torrent

Transfer of Vigor
Transmute Water to Acid
Vengeful Environs
Vile Vintage
Watery Blood

Level 6

Acorn Grove
Advance the Years
Bead of Iron
Black Exhalation
Blades of Jade
Blight Fog
Blood of the Hydra
Change Dust to Water
Change Water to Dust
Create Cave
Divine Burden
Dolphin Fins, Mass
Ebon Water
Elemental Cloak
Elemental Scimitar
Fangstorm
Ice Sled
Landslide
Lost Wanderer
Nature's Support
Plant Aura
Quash Summoning
Serpent Hands
Solar Fury
Words of Thunder

Level 7

Acid Blast
Acid Swamp
Animate Stone
Assault of Stone
Contamination
Deep Freeze
Divine Disconnection
Electrical Storm
Elemental Infusion
Establish Foundation
Plague
Revelation Field
Scorching

Level 8

Chariot of Fire
Darken Forest
Deny Succor
Mark of Exile
Mass Polymorph
Tranquil Grove

Level 9

Arcane Censure
Creation's Fury
Establish Land
Hide the Soul
Immunity to Energy
Plant Enlightenment
Ravaging Fire
Rimeshatter
Storm's Fury
Wither Limb

BOOK OF LOST SPELLS

Paladin

Level 1

Aura of Valiance
Avert Attack
Battle Guidance
Battle Wisdom
Call Upon Faith
Cloth of Honorable Melee
Detect Charm
Detect Disease
Divine Beacon
Energetic Burst
Holy Infusion
Immunity to Fear
Luck of the Saints
Mercurial Smite
Protection from Undead
Reduce Nausea
Sacred Symbol
Sacred Watch
Security from Fey
Unfettered Steed

Level 2

Anointed
Blade of Light
Blessed Watchman
Chanting
Commanding Air
Fortify Armor
Protective Shield
Reinvigorate
Righteous Conviction
Sanctified Reverie of Arms
Undetectable Charm
Vigil of Enlightenment
Willful Transformation

Level 3

Angel's Cloak, Lesser
Blessed Warmth
Favor Mount
Heraldic Bear
Holy Fire Hammer
Invigorating Touch
Magic Circle Against Spirits
Magic Circle Against Undead
Mighty Steed
Remove Nausea
Vigor
Weapon of Retribution
Wings of Heaven
Wise Defense

Level 4

Bare the Soul
Chanting, Greater
Circle of Divine Censure
Comrades in Arms
Divine Beacon's Answer
Divine Charge
Divine Sovereignty
Hand of Judgment
Health Transfer
Holy Blazon

Invigorate
Iron Core
Iron Judgment
Mark of the Tactician
Merciful Soul
Paeon of the Holy
Peacebinding
Rebound
Righteous Cloak
Share Spell Resistance
Silver Shield
Zone of Ablation

Ranger

Level 1

Animal Auditory
Archer's Blessing
Bewildering Tracks
Binding Sap
Blend Into background
Boost Potency
Bug Bites
Camouflage
Charm Snakes
Daze Animal
Detect Disease
Divining Rod
Empower Companion
False Tracks
Feather Step
Hound's Scent
Identify Tracks
Jungle Cry
Little Tiger Feet
Locate Water
Message Cache
Open Trail
Otter's Grace
Pattern Grass
Pilfer Sleep
Predict Weather
Quell the Wild
Rat's Nose
Sacred Symbol
Sacrificial Armor
Security from Fey
Sense Fey
Sense the False Form
Shadowsight
Signal Flare
Spark of Flame
Swirling Leaves
Tree Ladder
Tremorsense
Wolf's Hearing

Level 2

Animal Mask
Animal Ocular
Animal Scout
Bestow Speech
Biting Blade
Catnip
Charged Missile
Chatterwild
Dire Rage (Companion)
Dust to Dust
Earth Ear

Earthen Concealment
Eye of Ice
Eyes of the Hawk
Fleet Feet
Hunter's Insight
Keen Ears
Leaf Fall
Moon Servant
Nature's Aura
Nature's Repast
Scent Mask
Shifter's Bane
Silent Hunter
Touch of Luck
Triple Shot
Wolf's Howl
Wound Reading

Level 3

Animal Agent
Archer's Grace
Axe of Destruction
Bait
Desert Refuge
Discern Lycanthrope
Essence of the Wild
Eyes of the Hawk, Greater
Forgebane
Improved Senses
Nature's Strength
Smart Arrow
Soul of the Beast
Spectral Archers
Stick Servant
Unstoppable Tracker

Level 4

Animal Mask, Greater
Assume the True Form
Blood of the Hydra
Charm Animal, Mass
Commanding Presence
Frost Shards
Illusionary Forest
Mark of the Archer
Plant Portal
Tattoo Object
Totemic Transformation
Track Magic
Vengeful Environs

Sorcerer/Wizard

Abjuration

Cantrips

Repel Dirt
Resistance to Fear
Shield Open Flame

Level 1

Anchor
Avert Attack
Protection from Undead
Restraining Order
Security from Fey

Level 2

Bolster Mental Fortitude
Desert Refuge

Faerie Ward
Fiery Shield
Frame
Immunity to Fear
Protection from Paralysis
Scent Mask
Sigil of Darkness

Level 3

Arcane Shield
Blackout
Cone of Silence
Frame Other
Glass House
Magic Circle Against Spirits
Magic Circle Against Undead
Protection from Oozes and Slimes
Protection from Pressure
Sigil of Fire
Sigil of Sleep

Level 4

Arcane Lens
Bastion
Bead of Luck
Charge
Frame, Greater
Lock Form
Mark of Ownership
Sigil of Poison
Stonefast

Level 5

Arcane Shield, Greater
Bead of Iron
Cone of Silence, Greater
Demon Flesh
Frame Other, Greater
Mystic Fortification
Mystic Negation
Spellcaster's Refusal
Spellchain Grounding

Level 6

Quash Summoning
Revelation Field
Spell Inhibitor
Spiritbreaker

Level 7

Containment Orbs
Divine Disconnection
Primeval Seal
Volley Spell

Level 8

Destined Doom
Restore True Form

Level 9

Arcane Censure
Hide the Soul
Immunity to Energy

Conjuration

Cantrips
Purloin

BOOK OF LOST SPELLS

Level 1

Acid Wind
Bubble Net
Coat of Arms
Gossamer Webbing
Hives
Mucilage
Razorfield
Web Orb

Level 2

Bug Bites
Frost Shards
Gallows Tree
Gaze Mirroring
Icy Hammer
Ironshot
Net
Ooze Bolt
Silver Lance
Soul Shield
Spirit Cartographer
Triple Shot
Yellow Smoke

Level 3

Aerial Pilot
Binding Chains
Blinding Ash
Call Lesser Demon
Explosive Cloud
Foggy Flying Carpet
Rain of Missiles
Water Double

Level 4

Abiding Webs
Air Bridge
Aura of Tsathogga
Creeping Eye
Endless Abyss
Gallows Grove
Instant Exit
Mucus Mask
Rainbow Spear
Spectral Archers
Steam Cloud
Steel Butterflies
Vermin Swarm
Weather Calming

Level 5

Air Sphere
Dark Empowerment
Divine Burden
Earthen Snare
Kiss of the Nereid
Rainbow Staff
Summon Shadow
Swarm of Abyssal Beetles

Level 6

Cold Fog
Create Cave
Ice Sled
Landslide
Words of Thunder

Level 7

Air Bridge, Personal
Crawling Chaos

Dancing Daggers
Establish Foundation
Magma Eruption
Raise Island
Summon Hell Hounds

Level 9

Curtain of Fire
Establish Land
Tendrils of Night

Divination

Cantrips

Decrypt
Detect Charm
Itemize
Locate Water

Level 1

Detect Current
Detect Disease
Detect Land
Find Oasis
Forecast
Know the Mark
Locate Fish
Sense Fey
Sense the False Form
Shadowsight
Track the Charm

Level 2

Combat Mind
Detect Curse
Detect Illusion
Precision of Arms
Prowess of the Prophet
Speak with Objects

Level 3

Discern Lycanthrope
Link Perception
See the Ephemeral
Sigil of Seeing
Whisper Wind

Level 4

Circle of Scrying, Minor
Instant Fluency
Piercing Vision
Portrait
Prophet's Eye
Remember Seas
Subsume Knowledge

Level 5

Mystic Bond

Level 6

Piercing Vision, Greater

Level 7

Mystic Bond, Greater

Level 8

Circle of Scrying, Greater

Enchantment

Cantrips

Befuddle
Pepper's Purpose

Pilfer Sleep

Level 1

Battle Insight
Farsighted
Malicious Intent
Nearsighted
Serpent's Gaze
Smooth Talker
Twitch

Level 2

Character Flaw
Commanding Air
Damage Morale
Dream Speaker
Helpless Grief
Hesitate
Insomnia
Lustful Gaze
Sneeze
Taunt
Testimony
Wakefulness
Worst Luck

Level 3

Air of Nobility
Association
Bad Luck
Bait
Lucky Cloak
Malicious Intent, Greater
Mass Berserk

Level 4

Fire Fascination
Megalomania
Paranoid Flight
Ravenous

Level 5

Charm Person, Mass
Euphoric Ecstasy
Fugue
Mantle of Dread
Naïveté
Touch of Madness
Weaken Outsider Will

Level 6

Dance of Seduction
Death's Imposition
Deep Stupor
Shroud of Slumber

Level 7

Chaos
Control Lycanthrope
Dream Thief
Interdiction
Symbol of Discord
Symbol of Hopelessness
Xenophobic Rage

Evocation

Cantrips

Fire Bolt
Fire Touch
Frost Touch

Shock Touch
Spark
Spark of Flame

Level 1

Bead of Blazing
Copy
Dragon's Gauntlet
Earthen Blast
Fiery Grasp
Fire Burst
Flaming Bolt
Flash of Light
Frostfire
Ice Shards
Impressive Blow
Molten Strike
Push
Rock Bolt
Subdual Ray
With the Wind

Level 2

Arcane Anchor
Barbaric Yawp
Blinding Flare
Blood Geyser
Boarding Plank
Death March
Delude
Ethereal Strike
Farstrike
Flame of Chaos
Flames of Darkness
Flameswell
Force Wave
Frost Snap
Ghostly Throttle
Leaf Fall
Rush of Wind
Signal Flare
Smothering Cloud
Spectral Sail
Undertow

Level 3

Arcane Spear
Billow the Sail
Breath of the Dragon
Cacophony
Chaos Bolt
Electromagnetic Storm
Hard Water Blast
Infuse Weapon
Sand Blast
Shadow Bolt
Solar Window
Steam Bolt
Undulating Earth
Violent Scream
Wall of Water
Whirlwind of Gore

Level 4

Arcane Sacrifice
Bead of Blasting
Bead of Frost
Bubble Goop

BOOK OF LOST SPELLS

Deflect Ram
Dig
Enduring Missiles
Fiery Blast
Flame Spiral
Flames of Purification
Lightning Wheel
Scalding Sea
Slimeball
Umbral Shield

Level 5

Dark Curtain
Devouring Darkness
Nullifying Cloak
Shattering Cry
Solar Fury

Level 6

Create Iceberg
Fangstorm
Fiery Constrictor
Lightning Storm
Scorching

Level 7

Acid Storm
Ebon Lightning
Forceful Crush
Liquid Fire
Mangling Foot
Searing Flash
Shield of Crackling Fire

Level 8

Ebonflame
Electrical Storm
Harmonious Dissolution
Ice Geyser
Raise Shipwreck
Spirit Disk

Level 9

Conflagration
Multiple Contingency
Rimeshatter
Scintillating Doom
Storm of Vitriol
Wrack the Mind

Illusion

Cantrips

Flavor Shift
Quell the Wild

Level 1

Bewitch
Blend Into background
Inverted Compass
Muddy Appearance

Level 2

Blindfold
Disguise Magic Aura
Enhance Oration
Menacing Aura
Pungent Scent

Reinforce Illusion
Umbral Images
Undead Alteration

Level 3

Animal mask
Battle Double
Mundane Dweomer
Seduction
Spiteful Image

Level 4

Distance Distortion
Judicious Silence
Maligned Performance
Mass Arboreal Illusion
Paralyze

Level 5

Animal mask
Umbral Weapon

Level 6

Confounding Battlefield
Illusory Illusion
Illusory Setting
Judicious Invisibility

Level 7

Time Acceleration
Time Deceleration

Level 8

Luna's Glare
Umbral Twin

Level 9

Quicken Assassin

Necromancy

Level 1

Animate Skeleton
Animate Zombie
Commune With Shade
Debilitate
Grave-Touched Weapon
Halt Aging

Level 2

Augment Skeleton
Blood Bath
Charnel Stench
Death Rattle
Death's Rest
Ethereal Blade
Ghostly Howl
Glowing Bones
Interrogate the Dead
Negative Energy Armor
Safeguarded Slumber
Spirit Blast

Level 3

Bone Trap
Corpse Armor
Cure / Cause the Bends
Delay Death

Donor
False Death
Finger Missile
Heat Flesh
Hemophilia
Infirmity
Life Leech Weapon
Ray of Paralysis
Resist Channeling, Lesser
Silver Bones
Soul Shatter
Umbral Strike
Umbral Touch

Level 4

Bloodburn
Feed Summoned Creature
Iron Bones
Mind Carve
Ray of Desiccation
Restore the Dead
Twig Torture
Zombify Self

Level 5

Blades of Bone
Blood Purge
Bloody Tentacles
Bone Blight
Clot
Deathly Gaze
Ethereal Blast
Ethereal Blast
Extract Life
Grim Resilience
Heat Bone
Mark of Fire
Mark of Ice
Necrotic Touch
Resist Channeling
Skull Bomb
Slow Aging
Wail of Fate

Level 6

Adamantine Bones
Augment Skeleton, Mass
Black Exhalation
Crew with the Dead
Curse of Infirmity
Death Gaze
Ebon Water
Mark of Ooze
Negative Energy Mantle
Shade Swarm
Spilling of Blood
Transform Zombie

Level 7

Blindness/Deafness, Mass
Chain Enervation
Cone of Decay
Create Crypt Thing
Obliterate Soul
Progressive Curse
Resist Channeling, Greater
Shadowflesh
Soul Strike

Level 8

Annihilate
Contamination
Dark Geyser
Death Bringer
Deny Succor
Devour Essence
Greater Curse
Life Leech
Plague
Shadowstaff
Umbral Storm
Zephyr of Death

Level 9

Heart Rip
Unhallowed Dagger

Transmutation

Cantrips

Alter Normal Fires
Alter Scent
Burden
Encrypt
Ferment
Shadow Distortion

Level 1

Affect Normal Fog
Biting Blade
Buoyancy
Camouflage
Caustic Spitlle
Cloud Burst
Dead Man's Hands
Decorate Object
Engrave
Etch Stone
Fiery Cloth
Fist of Stone
Flame Water
Fresh Seal
Friendly Form
Lasting Breath
Little Tiger Feet
Morph the Shadow
Quick Change
Regalia
Sharpen the Edge
Shroud the Shadow
Slow Draw
Tree Ladder
Trigger Sigil

Level 2

Augment Flames
Blunt the Edge
Brittle
Burn the Sight
Buttress
Charged Missile
Constant Heat
Dragon Scales
Dragon Wings
Engraving, Mutable
Eyes of the Hawk
False Gold
Fleet Feet

BOOK OF LOST SPELLS

Glide
Ignite
Keen Ears
Leaf Tide
Melt
Rat's Nose
Rooted in Place
Slur
Stupefy
Swift Vessel
Swim
Tracer
Unbalance

Level 3

Babble
Babel's Curse
Blade Song
Charged Touch
Essence of the Wild
Eye of Ice
Eyes of the Hawk, Greater
Message, Greater
Mud Slam
Pain of Giving
Reshape Metal
Shadow Tendril
Softening Wall
Solid Footing
Spell Kill
Unfasten
Unluck
Weeping Wounds

Level 4

Arcane Retribution
Bladelust
Chronal Healing, Lesser
Control Temperature
Corpulent Bloat
Desail
Earth Bust
Earthen Wave
Elephant's Strength
Fill the Sails
Fluid Form
Force Corporeality
Fumble
Hard Water Weapons
Iceform
Improved Senses
Ironrope
Mortal Mask
Mystic Seal
Purifying Bath
Quicksilver Vault
Rescind Protection
Shadow Form
Shadowbind
Submerge
Tattoo Object
Totemic Transformation
Transfer of Vigor
Transform Boulder to Pebble
Transform Pebble to Boulder
Transmute Water to Acid
Treacherous Blow
Warrior's Touch

Level 5

Absorb Object
Blood Blade
Corrupt Water
Cut to the Chase
Enliven Wood
Hovership
Lower Spell Resistance
Memento
Mystic Sapper
Reinstate Spell
Snare Vessel
Spirit Doll Enchantment
Unyielding Durability
Vile Vintage

Level 6

Advance the Years
Blade Bond
Breach Defenses
Change Dust to Water
Change Water to Dust
Chilling Gaze
Claws of Digging
Dust of Death
Farvision
Giant's Potency
Glass Window
Inflict Lycanthropy
Mind Meld
Mortal Mask, Forced
Ogre's Visage

Strength of the Earth
Synaptic Disturbance
Tenacious Blade
Transparent Steel
Umbral Smash

Level 7

Acid Swamp
Burning Rain
Chronal Displacement
Chronal Healing, Greater
Crystal Transformation
Deep Freeze
Icebreaker
Reinstate Spell, Greater
Serpent Hands
Sleep of Power

Level 8

Elemental Infusion
Fusing of Bones
Glass into Iron
Impart Strength
Outside of Time
Reversal
Strength of the Wyrn

Level 9

Dual Mind
Eternal Sleep
Ogre's Transformation
Solar Eclipse



Spells in Alphabetical Order

Abiding Webs

School conjuration (creation); **Level** sorcerer/wizard 4
Casting Time 1 action
Components V, S, F (spider and a bit of webbing frozen in amber)
Range medium (100 ft. + 10 ft./level)
Effect creates webs in a 20-ft. radius
Duration permanent
Saving Throw Reflex negates (see text); **Spell Resistance** yes

This spell acts exactly like the 2nd-level *web* spell, except that it swarms with thousands of tiny harmless spiders that repair and replace damaged sections with supernatural speed and efficiency. *Abiding webs* are permanent, and the spiders within them need neither food nor air to survive for centuries. The spiders are creations of the spell and cannot be targeted by any attack. They are continually replenished by the magic of the *abiding web*, and exist as long as the spell does. If a section is burned or cut away, the spiders repair a 5-foot square of the *abiding web* each round, making the webs' destruction nearly impossible without magical assistance. The webs can be permanently destroyed only by magical fire attacks that are capable of engulfing the entire area of webbing, or by a *dispel magic*.

Absorb Object

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 hour
Components V, S, M (the item to be melded, seven drops of the host's blood, a bit of gauze and 100 gp in various ritual items that are consumed in the casting)
Range touch
Target one creature and one object (up to 1 lb. and up to 1/2 cubic ft.)
Duration permanent (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

When this spell is cast, a small object of up to a pound in weight sinks harmlessly into the flesh of the target, hiding it from sight. In this way, a magic ring, amulet or other small item can be secured within a host and still provide the benefit as if it were being worn. Melded objects no longer count toward the limits on magic items a character can wear; however, only one object may be melded into a living host at any one time.

Items secured with a host are detectable as a faint magical aura and by a warping of the flesh at the location at which the item is merged with the body. The spell maintains the melding without disturbing the host's biological functions, making the spell's duration the lifespan of the recipient. The melded object can be removed forcibly from its host by the use of break enchantment, *limited wish*, *miracle* or *wish* spell, which causes the host 2d6 points of damage as the object is ejected from his flesh. The mage who cast the spell originally may also dispel the effect to harmlessly cause the melded object to rise out of the subject's body.

Absorption

School transmutation; **Level** druid 4
Casting Time 1 round
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)

Target one creature
Duration instantaneous
Saving Throw Fortitude, see text; **Spell Resistance** yes

You cause any liquid carried by a creature to dry up. The spell affects potable waters as well as potions, although magical potions get a saving throw to resist the effect. Potions carried by a creature can use that creature's Fortitude saving throw bonus or their own, whichever is better. While the spell instantly dries up water carried by a character, it can destroy only a limited number of magic potions. Potions destroyed are limited to those whose total spell levels are less than half the level of the spell's caster. For example, a 7th-level caster can destroy a *potion of mage armor* (1st-level), and a *potion of barkskin* (2nd-level) but is unable to destroy any more potions. Which potion is affected first should be determined randomly. The target of the spell knows that something has happened to the liquids in his possession but does not know which potions, if any, might be ruined until he takes the time to examine all of his vials. The spell cannot be used against a living creature or plant to dry up its blood or other biological fluids.

Acid Blast

School evocation [acid]; **Level** cleric/oracle 7, druid 7, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

Acid blast releases a bolt of caustic acid from your hands that extends outward in a cone. The roiling waves of acid do not harm any creatures or objects in the area that you wish to exclude from damage. Any other creature within the area takes 1d6 points of acid damage per caster level (maximum 15d6).

Acid Storm

School evocation [acid]; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a few drops of acid)
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius circle
Duration 1 round/level
Saving Throw Reflex half; **Spell Resistance** yes

This spell brings a caustic downpour of acid into the area of effect. Creatures within the area are coated with acid and take damage each round as shown on the table below.

Round	Damage
1–3	1d12
4–6	1d10
7+	1d8

A creature receives a Reflex save on the first round. If successful, that creature takes only half damage each round for the duration of the spell. A creature affected can take a full round action to rinse the acid off using water or another liquid. This action provokes an attack of opportunity.

BOOK OF LOST SPELLS

Acid Swamp

School transmutation; **Level** druid 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a small vial of acid)/DF
Range medium (100 ft. + 10 ft./level)
Area water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)
Duration concentration +1 round/level (see text)
Saving Throw none (see text); **Spell Resistance** no

This spell transforms a normal body of water into a pool of thick bubbling acid, blackish and opaque, that smells of sulfur. Anyone splashed by the acid takes 1d6 points of acid damage per round; if totally immersed, the damage is 10d6 per round. If the acid reaches only to the waist, the damage is 5d6 per round. The murk is too thick to see through, and the fumes given off inflict 1 point of Constitution damage on anyone within 5 feet of the acid pool; a successful DC 15 Fortitude save negates this ability damage. Characters inhaling the fumes must succeed on a second Fortitude save 1 minute later or take another 1d4 points of Constitution damage.

If this spell is cast on a body of running water such as a river, the effects last only two rounds before the acid is washed downstream and diffused.

Acid Wind

School conjuration [acid]; **Level** bard 1, sorcerer/wizard 1
Components V, S, M (a dried lemon peel)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area one 5 ft. square
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** no

You call forth a breeze full of stinging acid droplets from your outstretched hand that deal 1d6 points of acid damage per 3 caster levels (max 3d6) to everything in the target square. The acid quickly loses its potency, leaving behind a sticky, wet film of water.

Acorn Grove

School conjuration (creation); **Level** druid 6
Casting Time 1 standard action
Components V/S/M (1 acorn for each tree grown)
Range close (25 ft. + 5 ft./2 levels)
Target 6 acorns +1 acorn/2 levels
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You cause acorns affected by this spell to take root and grow into adult trees where you throw them. The acorns must land in fertile earth for the spell to be effective. Once the spell is cast, you must throw the acorns as a group using a move action. Full-grown trees spring up where the acorns land and take root. These trees remain for 1 hour per caster level, after which they shrink back into their original seeds over a period of 1 minute. You may enchant 6 acorns plus 1 acorn for every 2 caster levels above 9th. You have a special bond with this grove while it exists, and all spells you cast in the grove are at an effective +1 caster level. The grove can be used to provide cover or obstacles, and trees within the grove can be animated. Animated trees lose their animation and shrink into an acorn if the spell ends before any spell animating them.

Adamantine Bones

School necromancy; **Level** sorcerer/wizard 6
Casting Time 1 full round
Components V, S, M (1 lb. of adamantite per skeleton)
Range close (25 ft. + 5 ft./2 levels)

Target skeletons with total HD equal to 1 HD/level
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

One or more skeletons within range with total HD equal to 1 HD per caster level gain DR 10/adamantine. This DR stacks with the skeleton's normal DR.

Advance the Years

School transmutation; **Level** cleric/oracle 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a lock of an elderly person's hair)
Range touch
Target 1 creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell causes magical, permanent aging in the target. All of the normal effects of aging apply (e.g. ability score adjustments) as if the target had aged those years naturally. On a failed save, the target ages 1d10 years.

Aerial Pilot

School conjuration; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a piece of string and a bit of wood)
Range maximum of 150 ft. from caster
Area see text
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell produces a being similar in all respects to an *unseen servant*, yet it has only a single purpose: to steer a vessel and navigate competently. The pilot follows simple instructions on matters of a ship's bearing. The Strength of the *aerial pilot* is equivalent to that of the caster only for the action of steering a vessel, while it is equal to an *unseen servant* for everything else. An *aerial pilot* has a +6 bonus in whatever skill is required to operate the vehicle (*Pathfinder Roleplaying Game Ultimate Combat*, "Vehicles").

Affect Normal Fog

School transmutation; **Level** druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a tiny candle and a small horn that is not consumed)
Range medium (100 ft. + 10 ft./level)
Area 50 cubic ft./level
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

This spell allows a caster to manipulate a normal fogbank. The fog can be made into a thick, obscuring mass of watery vapors that limit normal sight to 5 feet. The spell can alternately be used to thin away an existing fogbank to allow for easier sight and clear navigation. Only normal, naturally occurring fog can be affected; any magically created fog is not subject to this spell.

Agitate Crowd

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** cleric/oracle 7
Casting Time 10 minutes
Components V, S, DF

BOOK OF LOST SPELLS

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

Target all persons within range who can hear you

Duration 1 hour/level (see text)

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

This spell enables you to sway a large group of people to your service to accomplish a specific goal. You achieve this effect by speaking emphatically to the subjects for 10 minutes, attempting to enflame their emotions in favor of a cause or purpose or against a person, place or thing and stating clearly the specific goal you wish to achieve. Examples of possible speech themes might be: “The Academy of Wizards is evil and corrupt and must be destroyed; follow me, and we will raze it to the ground,” or “The prince’s castle is in danger; come with me, and we will defend it against all attackers.” The subjects of the spell must be able to hear you, and only those who can understand the language you are speaking are affected by the spell. The stated goal does not have to be one that would normally be viewed favorably by those listening; the magic of the spell overcomes alignment and other normal restrictions on behavior. Of course, if you compel people to actions they would normally view unfavorably, they may be quite angry when the spell wears off!

At the end of the 10-minute casting time, all potential targets of the spell must make a Will save or be compelled to follow your orders for the duration of the spell, so long as you personally lead them and all of your words and actions are clearly directed toward the goal you have specified. No morale checks or other determinations of the crowd’s actions are required, so long as you fulfill the above conditions; if you violate them, however, the spell ends instantly. The spell also ends when the stated goal is achieved or when its normal duration expires. Those who succeed on the Will save are unaffected by the magic; their response to your words is determined normally by their alignment and general beliefs and by their specific reaction to you. These people may still, of their own accord, choose to help you; of course, they may also be moved to oppose you.

Air Breathing

School transmutation; **Level** cleric/oracle 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a sliver of copper)/DF

Range touch

Target living creatures touched

Duration 2 hours/level; see text

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

Air breathing allows water-breathing creatures to breathe air freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe water.

Air Bridge

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

Casting Time 1 standard action

Components V, S, M (a tiny wooden model bridge)

Range medium (50 ft. + 5 ft./level)

Effect one air bridge

Duration 10 minutes +1 minute/2 levels

Saving Throw none; **Spell Resistance** no

You create an invisible bridge to walk across. This bridge is wide enough for you plus 1 person per 2 caster levels, and connects whatever two points that you select, provided they are within the bridge’s maximum length (25 feet + 5 feet/2 levels). Although the bridge is not visible, it does have substance — rain strikes it rather than passing through, and flour or dust could be used to coat it. Anyone can walk across this bridge while it exists.



BOOK OF LOST SPELLS

Air Bridge, Personal

School conjuration (creation); **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a miniature wooden model bridge and a scrap of white silk)
Range medium (50 ft. + 5 ft./level)
Effect one air bridge
Duration 10 minutes +1 minute/level
Saving Throw none; **Spell Resistance** no

As with the spell *air bridge*, except that you designate who is able to use it. For anyone not selected, the bridge has no substance.

Air Forge

School transmutation; **Level** cleric/oracle 2
Casting Time 1 standard action
Components S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect 9 cubic ft. of air
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You give a patch of air immense heat, as if that spot were an actual forge. You can hold metal up in that area to soften it just as a real forge would, and then work the metal appropriately. No one else can feel the heat or use it, and only items placed there by the caster are affected. The forge is initially large enough to hold up to 5 pounds of metal (a longsword or battleaxe) and doubles in size for every two caster levels. Note that the forge is insubstantial — anything placed within it must be held in place or it falls to the ground. This spell, along with a portable anvil, greatly lessens the difficulty for a craftsman to make repairs to equipment in the field.

Air of Nobility

School enchantment; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a blank gold signet ring and a piece of the target's clothing, flesh, or hair)
Range 10 ft.
Target one person
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

This spell creates an aura of nobility around the target, to the point of intimidating others. The subject gains a +10 circumstance bonus to Diplomacy, Intimidate, and Sense Motive checks.

Air Sphere

School conjuration (creation) [air]; **Level** cleric/oracle 4, druid 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a smokestick)
Range close (25 ft. + 5 ft./2 levels)
Effect One 10-ft.-diameter sphere
Duration 1 hour +1 hour/level
Saving Throw none; **Spell Resistance** no

This spell creates a 10-foot-diameter pocket of pure, fresh air. The pocket has a semipermeable surface; it allows persons to enter and leave its area, but water, vapors, gasses, etc. cannot enter the sphere. Physical objects such as arrows or thrown weapons may pass into the sphere. Strong winds (over 25 mph) disrupt this spell as if a *dispel magic* had been cast at the sphere. Pressure from being deep underwater does not

affect the sphere.

The air remains pure and clean for the duration of the spell. Up to five Medium creatures may be contained in the sphere at one time.

Alter Normal Fires

School transmutation; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area one Medium size or smaller fire
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You cause an existing fire of Medium or smaller size to reduce in size and light to that of a tindertwig or to increase in brightness (but not size) to that of a *light* spell. Reducing a fire cuts fuel consumption in half (therefore a torch or lantern affected by this spell burns twice as long), and increasing a fire doubles the fuel consumption (a torch or lantern burns half as long as normal). Heat output is not affected by this spell, only the brightness and light intensity.

Alter Scent

School transmutation; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 action
Components V, S, F (handkerchief or letter scented in perfume)
Range touch
Target object touched or any one creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

The target's scent is changed to any other of the caster's choice. The scent lasts for the duration of the spell and can be removed only with a successful *dispel magic*. The scent can be anything that the caster wishes, either pleasant or offensive. This effectively gives a –1 or +1 enhancement modifier to the target's Charisma score. A creature whose scent is changed by this spell is harder to track with the Scent ability, adding +5 to the tracking DC.

Anchor

School abjuration; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a small bit of iron and a piece of string)
Range 1 ship
Area see text
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

This spell maintains a ship's position against currents, holding ships weighing up to 10 tons per caster level.

Angel's Cloak

School abjuration [good]; **Level** cleric/oracle 5
Components V, S, DF; **Casting Time** 1 standard action
Range touch
Target creature touched
Duration 1 min./level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *lesser angel's cloak*, except *angel's cloak* grants the subject damage reduction 10/silver and evil for the duration of the spell.

BOOK OF LOST SPELLS

Angel's Cloak, Lesser

School abjuration [good]; **Level** cleric/oracle 3, paladin 3
Components V, S, DF; **Casting Time** 1 standard action
Range touch
Target creature touched
Duration 1 min./level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You temporarily imbue a creature with the goodness and purity of an angel, granting damage reduction 5/silver and evil for the duration of the spell. Once the spell prevents a total of 10 points of damage per caster level (maximum 100 points), it is discharged. This spell cannot be cast on evil creatures.

Animal Agent

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 3, druid 3, ranger 3
Casting Time 1 standard action
Components V, S, M (a morsel of food the animal likes)
Range close (25 ft. + 5 ft./21 levels)
Target one Tiny animal
Duration 1 day/level
Saving Throw none; **Spell Resistance** yes

Similar to the spell *animal messenger*, this spell allows for more complicated instructions to be given to any Tiny animal. Whereas in *animal messenger* the animal can be instructed to go only to a certain location, this spell allows for up to three steps of instructions to be mentally impressed upon the animal. The normal use is for the animal to: 1) go to a place, 2) wait for something to happen, and then 3) return to some place (most likely where the caster is or expects to be). All the other details of *animal messenger* apply to this spell.

Animal agent works only on animals with an Intelligence of 1 or 2.

Animal Auditory

School divination; **Level** druid 1, ranger 1
Casting Time 1 standard action
Components V, S, M (appropriate animal, not consumed during casting)
Range personal
Target you
Duration 1 min./level (D)

By holding your ears and concentrating, you can hear through the ears of an animal (companion or other) that regards you as friendly or helpful. The animal must willingly agree with your request. The animal acts as a scout or spy, allowing you to hear exactly what the animal hears or interprets (in the case of bats or dolphins). Of course, the animal does not always follow exact requests and may be distracted by instinct, hunger or other factors. Unfortunately, your mind is not able to interpret sounds that you would not normally be able to hear. This means one cannot use a bat's sonar to map a dark cave or locate enemies in darkness.

Animal Mask

School illusion [glamer]; **Level** druid 3, ranger 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a tuft of fur)/DF
Range personal

Target you
Duration 10 min./level

You take on the appearance of a member of any one species of animal or magical beast of 5 HD or less, but only to members of that species. You must select the type of animal or monster (specific species such as a lion rather than a general category such as a cat) when casting the spell. All creatures of that species perceive you as one of their own kind and also receive a sense of familiarity as if you were one of their pack (if the creatures have a pack mentality) or one of their peers. This spell does not guarantee safety among the creatures in question — you may find yourself challenged as a rival for mates or food, for instance — but such challenges are no more severe than they would be for a genuine rival beast.

Animal Mask, Greater

School illusion (glamer); **Level** druid 5, ranger 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (two tufts of fur from different animals)/DF
Range personal
Target you
Duration 1 hour/level

This spell functions like *animal mask*, save that the duration is greater, and the spell affects all animals and magical beasts of 5 HD or less. Each creature sees you as one of its own, so if you were to encounter a worg leading a pack of wolves, the worg would see you as another worg, but the wolves would see you as another wolf.

Animal Ocular

School divination; **Level** druid 2, ranger 2
Casting Time 1 standard action
Components V, S, M (appropriate animal, not consumed during casting)
Range personal
Target you
Duration 1 min./level (D)

By shutting your eyes and concentrating, you see through the eyes of an animal (companion or other) that regards you as friendly or helpful. The animal must willingly agree with your request. The animal acts as a scout or spy, allowing you to see exactly what the animal views. Of course, the animal does not always follow exact requests and may be distracted by instinct, hunger or other factors. The most common uses are a circling bird scanning the surrounding landscape or a mouse peering behind doors or exploring otherwise inaccessible areas.

Animal Scout

School enchantment (charm) [mind-affecting]; **Level** druid 3, ranger 2
Casting Time 1 standard action
Components V, S, M (a small piece of food and a stick that you throw)
Range medium (100 ft. + 10 ft./level)
Target one Fine, Tiny or Small animal
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** yes (harmless)

You charm an animal into scouting for you. You must give the creature a simple task such as "Find out what is on the other side of that hill." The animal does its best to accomplish what you ask, returning before the spell ends. If it cannot accomplish the task before the spell ends, it returns to give you a brief reason why. It does not attack others or knowingly put

BOOK OF LOST SPELLS

itself in danger and can only interpret what it sees based on its limited intelligence (see below). If you give it a task that forces it to go into an area that it knows or realizes is inherently dangerous, the spell automatically fails. A forest fire, for example, is inherently dangerous. A battlefield is too. An area where a wolf prowls occasionally is not. The animal does not travel farther than 2 miles from its home territory.

For the duration of the task, the animal scout gains +4 to its Intelligence. It gains no new languages or additional ability to communicate, but you may gain higher quality information upon its return by using spells such as *Speak with Animals*.

Animate Roots

School transmutation; **Level** druid 4

Casting Time 1 standard action

Components V

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

Area 15-ft.-radius spread

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You animate the roots of nearby trees, turning them into grappling weapons. While this spell can be cast only in a forested area or in an area near several large trees, it is a powerful spell when used properly. Roots in the area of effect reach out of the earth as far as 10 feet to grapple all opponents in the area. The roots are treated as size Large, have a Strength of 19, and have a base attack bonus equal to the caster's level. The roots thus have a CMB of 5 + caster level and a CMD of 15 + caster level. Creatures in the area, or entering the area, are subject to an immediate

grapple check. Once successfully grappled, the root squeezes its victim and pulls them into the earth. With every successful grapple check, the root does 1d4+4 points of nonlethal damage. Any victims brought to unconsciousness are dragged beneath the earth where they suffocate and die if not rescued within 10 rounds. The roots can be attacked, and have an AC of 16, 20 hp each, hardness 4, and acid, fire, and cold resistance 10. Unfortunately, every attack against a root stands a 50% chance of hurting the person grappled by it instead. Once freed from a root by either destroying it or succeeding at a grapple check, the target has one round to flee the area of the moving roots before a new root moves in to attempt to grapple him again.

Animate Skeleton

School necromancy [evil]; **Level** cleric/oracle 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (you must prepare a salve worth at least 10 gp per HD of the skeleton and rub it on each corpse you intend to animate)

Range touch

Targets one or more corpses touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell turns the bones of dead creatures into undead skeletons that follow your spoken commands. For each caster level you possess, you can animate one skeleton that has a CR of 1 or less.

The skeletons can follow you, or they can remain in an area and attack any



BOOK OF LOST SPELLS

creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton can't be animated again.

The skeletons you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only a number of skeletons equal to your caster level at one time. If you exceed this number, all the newly created creatures fall under your control, and any excess skeletons from previous castings become uncontrolled. You choose which creatures are released. If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit. A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Animate Stone

School transmutation; **Level** druid 7

Casting Time 1 standard action

Components V, S, M (a few small chips of stone)

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

Targets one Large rock/three caster levels or all rocks within range; see text

Duration 1 round/level or 1 hour/level; see text

Saving Throw none; **Spell Resistance** no

You imbue inanimate stones with mobility and a semblance of life. Each animated stone then immediately attacks whomever or whatever you initially designate as though it were an animated object of the appropriate size category. You may animate one Large or smaller stone, or an equivalent number of larger stones, per three caster levels. A Huge stone counts as two Large stones, a Gargantuan stone as four, and a Colossal stone as eight. You can change the designated target or targets as a move action, as if directing an active spell.

Use the statistics for animated objects.

Animate stone cannot affect creatures made of earth or stone, or that have the earth subtype.

Animate Zombie

School necromancy [evil]; **Level** cleric/oracle 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (you must bathe each corpse in a bath of special salts. The salts must be worth at least 10 gp per HD of the zombie)

Range touch

Targets one or more corpses touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell functions like the *animate skeleton* spell, but animates the corpses as zombies rather than skeletons. A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy.

Annihilate

School necromancy [death]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (the heart of a chaotic evil creature which you consume while casting this spell)

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

Target one living creature

Duration instantaneous

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

You snuff out the life force of one living creature within range. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage (which may be enough to kill the target anyway). The only way to restore life

to a creature slain by this spell (when the target either fails its save or takes enough damage to kill it) is to use *true resurrection*, a *wish*, or *miracle*, each of which must be cast by someone with a higher caster level than you.

Annihilate Soul

School necromancy [death]; **Level** cleric/oracle 9

Casting Time 1 full round

Components V, S, M (a masterwork glass figurine worth at least 20,000 gp, which is smashed on the ground as the spell is cast), DF

Range close (25 ft. + 5 ft./21 levels)

Target one living creature

Duration instantaneous

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

Annihilate soul is a powerful spell that slays its target and scatters its soul to make resurrection extremely difficult. On a failed save, the target's soul is shattered into 2d6 "spirit shards" which then fly off across a 10-mile radius, taking up residence in random life forms. Humanoids or other intelligent life forms absorb the shards before baser life forms. Any form of resurrection of the deceased is impossible until all the fragments of the soul are collected.

Each "soul bearer" is unaware that he is now a bit more than he was. There may be some strange dreams, odd fragments of the victim's memories or subtle compulsive habits to act in ways similar to the deceased, but nothing more. *True seeing* reveals a soul bearer plainly. Other information-gathering spells, if used cleverly, may likewise reveal whether someone has a spiritual guest at the discretion of the GM. If a soul bearer dies, the soul shard it carried jumps to another living creature within 10 miles.

In order to resurrect someone slain with *annihilate soul*, all the soul bearers must be gathered into a single area no more than 10 square feet per bearer, then a *wish* or *miracle* must be cast to rejoin the spirit shards. Finally, *true resurrection* must be cast to bring the body to life. If *true resurrection* is not cast within an hour, the spirit shards scatter once more.

Annul

School abjuration; **Level** cleric/oracle 2

Casting Time 1 standard action

Components V, S, DF

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

Area 20-ft.-radius emanation

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Annul is the neutral-aligned version of *consecrate* and *desecrate*. This spell allows you to counter the effects of either of those spells. The targeted area is no longer considered holy or unholy, and is no longer dedicated to its patron god; spellcasters can cast without penalty or bonus here, regardless of affiliation, and the undead are unaffected. Although this spell is not as useful as the spells that it counters (which, of course, also counter each other), it requires less in the way of expensive components, and is also considered less of an offensive act than either.

Anointed

School abjuration; **Level** cleric/oracle 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 minutes/level

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

You provide a +2 luck bonus to one type of save (Fortitude, Reflex or Will) for the target. This spell overlaps and does not stack with subsequent

BOOK OF LOST SPELLS

castings, but a second casting would grant the bonus to a different save type once the first spell's duration ends. If you fail a saving throw where the bonus granted by this spell applies, you may choose to reroll the save by ending this spell as a free action. You must accept the result of the second roll.

Aquatic Entangle

School transmutation; **Level** druid 1, cleric/oracle 1
Casting Time 1 standard action
Components V, S, DF
Range long (400 ft. + 40 ft./level)
Area 40-ft.-diameter spread
Duration 1 minute/level
Saving Throw Reflex (see text); **Spell Resistance** yes

This spell is an aquatic version of the druid spell *entangle*. It calls forth sea grasses and seaweed to snare swimmers and underwater travelers. Small ships can also be caught in the area of effect.

Any target caught in the area of effect suffers a –2 penalty to attack rolls, –4 to Dexterity, and cannot move. An entangled creature attempting to cast a spell must succeed on a Concentration check (DC 15 + spell level), or lose the spell. The target may attempt a DC 20 Strength check or Escape Artist check to escape the entanglement. A successful save allows the target to move at half speed out of the area. A ship caught must be smaller than 30 feet in length, and to escape, the navigator of the vessel must succeed on a successful DC 20 check using whichever skill or ability is required to pilot the vessel (*Pathfinder Roleplaying Game: Ultimate Combat*, “Vehicles”).

Arbitrary Spell

School transmutation [chaotic]; **Level** cleric/oracle 2
Casting Time 1 standard action
Components V, S, M (a shard from a broken mirror and a tuft of fur from a black cat)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration one action (see text)
Saving Throw Will negates; **Spell Resistance** yes

The first important action the subject attempts after the spell affects him is treated as if the player or GM rolled a natural 1. It wouldn't affect an attempt to juggle balls out of boredom, but it would affect an attempt to juggle balls when the subject must impress the king or be executed. It always affects attack rolls if the subject is in real combat (not practice sessions). Note that the spell's effect only applies to actions the victim of the spell initiates, so die rolls for saving throws, initiative rolls or other reactionary or passive rolls are not affected, nor do they “use up” the spell's effect.

Arcane Anchor

School evocation; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (miniature anchor made of wood, stone, or metal)
Range close (25 ft. + 5 ft./2 levels)
Target one boat of 50 ft. length or less
Duration 1 hour/level (D)
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You magically anchor a boat of your choosing. The vessel acts as if a heavy anchor has been dropped in that location, and does not stray no matter how strong the winds or current are around it. You can release the spell upon command. The only other ways to get the boat moving again are to break the spell or to wait for the duration to expire.

Arcane Censure

School abjuration; **Level** druid 9, sorcerer/wizard 9
Casting Time 1 full round
Components V, S, M (a single diamond of at least 1,500 gp value)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

If the target fails his Will save, *arcane censure* prevents him from casting any spell or using any spell-like or supernatural ability for 1 round/caster level.

Arcane Lens

School abjuration; **Level** sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (a glass lens worth at least 100 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect creates magical lens 10 ft. in diameter/level (60 ft. max)
Duration 1 turn/2 levels
Saving Throw none; **Spell Resistance** no

This spell creates a large circular lens, 10 feet in diameter per caster level. The caster can see through the lens and freely cast spells through it, while the other side protects him as if he had total cover. *Arcane lens* essentially blocks line of effect from certain spells originating from the side opposite the caster. Spells of 4th level and lower that are cast from the front of the lens are completely blocked. Spells that are cast from behind the lens, or area effect spells whose center of effect is behind the lens, affect the caster normally.

Arcane Obstruction

School abjuration; **Level** druid 5
Casting Time 1 full round
Components V, S, DF
Range 50 ft.
Target 50-ft. radius centered on caster
Duration 1 minute/level
Saving Throw none; **Spell Resistance** yes

Within a 50-foot radius of the caster, the casting time of all arcane spells and spell-like abilities is increased. Quickened spells require a standard action; spells that require a standard action instead require a full-round action; and spells that require 1 full round or more have their casting times doubled. The globe of energy created by *arcane obstruction* moves with the caster.

Arcane Proscription

School abjuration; **Level** cleric/oracle 6
Casting Time 1 round
Components V, S, M (eight gold discs worked with arcane symbols, costing 100 gp), DF
Range 10 ft.
Area 10 ft./level radius emanation from caster
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes

You imbue the surrounding area with such a strong divine presence that arcane magics have difficulty functioning properly. The air seems to crackle slightly, the way it does just before a major storm, and everything within the barrier glitters as if coated with gold dust. Spellcasters within

BOOK OF LOST SPELLS

the area suffer a spell failure chance of 50% for any arcane spells cast while in this area. The spell has no further effect on arcane spells that are successfully cast within the area, or on arcane spells that were already cast before the caster entered the *arcane proscription* area of effect.

Arcane Proscription, Greater

School abjuration; **Level** cleric/oracle 8

Casting Time 1 round

Components V, S, M (eight gold discs worked with arcane symbols, costing 500 gp), DF

Range 10 ft.

Area 10 ft./level radius emanation from caster

Duration 10 min./level

Saving Throw none; **Spell Resistance** yes

As *arcane proscription*, but the chance of arcane spell failure in the area is raised to 95%.

Arcane Retribution

School transmutation [fire]; **Level** sorcerer/wizard 5

Casting Time 1 action

Components V, S, M (pinch of ash from a cremated spellcaster)

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

Area 30-ft. radius spread

Duration concentration +1 round/level (D)

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

Any arcane spellcaster casting a spell within this spell's area of effect suffers 1d6 points of fire damage per spell level. Spells of 0 level cause only 1 point of fire damage. This spell does not affect divine spellcasters.

Arcane Sacrifice

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (D) and Instantaneous (see text)

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

The spell allows the caster to sacrifice prepared spells (if he prepares spells) or unused spell slots (if he is a spontaneous caster) to create bolts of pure magical force. Although this spell generally does less damage than evocation spells of the same level, it allows an arcane caster to convert non-damaging spells into attacks in times of desperation. The arcane energy the wizard has stored through preparing spells or that the sorcerer holds innately is cannibalized into arcane energy in its purest form and released in a blast of destructive force that is blue-white in nature and totally silent. The blast deals 1d6 points of damage per spell level sacrificed to create the bolt. The caster may power any single bolt with no more than his caster level in spell levels to a maximum of 15 spell levels. The target of the mystic bolt gets a Reflex save for half damage. The bolts are composed of magical force, and they affect ethereal and incorporeal targets.

Upon casting, the wizard selects which prepared spells he is sacrificing to fuel this spell, and sorcerers likewise determine which remaining spell slots they are sacrificing. *Arcane sacrifice* itself does not count toward the spells that fuel the bolt. Any extra spell levels sacrificed are disregarded for determining the strength of the bolt. For example, a 9th-level wizard casts *arcane sacrifice*, sacrificing *tongues* and *hold person* which are both 3rd-level spells. The wizard would then deal 6d6 points of damage for having sacrificed 6 levels of spells.

The duration of the bolts is instantaneous like other evocation damage spells. *Arcane sacrifice* itself may be continued up to one round per level

of the caster, and the caster may sacrifice additional spells to generate one new bolt each round. The spell ends at its stated duration, when the caster dismisses it or when the caster uses any other spell normally.

Arcane Shield

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You summon your power to protect you from outside magic. You gain spell resistance of 10 (or your existing spell resistance increases by +5) against any spells specifically targeting you. Spells that affect targets indirectly, such as a *fireball* (which strikes an area of effect), are not affected by this shield.

Arcane Shield, Greater

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

Casting Time 1 standard action

Components V, S

Range touch

Target one shield

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

As *arcane shield*, but you place the spell upon a shield. The shield's user gains spell resistance equal to 10 + your caster level or his existing spell resistance increases by +5, whichever is greater. The shield's wielder also gains a +2 bonus on any saving throw against spells that target him for as long as this spell is active. If targeted by multiple spells in a round, this bonus only applies to the first spell that targets him.

Arcane Spear

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

Casting Time 1 standard action

Components V, S, M (a miniature wooden spear)

Range close (25 ft. + 5 ft./21 levels)

Target one creature

Duration instantaneous

Saving Throw Will partial (see text); **Spell Resistance** yes

The spell creates a shining spear of pure magical energy that the caster throws as a ranged touch attack at any one target. If the *arcane spear* hits, the target suffers 1d6 points of damage per the caster's level (maximum 10d6). Further, the *arcane spear* drains 1 randomly determined prepared spells of 2nd level or lower from victims who are capable of casting spells. These spells are lost as if they had been cast, and they can be regained normally. The draining effect also applies to monsters with spells or spell-like abilities that have a specified number of times per day that they can be used. In the case of spell-like abilities, each prepared spell that the *arcane spear* drains takes away one usage of a spell-like power for one day, provided that the spell is 2nd level or lower. For sorcerers, bards, and others who do not prepare spells, the *arcane spear* drains one (randomly determined) unused spell slot for the day. A successful Will saving throw negates the spell-draining effect.

The *arcane spear* is a force effect, and it may strike ethereal creatures.

Archer's Blessing

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 1, druid 1, ranger 1

BOOK OF LOST SPELLS

Casting Time 1 standard action

Components V, S

Range 50 ft.

Area the caster and all allies within a 50-ft. burst, centered on the caster

Duration 1 min./level

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

Archer's blessing guides your allies' bows, slings, and thrown weapons and helps them track down foes. Each ally gains a +1 insight bonus on all ranged attack rolls and a +2 insight bonus on Survival checks to track.

Archer's blessing counters *bane's* effect on ranged attacks (and only ranged attacks).

Archer's Grace

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 3, druid 3, ranger 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minutes/level (D)

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

You grant the target an extra measure of skill in attacking distant opponents with ranged weapons. The target gains a +3 insight bonus on all attacks with ranged weapons. The target also suffers only half penalties due to range increments for the spell's duration.

Armor of the Serpent

School transmutation; **Level** druid 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

Your skin transforms to snake scales, granting you a natural armor bonus to AC equal to +2 for every three caster levels, up to a maximum of +10 at 15th level. These scales replace the normal texture of your skin rather than hardening it, and does not stack with existing natural armor bonuses you may have.

Aspect Tattoo

School transmutation; **Level** cleric/oracle 5, druid 4

Casting Time 1 hour

Components V, S, M (a special ink worth at least 200 gp)

Range touch

Target creature touched

Duration permanent

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

You tie a portion of a willing animal's energy and abilities into a tattoo that you place on the target's skin. This permanent tattoo grants a special power once per day derived from the animal upon which it is based. A creature can have only one aspect tattoo; any attempt to add additional aspect tattoos ends in failure. The powers of the tattoo are drawn from the animal, and are made from a special ink made with materials worth no less than 200 gp.

The animal chosen must be a willing participant in the spell, as must the recipient. The caster, or another individual, must communicate with the animal to obtain its consent. Attempting to cast the spell without the willing participation of the animal results in automatic failure.

Each tattoo grants a particular ability or enhancement 1/day for a limited duration and can be activated by the wearer as a free action. The possible tattoos and the abilities they bestow are listed below:

Badger: Allows the wearer to go into battle frenzy (+2 to attack and damage rolls, -1 AC) for 20 rounds.

Bear: When a bear tattoo is activated, the wearer receives a +8 enhancement bonus to his Strength score for a period of 20 rounds.

Cheetah: Grants the wearer a +4 enhancement bonus to Dexterity and a 20 feet/round enhancement to his movement rate for 20 rounds.

Panther: Grants the wearer a +15 bonus to all Stealth checks for 5 minutes.

Note: The GM may add other animals and abilities to the list above.

Assassin's Coin

School conjuration (summoning); **Level** antipaladin 3

Casting Time 1 standard action

Components V, S, M (a coin, which returns to the caster when used)

Range touch

Target one gold or platinum coin

Duration permanent (until discharged) [D]

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

The material component of this spell is a coin that you have received in payment for a service rendered. Once you cast this spell, you must return the coin to the person who paid it to you. When they wish to contact you, they must throw the coin into the air and call out the name you gave them. The coin vanishes, and reappears in your pocket, giving you a brief mental image of the person who wishes your services. No message may be conveyed by this spell. Any individual may have only one of these coins from the same caster in his possession.

Assassin's Mark

School transmutation [evil]; **Level** antipaladin 1

Components V, S; **Casting Time** 1 standard action

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

Target a body slain by your own hand

Duration instantaneous

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

When cast on a victim you have killed within the last round, the wound from your killing blow (or another of your choice) instantly reshapes into a mark, tattoo or symbol of your choice. It is automatically identified as your mark. When you first learn this spell, you select the mark it creates. You cannot change the mark once chosen without extreme magical means (such as a *wish* or *miracle*).

Assault of Stone

School conjuration (creation); **Level** cleric/oracle 8, druid 9

Casting Time 1 action

Components V, S, M (handful of pebbles), DF

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

Area one 10-ft. cube/level (S)

Duration 1 round/level (D)

Saving Throw Reflex partial; **Spell Resistance** no

Stones and boulders rain down on the caster's foes. The rocks inflict 1d6 points of bludgeoning damage per level (15d6 maximum). A successful Reflex save halves the damage. In addition, the stones pile up where they fall for the spell's duration and can temporarily trap the slow or careless. Stones created by this spell vanish when its duration expires.

Any creature that fails its Reflex save is considered pinned until the



spell ends, unless the creature succeeds on a DC 20 CMB check or a DC 25 Escape Artist check.

Association

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

Casting Time 1 hour

Components V, S, M (a sketch of the target and a sketch of the item to be associated with him)

Range close (20 ft. + 5 ft./21 levels)

Area 50-ft.-radius circle + 5 ft./2 levels

Duration 1 day + 1 day/3 levels

Saving Throw none; **Spell Resistance** yes

You select an animal (for example, a lion) or image (such as a shining sword) or ideal (such as honor) and associate that with a specific individual. Everyone within range associates that person with that animal, image, or ideal whenever they hear the person's name or see the person, for as long as the spell lasts. A positive association increases the starting attitude of those around the affected target by one step. Likewise, a negative association decreases the starting attitude of onlookers by one. Multiple castings stack, increasing or decreasing the starting attitude by one step with each casting.

This can be a subtle way to influence a group: By planting an *association* that links a lord to wickedness or a serpent, the caster can undermine morale in that lord's dominion for days. Friendly advisors become indifferent, for example, and unfriendly rivals become hostile.

Assume True Form

School transmutation; **Level** cleric/oracle 4, ranger 4

Casting Time 1 standard action

Components V, S, M (a sprig of wolfsbane), DF

Range personal

Area 20-ft.-radius emanation from caster

Duration 1 round/level (D)

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

The spell works on all creatures with the shapeshifter subtype, or creatures using spells, supernatural, extraordinary or spell-like abilities to assume other shapes. Targets within the area of effect who fail their Fortitude save are forced into their natural form while they remain within the spell's area of effect. Targets who fail their saving throw also suffer 1d4 hit points of damage per caster level (maximum 10d4) each time the spell effect causes them to assume their natural shape.

Augment Flames

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

Components V, S, M (ordinary fire the size of a campfire or larger)

Casting Time 1 action

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

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

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes (object)

Augment flames turns a regular fire into a cone-shaped blast of fire. The spell requires a fire at least the size of a small campfire to act as the cone's point of origin. The size of the cone is 5 feet per caster level, while the direction of the cone is determined by the caster. Each creature caught in the path of the flames is dealt 2d4 points of fire damage unless a successful Reflex save is made, in which case the creature takes only half damage.

The cone of fire ignites combustibles and damages objects in the area. If the damage caused to an interposing barrier shatters or breaks through it, the cone of fire may continue beyond the barrier if the area permits; otherwise, it stops at the barrier just as any other spell effect does.

BOOK OF LOST SPELLS

Augment Skeleton

School necromancy; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 round
Components V, S, M (a pinch of crushed bone)/DF
Range touch
Target undead skeleton touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

By touching a single undead skeleton, you grant it a +4 natural armor bonus to its AC. This bonus stacks with any existing natural armor bonus the skeleton may have.

Augment Skeleton, Mass

School necromancy; **Level** cleric/oracle 6, sorcerer/wizard 6
Casting Time 1 minute
Components V, S, M (a pinch of crushed bone)/DF
Range touch
Targets one or more undead skeletons
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *augment skeleton*, except that *mass augment skeleton* affects a number of skeletons with a combined HD no greater than twice your caster level. You must touch each skeleton during the casting that is to be affected.

Aura of Tsathogga

School conjuration (creation) [acid]; **Level** cleric/oracle 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a small piece of a bombardier beetle)
Range personal
Target you
Duration 1 round/level (D)

A swirling vapor of greenish mist engulfs your body, protecting you from acid attacks and dealing acid damage to your foes. Any creature striking you with its body or with a handheld weapon deals normal damage, but takes 1d6 points of acid damage. Likewise, the attacker's weapon takes 1d6 points of acid damage.

Additionally, you can deal 1d6 points of acid damage by making a successful touch attack against a foe. While this spell is in effect, you have resistance to acid 10.

Aura of Valiance

School abjuration; **Level** paladin 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level

Your aura of courage ability becomes more effective in protecting your allies from fear. Whenever an ally within its radius is subjected to a fear effect requiring a saving throw, they may make two saving throws instead of one, and use whichever is higher. Additionally, when an ally who has already succumbed to a fear effect that allowed a saving throw comes within your aura of courage, they may make another saving throw. In both of the above situations, the +4 morale bonus on saving throws against fear effects, which an aura of courage normally bestows, still applies.

Avert Attack

School abjuration; **Level** cleric/oracle 1, paladin 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level or until discharged
Saving Throw none (harmless); **Spell Resistance** no (harmless)

You grant the subject a +5 deflection bonus to AC against the next attack that targets it. Whether the attack succeeds or not, the spell is triggered and the effect ends.

Axe of Destruction

School transmutation; **Level** ranger 3
Casting Time 1 round
Components DF, M (an axe that is not harmed in the casting)
Range touch
Target axe touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue an axe with destructive power over animated objects. You may use any type of axe, but no other weapon or tool may be affected. The axe ignores hardness and deals an extra 2d6 points of damage to objects for the duration of the spell. *Axe of destruction* is particularly effective against animated objects, but does not overcome other damage reductions unless the axe already meets those requirements. A normal axe imbued with this spell is not considered magical for the means of DR/magic. The axe does not have any additional abilities against creatures other than animated objects.

Babble

School transmutation; **Level** bard 3, cleric/oracle 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

The subject becomes unable to produce intelligible speech. Besides the obvious effects, an affected spellcaster cannot cast any spells with verbal components. This spell can be removed by dispelling it as normal, or by *remove curse* or *break enchantment*.

Babel's Curse

School transmutation; **Level** bard 2, cleric/oracle 4, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a small clay model of a ziggurat, which shatters when the verbal component is pronounced)/DF
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

This spell causes the creature touched to be unable to speak and understand any language; all communication is gibberish and to the affected creature,

BOOK OF LOST SPELLS

all communication sounds like gibberish. Verbal communication of any kind is impossible for the affected creature. If the creature is a spellcaster, it cannot cast any spells requiring a verbal component. Likewise, it cannot use any magic item or device requiring a command word.

Babel's curse counters or dispels *tongues* and can be countered by or dispelled by *tongues*.

Bad Luck

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

Casting Time 1 round

Components V, S

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

Target 1 living creature

Duration see text

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

You bind magical energies around your target's being that makes them unlucky at virtually everything they do. Although transient, this enchantment is potentially deadly to anyone failing their Will save. Those afflicted with this curse are forced to make two rolls for their saving throws, always using the worst roll. This lasts until they have rolled for a number of saving throws equal to your caster level at the time of casting the spell.

Bait

School enchantment (compulsion); **Level** bard 4, druid 2, ranger 3, sorcerer/wizard 3

Casting Time 1 action

Components V, S, M (small mundane item)

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

Target person who sees it first (see below)

Duration 1 round/level

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

When this enchantment is placed upon a mundane item, the first person who sees it must make a Will save. Failure makes the victim experience an overwhelming desire to possess the enchanted item, causing him to move immediately toward it, ignoring all dangers. While under the influence of this spell, the victim is considered flat-footed and fights at a -4 attack penalty.

Balance of the Mind

School enchantment (compulsion) [lawful, mind-affecting]; **Level** cleric/oracle 2

Casting Time 1 full round

Components V, S, M (a blindfold and a small set of scales)

Range touch

Target one creature

Duration 1 hour/level (D)

Saving Throw none (see below); **Spell Resistance** no

Balance of the Mind temporarily alters a willing subject's alignment to lawful neutral and removes all emotional attachments or biases the subject may have. The subject also receives a +4 competence bonus to saving throws versus mind-affecting magic for the duration of the spell. All decisions the subject makes while under the spell's influence are under the spirit and letter of the law, and the subject is incapable of showing favoritism. With this spell active, its subject can fairly judge the actions of even his most hated enemy.

Barbaric Yawp

School evocation [sonic]; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Area cone

Duration instantaneous

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

When the caster releases his *barbaric yawp*, all creatures (of 6 or fewer HD) in a cone area in front of the caster must make a Fortitude saving throw or be stunned for one round. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any).

Bare the Soul

School enchantment (compulsion) [mind-affecting]; **Level** paladin 4

Casting Time 1 round

Components V, S, DF

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

Target 1 living creature

Duration 1 round/level

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

You compel the target of the spell to reveal the truth. They must answer truthfully any question asked of them, and cannot refuse to answer. Although they must answer questions, they are not required to provide additional information above and beyond the limits of the question(s). Extremely broad questions can be answered vaguely. You may ask 1 question/round.

Bastion

School abjuration; **Level** sorcerer/wizard 4

Casting Time 1 hour

Components V, S, M (a one-inch square of granite, a similar cube of marble, and a diamond worth at least 75 gp)

Range touch

Target one structure, 20 square ft./2 levels

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell is designed to strengthen buildings. When cast, a soft glow spreads from your hands and flows across the wall until it envelops the entire structure. The glow is then absorbed into the building, leaving behind a faint, permanent sparkle to the stone, wood, brick or clay. The material's hardness increases by 5, and its hit points are doubled. This is a permanent effect, and the target can receive the spell only once.

Battle Double

School illusion (shadow); **Level** sorcerer/wizard 3

Casting Time 1 action

Components V, S, F (a prism)

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

Effect superimposes a spectral copy of the caster on the caster

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Upon casting this spell, a spectral copy of the caster is superimposed on his person. The spectral image follows the movements of the caster with a slight delay, creating a strange swaying effect. Whenever the affected wizard or sorcerer strikes out toward an enemy within the spell's range, the phantasmal copy instantly moves within striking distance of the target to deliver the blow.

While under the influence of this spell, the caster can make melee attacks against any visible creature within range. The copy acts as if using



the same weapons and attacks as the original, and can deliver touch spells. Making an attack with the spectral duplicate is a standard action and provokes attacks of opportunity.

Battle Guidance

School divination; **Level** cleric/oracle 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 3 rounds (see text)

You are granted temporary, intuitive insight into your opponent's actions during your next two attacks. You gain a +10 insight bonus on your next two melee attack rolls. Additionally, neither of these two blows is subject to the miss chance that applies to attackers trying to strike a concealed target. The spell's effects end once you make two attacks or after three rounds pass, whichever comes first.

Battle Insight

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

Casting Time 1 full round

Components V, S, M (small looking glass)

Range touch

Target creature touched

Duration 1 round/level

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

The subject of this spell gains the ability to see a number of possible

outcomes, thus enabling her to predict when combat is to begin and her opponents' likely actions. She receives a +5 bonus to her initiative for the spell's duration. If cast once combat begins, the targeted creature's initiative score is increased by +5; it takes its normal turn on the round it receives this bonus, but on the following round it acts on its new initiative score.

Battle Wisdom

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range 50 ft.

Area The caster and all allies within a 50-ft. burst, centered on the caster

Duration 1 min./level

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

Battle wisdom fills your allies with battle insight and the wisdom to perform tasks better. Each ally gains a +1 insight bonus on melee attack rolls and a +2 insight bonus on Wisdom-based skill checks. *Battle wisdom* counters *bane's* effect on melee attacks (melee attacks only).

Bead of Blasting

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

Casting Time 1 action

Components V, S, M (a bead carved from a bone, horn, or ivory of any magical sonic creature, including high-level bards)

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

Area 5-ft. radius

BOOK OF LOST SPELLS

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

When evoking this spell, you place a musical note to a bead, either by singing or playing an instrument, then toss the bead at the targeted area where it explodes with concussive force. Those in the radius affected by the spell take 3d8 points of damage. Furthermore, those in the area of effect who fail their Reflex save are deafened for 2d6 rounds.

Bead of Blazing

School evocation [force]; **Level** bard 2, sorcerer/wizard 1
Casting Time 1 action
Components V, S, M (a handful of loose clear glass or crystal beads)
Range medium (100 ft. + 10 ft./level)
Target up to three opponents within a 5-ft. radius
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You infuse a handful of small beads with magical force. The number of beads infused is 1d3 per caster level, up to a maximum of 10d3. The beads then fly from unerringly from your hand to strike the targets, inflicting one point of damage for every bead infused. Cover and concealment reduce the damage to half; improved cover and concealment reduce the damage to one-quarter.

Bead of Frost

School evocation [cold]; **Level** sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (a cobalt blue glass bead)/DF
Range close (25 ft. + 5 ft./2 levels)
Area 10-ft. radius
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You create a chilling missile from a bead that produces a blast of frost damage if you succeed with a ranged touch attack. The cold damage is 1d4 points of damage per caster level, to a maximum of 10d4.

Bead of Iron

School abjuration; **Level** druid 6, sorcerer/wizard 5
Casting Time 1 action
Components V, S, M (an iron bead strung on an oxen-hide thong)
Range personal
Target you
Duration 10 minutes/level or until discharged.

While the bead is worn, you gain a +4 bonus to his AC and damage reduction of 10/adamantine. Once 10 points of damage per caster level have been prevented, the spell ends and the bead becomes a normal object again.

Bead of Luck

School abjuration; **Level** sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (a bead embellished with some icon of luck or chance)
Range personal
Target you
Duration 1 round/level

Once the bead is charged, you must keep it somewhere on your person, otherwise the spell fails. Whenever a 1d20 roll is required during the spell's duration, you may roll two dice and take the most-favorable result.

Bee Sting

School conjuration; **Level** druid 1
Casting Time 1 standard action
Components V, S, M (a bumblebee's stinger)
Range close (25 ft. + 5 ft./2 levels)
Targets one or more creatures, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Fortitude partial (see text); **Spell Resistance** no

This spell strikes its targets with a nasty stinger, as if from a very large bee. You create one stinger for every three caster levels you possess (minimum one, maximum 6 at 18th level). Each bee sting inflicts 1 point of piercing damage, as if from a magical weapon for the purposes of overcoming damage reduction. If this damage is not somehow negated (such as by damage reduction), the subject is poisoned with weak venom that inflicts 1 Con/1 Con damage as its initial and secondary effect, with a Fortitude save allowed at the spell's save DC to negate it. The damage and venom from multiple stings is cumulative, though a subject saves only once even if subjected to several stings by a single casting.

Befuddle

School enchantment; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one person
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

The target becomes confused, and loses his train of thought. Note that this spell does no real damage, does not affect the target's intelligence, and does not negate the target's next action — it simply erases the current thought. It does not prevent the thought from reoccurring. For example, if a lady sees someone running from her husband's room with a dagger, this spell compels her to forget that image. But if the person with the dagger is still visible a second later, she'll wonder about it all over again. Similarly, an opponent in combat may forget what strike he was planning, but still realizes he's in combat and attack on his next action. The spell's effects end on the target's next action, so you must be quick to make certain that something forgotten isn't instantly remembered.

Bestow Speech

School transmutation; **Level** druid 2/ranger 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target animal companion
Duration 10 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

Bestow speech may be cast only on your companion creature. Your companion creature gains the ability to speak any single language you know. The creature may converse with others that share this common language. The spell does not increase Intelligence, so the animal speaks from its point of view and knowledge.

Bewildering Tracks

School transmutation; **Level** ranger 1
Casting Time 1 standard action
Components V, S
Range personal or touch

BOOK OF LOST SPELLS

Target you or a Large or smaller creature touched

Duration 10 minutes/level

Saving throw None or Will negates (Harmless); **Spell**

Resistance yes (harmless)

You assign a natural animal or humanoid track to yourself or the creature touched. The new tracks must be that of a creature within one size class of the target creature. Thus a horse (Large) can be made to leave tracks of a human (Medium) or a hill giant (Huge) or anything in between. Those trying to track someone leaving bewildering tracks suffer a -10 circumstance penalty to their Survival skill checks and are 50% likely to go in the wrong direction before losing the trail if they fail their skill check for tracking.

A *true seeing* spell shows the false tracks for what they are, and magical means of tracking such as *unstoppable tracker* can counter *bewildering tracks*.

Bewitch

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

This spell makes you appear more likable, more attractive, and easier to talk to and deal with. You gain a +4 circumstance bonus on Bluff and Diplomacy checks for the duration of the spell.

Billow the Sail

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

Casting Time 1 standard action

Components V, S, M (scrap of sailcloth)

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

Target one ship

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell provides wind for a boat's sails, even on a calm day. The wind is not felt anywhere else, and blows in the direction you desire, without weakening or shifting, for the duration of the spell. The continual favorable wind increases the speed of any sailing ship by 25% for the duration of the spell.

Binding Chains

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

Casting Time 1 action

Components V, S, M (a single hooked chain from a torture chamber)

Range 100 ft. + 10 ft./level

Effect 4 chains + 1 chain/three caster levels, all within a 5-ft. area

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** no

This spell causes hooked chains to explode from the ground and latch onto a single victim. Four chains, plus one chain for every three caster levels, immediately spring into action. Each chain has a reach of 10 feet, AC 18, hardness 5, and 1 hp/caster level. The *binding chains* cannot be targeted by any spell that does not inflict damage.

The victim is allowed a Reflex saving throw to avoid the chains. If the save is successful, the chains remain in place until the spell's duration expires. Anyone entering the spell's area of effect must immediately make a Reflex saving throw or suffer the effects detailed below.

In the case of failure, the unfortunate target suffers damage as the chains rend into her body, causing 1d6 points of piercing damage per chain. Additionally, the victim is considered grappled by the chains.

In each subsequent round, a held character may try to wrestle free as if attempting to break free from a normal grapple. The chains have a CMB of 20 plus 1 per additional chain. A successful check results in the character breaking free from the chains; a failed save deals the spell's damage to the target again as the chains dig into its flesh. Chains can be destroyed to help in freeing a held character. Each chain that is destroyed lowers the CMB of the *binding chains* by 1 point. When only four chains remain, each destroyed chain lowers the effective combined CMB of the chains by 5 points.

Binding Sap

School transmutation; **Level** druid 0, ranger 1

Casting Time 1 standard action

Components V, S, M (lichen or bracken)

Range personal

Target you

Duration concentration

Saving Throw Fortitude (harmless); **Spell Resistance** yes (harmless)

For as long as the caster concentrates, any desired portion of her skin sticks to wooden surfaces as though glued in place. The caster can change the locations so affected to free one hand after the other for purposes of climbing. The spell makes climbing easier but slower because of the extra concentration required. The character gains a climb speed equal to his normal ground speed, with the subsequent +8 bonus on Climb checks for having a climb speed.

If the character moves at a leisurely pace (1/2 the normal climbing speed), no Concentration check is necessary. If the character is moving faster than that, the character must succeed on a DC 15 Concentration check with every Climb check in order to move. Note that a single hand or foot does not have enough surface area to support a character's entire weight by itself. If a character is foolish enough to try hanging from a ceiling or wall by one hand, his weight tears the skin off his hand for 1d4 points of damage (plus any falling damage that might result).

Biting Blade

School transmutation; **Level** ranger 2, sorcerer/wizard 1

Casting Time 1 action

Components V, S, F (the weapon)

Range touch

Target weapon touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell may be cast only on slashing or piercing weapons to cause them to bite deeper into an opponent's flesh. This effectively raises the weapon's damage die by one size for the duration of the spell using the normal rule for weapon die type advancement. Thus a dagger that normally inflicts 1d4 points of damage would inflict 1d6, while a greatsword would inflict 3d6 points of damage instead of its regular 2d6. A weapon that inflicts 1d12 points of damage inflicts 3d6 points of damage when affected by this spell.

Black Exhalation

School necromancy; **Level** cleric/oracle 6, druid 6, sorcerer/wizard 6

Casting Time 5 minutes

Components V, S, M (a piece of flesh from a plague victim)

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

Area cone

BOOK OF LOST SPELLS

Duration 1 round/level (Discharge)

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

The caster exhales a cone-shaped cloud of deadly spores. Those in the cloud's area of effect must succeed on a Fortitude save or suffer 1d3 points of Intelligence drain as the spores spread through the brain and nervous system. Victims must make a Fortitude save each subsequent round up to the spell's maximum duration or continue to lose Intelligence. The cloud is infectious only on the round that it is discharged.

Blackout

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

Casting Time 1 standard action

Components V, S, M (a small smoky quartz crystal that is dashed to the ground and shattered while casting)

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

Area 20-ft. radius

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You create an area that looks like shifting shadows to anyone with darkvision. Anyone looking through the area of a *blackout* with darkvision cannot see into or past the area of this spell. Normal light sources are not blocked by this spell, however, and it does not interfere with normal or low-light vision or any other senses. Like *darkness*, this spell may be cast on an object.

Blade Bond

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

Casting Time 1 action

Components V, S, M (a shard of a blade and a ball of tar)

Range personal

Target you

Duration 1 round/level **Saving Throw** special (see below); **Spell Resistance** no

When this spell is cast, the caster's body becomes capable of absorbing any metal weapons that strike it. If the caster is hit by any kind of metal weapon, the wielder of the weapon must succeed on a Reflex save or have her weapon instantly absorbed into the caster's body, wrenching it from her grasp and inflicting no damage on the caster. If the weapon is magical, the wielder receives an enhancement bonus to his save equal to the weapon's magical enhancement bonus (with market price modifiers included; see the *Pathfinder Roleplaying Game Core Rulebook*).

A caster can hold up to 10 Small or Tiny weapons; a Medium weapon counts as two Small or Tiny weapons, and a Large weapon counts as three for purposes of absorption. If this limit is reached, further attacks incur damage normally.

The caster can expel all weapons inside him at will, but he cannot expel specific weapons. If the spell's duration expires and the caster still has weapons inside him, all those weapons are expelled and fall to the ground around him. Likewise, if the caster dies, all weapons are released from his body. No matter how many weapons the caster absorbs, those weapons do not hinder or impair his movement or abilities in any way.

Blade of Light

School evocation; **Level** paladin 2

Casting Time 1 action

Components V, S, DF

Range personal

Target you



BOOK OF LOST SPELLS

Duration 5 minutes/level

Saving Throw none; **Spell Resistance** no

This spell creates a weightless blade of pure light the same size and shape as a longsword. A paladin armed in this fashion cannot be disarmed by a foe. The blade deals damage as a +1 *longsword*, +2 vs. *evil creatures*. The blade also produces illumination as per the *light* spell.

Blade Song

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

Casting Time 1 standard action

Components V, S

Range touch

Target bladed weapon touched

Duration 1 round/level

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

Resistance yes (harmless, object)

You imbue a single bladed weapon you touch with a magical aura that causes the weapon to emit a cacophonous blast of sound whenever it successfully strikes a target. Any creature hit by the imbued weapon takes an additional 1d6 points of sonic damage.

Bladelust

School transmutation; **Level** cleric/oracle 4, druid 4, sorcerer/wizard 4

Casting Time 1 action

Components V, S, M (one drop of the caster's blood)

Range touch

Target weapon touched

Duration 1 day + 1 round/level (see below)

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

Bladelust can be cast on any slashing or piercing weapon. The spell lies dormant until the weapon inflicts damage or until the next sunrise, at which point the spell is discharged without effect. If the weapon inflicts at least 1 point of damage against a living creature before that time, however, the spell is activated.

Once activated, the weapon gains a limited, feral intelligence and a lust to shed more blood. Every 5 points of damage that the weapon inflicts grants a +1 morale bonus to attack and damage rolls up to a maximum of +5 for 1 round/caster level. Since this is a morale bonus, it stacks with any enhancement bonuses the weapon may have and any morale bonuses the wielder may have, but is not considered a magical bonus for the purposes of damaging creatures with damage reduction. In addition, any non-evil creature struck by a blade affected by *bladelust* must succeed on a Will save or suffer a morale penalty of -2 on attacks made against the blade's wielder due to the aura of glee emanating from the weapon when it draws blood. These effects last 1 round/level of the caster, after which the spell ends.

If *dispel magic* is cast on a *bladelust* weapon wielded by someone other than the caster, the weapon may receive a saving throw if its wielder wishes to avoid the spell's effects. Weapons with the holy special ability under the effect of *bladelust* must make a Will saving throw each time they slay a living enemy or become unholy. Similarly, intelligent weapons with non-evil alignments must make a Will saving throw for each living being killed while under this spell or have their alignments shift one step toward neutral evil. These effects can be eliminated by a *remove curse* spell.

Blades of Bone

School necromancy; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 action

Components V, S, M (a small piece of bone whittled into a

blade)

Range touch

Target creature touched

Duration 1 hour/level

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

The target of this spell sprouts long, sharp spurs of bone all over his body. The target deals 2d6 points of piercing damage (critical x2) with a successful grapple attack. Anyone who successfully grapples the subject takes the same amount of damage

Blades of Jade

School transmutation; **Level** druid 6

Casting Time 1 standard action

Components S, M

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

Area 30-ft. radius

Duration 10 min./level

Saving Throw Reflex special (see text); **Spell Resistance** no

You imbue green leaves, petals and blades of grass with the sturdiness of steel and a razor-sharp edge. Plants are unharmed and return to normal after the spell ends. Visual inspection is unlikely to reveal the altered nature of the plants (DC 35 Perception or DC 25 Knowledge [nature]) but a Perception check (DC 30, calm; DC 22, light breeze; DC 15, high winds) might reveal the tiny metallic jingling of the clashing leaves or blades of grass.

Traversing the maze of razor-sharp blades inflicts damage dependent on the terrain. Short grass deals 1d6 points of damage for every 5 feet traveled. Creatures passing through the area must succeed on a Reflex save or suffer injuries to their legs and feet (movement reduced to one-third for 24 hours, Heal check [DC = spell DC] to dress and heal sooner). Thick underbrush and tall grass are a more serious threat. Moving through such an area results in 3d6 points of damage for every 5 feet traversed in addition to injury to the feet and legs (as above). A victim surrounded by foliage or leaves at the time of spellcasting suffers 6d6 points of damage in addition to the potential penalties of moving through the area.

Plants affected by *blades of jade* are immune to other spells altering plant growth, movement, or maturity such as *leaf fall*, *entangle*, or *plant growth*, and any plants already under the effects of such spells cannot be affected by *blades of jade*.

Blazing Blood

School transmutation; **Level** cleric/oracle 8

Casting Time 1 standard action

Components V, S, DF

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

Target one creature/level, no two of which can be more than 20 ft. apart

Duration instantaneous

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

You transform a portion of the blood of one or more creatures into a blazing fluid that burns them from the inside. Affected creatures take 1d4 points of fire damage per caster level (maximum 20d4). If the creature has ingested wine or other alcohol within the past hour, the damage is raised to 1d6 points of fire damage per caster level (maximum 20d6).

Creatures that have no blood, such as undead (other than vampires) or constructs, are immune to this spell.

Bleeding Plague

School necromancy; **Level** cleric/oracle 0

Casting Time 1 full round

BOOK OF LOST SPELLS

Components V, S, DF

Range 100 ft.

Target one random creature + one creature/level

Duration variable (see spell effect)

Saving Throw Fortitude negates (symptoms only, see text);

Spell Resistance yes (see text)

Upon casting, *bleeding plague* randomly selects a victim from those individuals within 100 feet who have not prayed at a shrine or temple dedicated to the god of pestilence in over a week. If no such targets are within range, the spell fails.

If the target fails her saving throw, she develops the disease's symptoms after one hour. The symptoms disappear 24 hours later and result in 1 point of damage at the 18-hour mark if they have not been arrested by then. Symptoms can be arrested by appropriate curative magic (which also stops the contagious nature of the disease in the victim cured).

A victim becomes a carrier of the *bleeding plague*, whether her saving throw or spell resistance succeeds or fails. The next physical contact that the victim has with another individual passes the disease to that individual. This new target individual must make his own saving throw to resist the spell's effects and also becomes a carrier.

Bleeding plague continues passing from person to person in this fashion until a number of people have been subjected to it equal to the caster level plus one.

Any given individual cannot be victimized by this spell more frequently than once per month and, in any case, cannot fall prey to the same casting more than once. If a carrier dies before passing the sickness on to another victim, the victim's corpse is still considered contagious. This spell is only granted by gods of pestilence and disease.

Blend Into Background

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

Casting Time 1 standard action

Components S, M (a lizard tail that is swallowed)

Range personal

Target you

Duration 1 hour/level (D)

The spell adds +1 per caster level (max +10) to any Stealth check for the duration of the spell. The spell alters the caster's appearance, including her equipment, so that she blends into whatever background sits behind her.

Blessed Harvest

School transmutation; **Level** cleric/oracle 2, druid 2

Casting Time 1 full round action

Components V, S, DF

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

Area 1 acre/level

Duration 1 year

Saving Throw none; **Spell Resistance** no

You bless a field, granting it unusual growth and prosperity. The crops within the area of effect grow especially healthy and well, raising the potential productivity of the field by one-third over the course of the next year.

Blessed Warmth

School abjuration; **Level** cleric/oracle 3, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched (see text)

Duration 10 min./level

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

You draw a shaft of shimmering light down on the creature touched, granting it resistance to cold 10. For every level above 7th, you can create another shaft of light to ward another creature (maximum of 14 shafts at 20th level). Warded creatures must remain within 20 feet of you or they lose the benefit of this spell and the shaft of light warding them winks out (though you can create another shaft to protect the creature if it moves back within range).

Note: *Blessed warmth* overlaps (and does not stack with) *protection from energy (cold)* and *resist energy (cold)*.

Blessed Watchman

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 1 hour/level

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

You grant the target a +4 sacred bonus on Perception checks and a +2 sacred bonus on Will saves to resist charms, compulsions, and mind-affecting effects. Additionally, the subject cannot be surprised and may act normally on a surprise round in combat.

Blessing of the Dawn

School abjuration; **Level** cleric/oracle 2

Casting Time 1 standard action

Components V, S

Range personal

Area The caster and all allies within a 50-ft. burst, centered on the caster

Duration 1 min./level

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

Blessing of the dawn counters all spells with the darkness descriptor and prevents further darkness spells from being cast within its radius. Additionally, those within the spell's radius receive a +2 insight bonus on Heal checks.

Blessing of the Forge

School transmutation; **Level** cleric/oracle 5

Casting Time 1 standard action

Components V, S, M (two small gold talismans shaped like a hammer and anvil, worth no less than 250 gp)

Range personal

Target you

Duration 1 round/level

You can call on your affinity with constructed items to ask them not to harm you. Any forged or crafted items are at -4 on attack rolls to hit you, and deal only half damage to you if they successfully hit. Natural objects, such as a tree branch being used as a club, are not subject to the spell's effects.

Blight Fog

School necromancy; **Level** druid 6

BOOK OF LOST SPELLS

Casting Time 1 standard action

Components V, S

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

Effect 20 ft. radius gray cloud that moves away from the caster

Duration 1 round/level

Saving Throw Fortitude partial; see text; **Spell Resistance** yes

You call forth a thick gray cloud of deadly mist designed specifically to kill off plants. Normal plants wither and die within 5 rounds of being touched by the mist as it sucks the life energy out of them, leaving their desiccated husks behind. Plant-type creatures suffer wracking pain as their life force is drawn out into the cloud and suffer 1d6 points of damage for every 5 caster levels (maximum 4d6). When initially called forth, the gray mist is a 20-foot-radius cloud that reaches 20 feet high and moves away from the caster at 10 feet per round. A moderate wind (11+ mph) disperses the cloud in 4 rounds while a strong wind (21+ mph) easily dissipates the cloud in a single round. This necromantic mist is specifically designed to work against plants; all other creature types are immune to the effects, although the mist does provide concealment equal to a *fog cloud* spell.

Blindfold

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

Casting Time 1 full round

Components V, S, F (spirit doll marked to the target, see *spirit doll enchantment* spell)

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

Target one creature that is marked by the spirit doll focus

Duration 1 day/level (D) (see below)

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

By covering a *spirit doll's* (see *spirit doll enchantment*) head with either hand or cloth, the target is blinded. The effect lasts as long as the *doll* remains covered, up to the spell's maximum duration. If the *doll* is uncovered, the spell ends immediately. If the target's save succeeds, he is not blinded but is instead dazzled (–1 to attack) for a number of rounds equal to the caster's level.

Blinding Ash

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

Casting Time 1 standard action

Components V, S, M (ashes from a fire or hearth)

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

Effect 30-ft.-diameter and 20-ft.-high cloud

Duration 1 round/level

Saving Throw none (see text); **Spell Resistance** no (see text)

Ash, cinders and smoke rise into a great cloud that obscures vision and heats the air within it. Once created, the cloud is stationary. This spell functions like *obscuring mist* except that fire spells do not burn off the mist. Water and cold-based spells such as *cone of cold* or *sleet storm* clear out the smoke and ash, however. Anyone within the cloud takes 2d6 points of fire damage each round. Affected creatures may attempt a Reflex save for half damage. Spell resistance applies normally to the fire damage. This spell does not function underwater.

Blinding Flare

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

Casting Time 1 standard action

Components V, S, M (a masterwork arrowhead and a bit of tinder)

Range 10 ft.

Target one missile weapon

Duration 1 round + 1 round/3 levels

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

This spell focuses upon an arrow, javelin or other missile weapon. Once the spell is cast, the weapon in question glows slightly. Either at the height of its arc or when it strikes its target (your choice), the weapon suddenly erupts into a burst of light, as if a star had appeared from nowhere. Anyone looking at the weapon, or within 30 feet of it, must succeed on a Will save or be blinded for one round. If the weapon misses its target, the spell goes off when it strikes the ground.

Blindness/Deafness, Mass

School necromancy; **Level** cleric/oracle 8, sorcerer/wizard 7

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

This spell functions like *blindness/deafness*, except that *mass blindness/deafness* affects multiple opponents.

Blood Bath

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

Casting Time 1 standard action

Components V, S, M

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

Area one creature

Duration instantaneous

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

This gruesome spell causes blood to spurt from the target's eyes, ears, nose, and mouth, dealing 1d6 points of damage per level of the caster (max 8d6). The victim is allowed a Fortitude save for half damage. This spell is unable to affect creatures without blood, though the GM may rule that other bodily fluids (such as the ichor of an ooze) constitutes that creature's "blood."

Blood Blade

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

Casting Time 1 standard action

Components V, S

Range touch

Target one bladed weapon touched

Duration 1 min./level

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

By touching a bladed weapon (such as a spear, sword, dagger, or the like), you imbue it with the wounding special quality for the duration of this spell. For more information, see the wounding special quality in the *Pathfinder Roleplaying Game Core Rulebook*. You cannot cast this spell on a weapon that already has the wounding special quality.

Blood Geyser

School evocation [acid]; **Level** cleric/oracle 3, sorcerer/wizard 2

Casting Time 1 action

Components V, S, DF

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

Area 20-ft.-by-20-ft. square

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes (harmless)

Casting this spell causes a geyser of blood to erupt from the ground,

BOOK OF LOST SPELLS

spraying all within a 20-foot-by-20-foot area. The blood, filled with the hatred of the defeated, burns as if it were a powerful acid, causing 1d6 points of acid damage per 2 caster levels, up to a maximum of 10d6.

Blood of the Hydra

School conjuration [creation]; **Level** druid 6, ranger 4

Casting Time 1 standard action

Components V, S, M (a drop of snake's blood and a drop of snake's venom)

Range touch

Target one slashing or piercing weapon or five slashing or piercing projectiles (all of which must be in contact with each other at the time of casting)

Duration 1 minute/level

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

This spell conjures forth a deadly poison that can be applied to edged melee weapons or ammunition. The poison automatically deals 1d4 points of Constitution damage per round; one successful Fortitude save negates the effect. A melee weapon magically retains sufficient poison for up to five successful strikes. At the end of the spell's duration, any venom that remains on the weapon or projectiles loses its supernatural potency.

As the venom is magically delivered, you do not run the usual 5% risk of poisoning yourself.

Blood Purge

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

Casting Time 1 standard action

Components V, S, M (a few drops of blood and a tiny glass tube)

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

Target one living creature

Duration instantaneous

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

This spell violently disgorges blood from the body of the subject, dealing 2d6 points of Constitution damage to the target (half that amount if the target makes a successful Fortitude save). Creatures without blood (such as oozes, undead, plants, and so on) are unaffected by this spell.

Bloody Tentacles

School necromancy [evil]; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (handful of dirt from a strangled man's grave)

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

Target all corpses and dying creatures in range

Duration 1 hour/level

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

When this spell is cast, all corpses and dying creatures (those below 0 hit points and disabled) in the spell's area are affected. Dying creatures are allowed a Fortitude save to avoid the spell's effects, but slain creatures are not. Those affected by the spell have all the blood drawn from their bodies (killing all those still alive), forming horrible tentacles of clotted, red, black blood. These tentacles always remain in contact with the bodies from which they are drawn, lashing out and flailing at the caster's foes. One tentacle is created per affected corpse, up to a maximum of 1 per



BOOK OF LOST SPELLS

caster level. No more than 20 tentacles can ever be created by this spell. Each tentacle is 10 feet long (Large) and has the same saving throws as the creature from which it was created. Each has AC 15, 1 hp per HD of the creature from which it was drawn plus 1 hp per 2 caster levels, half the base attack bonus of its host creature, and a Strength of 19 (use these statistics to calculate a tentacle's CMB and CMD). It is immune to spells that do not cause damage, except for *disintegrate*, *dispel magic*, and those spells that can affect water or blood.

Each round that a tentacle is not already grappling someone, starting the round after it appears, it makes a slam attack against a single opponent within reach, dealing 1d6 points of damage and making a grapple attack as a free action. If the tentacle succeeds in its grapple attack, it deals no further damage but begins to drown the target (see the *Pathfinder Roleplaying Game Core Rulebook*, "Water Dangers"). As described in the rules, the target can hold his breath for a number of rounds equal to twice his Constitution and may attempt to break the grapple every round. If he fails, he must begin to make Constitution checks as described.

Bloodburn

School necromancy; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur), F (the exposed blood of the subject)
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1d4+2 rounds
Saving Throw Fortitude negates; see text; **Spell Resistance** yes

Bloodburn allows you to ignite the exposed blood of one creature, turning its flowing blood into hellish flames. The target must have been wounded within the last 1 minute by a piercing or slashing weapon, and the wound cannot have been treated by any *cure* spell or healing magic or "dressed" with a Heal check or this spell has no effect.

The subject takes 2d6 points of damage each round from blood loss as the magical flames draw blood out of the creature to use for fuel. Half of this damage is fire damage. The target must succeed on a Fortitude save each round to negate the fire damage for that round. Creatures without blood (such as oozes, undead, plants, and so on) and creatures immune to fire are unaffected by this spell as their blood simply cannot be burned.

Blunt the Edge

School transmutation; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range 10 ft.
Target one weapon
Duration 1 round +1 round/3 levels
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell blunts the edge of a piercing or slashing weapon. The weapon gains the broken condition and its damage die is decreased to the next lowest type (1d8 to 1d6, 1d6 to 1d4, and so on). Only magical weapons receive a saving throw against the effect; a weapon possessing the *keen* property receives a +4 circumstance bonus to the save. *Keen edge* counters and dispels this spell.

Boarding Plank

School evocation [force]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range see text
Area see text

Duration 5 minutes/level
Saving Throw none; **Spell Resistance** no

This spell creates a shimmering board of force, 4 feet in width and stretching up to 25 feet long. The board keeps itself level at all times and can support a weight of up to a ton and a half (3,000 pounds) before it collapses.

Casting this spell requires you to touch either the ship or where it is to dock and mentally extend the board to its destination.

Bolster Mental Fortitude

School abjuration; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a small gold or silver circlet worth at least 5 gp)/DF
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The creature touched gains a +4 resistance bonus on saving throws against all mind-affecting spells and effects.

Bone Armor

School necromancy; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You strengthen the bones of a single creature you touch. The subject gains DR 5/piercing or slashing. Once the spell prevents a total of 10 points of damage per caster level (maximum 100 points), it is discharged. Creatures without bones (such as oozes and plants) do not gain any benefit from this spell.

Bone Blight

School necromancy [evil]; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a few drops of aqua regia and a bit of powdered bone)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration see text
Saving Throw Fortitude negates (see text); **Spell Resistance** yes

The subject contracts a supernatural curse known as *bone blight* that strikes immediately (no incubation period). See the sidebar for information on *bone blight*. The DC noted is for subsequent saves (use this spell's normal save DC for the initial saving throw).

Bone Blight

Bone blight is a supernatural curse that causes an afflicted creature's bones to deteriorate at an alarming rate. In the final stages of the disease, the victim's skull and spine collapse, killing it. Successful saves do not allow the victim to recover (though they do prevent damage normally). Creatures without bones (oozes, plants) and incorporeal creatures are immune to the effects of *bone blight*.

Unlike normal diseases, *bone blight* continues until the victim reaches

BOOK OF LOST SPELLS

Strength 0 and Constitution 0 (and dies) or is cured as described below.

Bone blight is a powerful curse, not a natural disease. While afflicted with *bone blight*, a character does not heal damage (ability or hit points) naturally. Also, any bludgeoning attack doubles its critical threat range against an afflicted character. Further, a character attempting to cast any conjuration (healing) spell on a creature afflicted with *bone blight* must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate *bone blight*, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the *bone blight* can be magically cured as any normal disease.

An afflicted creature that dies of *bone blight* collapses into a mound of quivering flesh.

Type curse and disease—spell; **Fort DC** as the spell; **onset** instant; **frequency** 1/day; **effect** 1d4 Strength, 1d4 Con; **cure** —

Bone Trap

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a pinch of dust taken from a defeated wight or vampire)
Range touch
Target one skull touched
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** yes

You place this spell on a single skull or other large bone taken from the skeletal remains of a Medium or smaller creature. When the skull or bone is touched, a blast of red and violet negative energy fills the area within a 10-foot radius around the spell's center. The negative energy deals 1d4 points of damage per caster level (maximum 10d4). Anyone within 10 feet of the skull is entitled to a Reflex save for half damage. The bone used is destroyed by the blast.

Boost Potency

School transmutation; **Level** cleric/oracle 2, druid 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target 1 plant or creature touched/level
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell increases the DC for any of the target's natural poisons by 1 per two caster levels (minimum 1). This spell can be cast only on a living plant or animal that produces a natural poison of some type.

Bound Hearts

School enchantment; **Level** cleric/oracle 7
Casting Time 1 hour
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target two creatures
Duration 1 year
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You place two people into a psychic bond. Each person becomes perpetually aware of the other's location, well enough to find the other even when blindfolded, and their physical and emotional condition at any time.

This knowledge does not give any information about the subject's surroundings — if she is chained in a prison, for example, the other subject of the spell knows only where she is and that she is despondent and weak but unharmed. The two subjects must be within the spell's range when it is cast, but after that the link persists at any distance.

A person can be under the effects of only one *bound hearts* spell at any given time; it is not possible for more than two people to be simultaneously linked by this spell.

Bound Souls

School enchantment; **Level** cleric/oracle 9
Duration 1 year/level

As *bound hearts*, except of longer duration. In addition, if the two subjects are married, they each receive a +2 morale bonus on Sense Motive checks and Will saving throws when within 60 feet of one another.

Bramble Armor

School conjuration (creation); **Level** druid 4
Components V, S, M (a shorty, thorny vine)
Casting Time 1 action
Range touch
Target one creature
Duration 10 minutes/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A multitude of tough wooden vines with iron-hard thorns spring from the caster's hands and wrap themselves around the target, providing the target with a +5 armor bonus. *Bramble armor* is considered medium armor with a +4 maximum Dexterity bonus, a –4 skill check penalty, and a 25% arcane spell failure chance. The armor weighs 15 pounds.

The thorny vines also make it difficult to hit the wearer without damage. On each successful melee attack against the target, the attacker must succeed on a Reflex save at the spell's DC or take 1d4 points of piercing damage. Attackers using manufactured melee weapons with reach are unaffected by the thorns.

Branch Assault

School transmutation; **Level** druid 2
Casting Time 1 standard action
Components M, S
Range medium (100 ft. + 10 ft./level)
Effect one tree
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

You imbue one natural tree with the ability to attack creatures within its reach (10 feet). The tree is immobile and can attack only creatures under its branches. Once per round, the tree attacks at the caster's base attack bonus and deals 2d6 points of bludgeoning damage with a successful hit. The tree ceases its attacks if it receives more than 30 points of damage (hardness 4; AC 14).

Breach Defenses

School transmutation; **Level** sorcerer/wizard 6
Casting Time 1 round
Components V, S, M (one marble-sized ball of iron and a bit of flesh or a few drops of blood from a creature with damage reduction)
Range close (25 ft. + 5 ft./2 levels)

BOOK OF LOST SPELLS

Target one creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

Breach defenses negates the damage reduction of a creature whose HD are not more than twice your caster level. This spell's effect does not affect a creature's ability to overcome damage reduction using natural or melee weapons (thus, while this spell would negate a bearded devil's DR, it would not affect its natural or melee weapons, which are considered lawful-aligned and evil-aligned).

Breach defenses has no effect on creatures with epic DR.

Breath of the Dragon

School evocation [acid, cold, electricity, or fire (see text)];
Level sorcerer/wizard 3
Casting Time 1 standard action
Components V, M (see text)
Range close (25 ft. + 5 ft./2 levels) for cone or Medium (100 ft. + 10 ft./level) for ray
Area cone or ray
Duration Instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

Breath of the dragon allows the caster to spew forth a breath attack similar in nature to that of a dragon's breath weapon. There are five different forms of the spell, though the wizard need prepare the spell only once and choose the variety of breath attack at the time of casting. Each form requires different material components to successfully cast, while none of the versions requires somatic components of any sort.

A character under the effect of a *breath of the dragon* spell may breathe a cone of fire, cold or corrosive gas or a stream of acid or lightning. The attack inflicts 1d6 points of damage per level of the caster (maximum 10d6) to all creatures within the attack's area of effect. Note that the attacker need not expel the entire attack at once; a 10th-level character could, for example, breathe two 5d6 cones of fire or one 10d6 cone or five 2d6 cones. If a round passes with no attack, however, the remainder of the spell's effect is lost.

Material Components: A small amount of dragon's blood corresponding to the breath type being used. The blood is mixed with another component appropriate to the breath type: oil for fire, acid for acid, a frozen liquid for cold, liquid chlorine for corrosive gas, and melted copper for electricity. This mixture is drank on casting, causing the caster to lose 1 hit point (no save) for every die of damage inflicted by the spell.

Brittle

School transmutation; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a drop of corrosive substance)
Range close (25 ft. + 5 ft./2 levels)
Target 1 object (see text)
Duration 1 round/level
Saving Throw see text; **Spell Resistance** yes

You reduce the hardness of an object by 5. An animated object or one in motion gets a Reflex save to negate the effect. If it is stationary or is not animated, it gets no save. The spell can only affect an object with an area of 15 feet square or smaller. If the object is larger (such as a wall), it only affects a 15-foot-square area.

Bubble Goop

School evocation; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a bit of tree sap or flesh from a mimic that must be consumed during the casting)

Range medium (100 ft. + 10 ft./level)
Effect one or more bubbles
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** yes

Bubble goop allows you to breathe forth one bubble per two caster levels (maximum 6 bubbles at 12th level) that quickly float toward a designated target. When a bubble contacts a solid surface or creature, it pops and releases a sticky goo that quickly covers a 5-foot area or a creature (a creature can attempt a Reflex save to avoid the goo). One bubble can cover a Medium or smaller creature. For every size category larger than Medium, one additional bubble is required to cover a creature. If you release multiple bubbles, you can direct them to strike a single creature or several creatures.

A creature covered with goo takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and it can move only at half speed. A flying creature must make a second Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. This spell does not function underwater. Multiple bubbles that hit a single creature do not increase the penalty on attack rolls or the penalty to Dexterity.

A creature can break free by dealing damage to the goo with a slashing weapon. The goo has 10 hit points. For every additional bubble that strikes a foe, increase the goo's hit points by +3. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo is scraped off. Once free, the creature can move (including flying) at normal speed.

A character capable of spellcasting who is bound by the goo must succeed on a Concentration check (DC 15 + the level of the spell) to cast a spell. The goo becomes brittle and fragile after 1 minute, cracking apart and losing its effectiveness. An application of *universal solvent* dissolves the goo immediately.

Bubble Net

School conjuration (creation); **Level** cleric/oracle 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components S, M (palm-sized net)/DF
Range medium (100 ft. + 10 ft./level)
Target one Target creature or object
Duration 1 round/level (D)
Saving Throw Reflex negates (harmless, object); **Spell Resistance** yes (harmless, object)

Bubble net causes a targeted underwater creature or object to be wrapped in a magical net of air bubbles that rises to the water's surface. When successfully cast, *bubble net* immediately lifts the target toward the surface of the water. The rate of ascent is quick, at 120 feet per round. The *bubble net* equalizes pressure during the ascent so that creatures decompress without getting the bends. Once the target reaches the surface, the *bubble net* matches pressure with the surrounding water and no longer propels the target upward but maintains the target at the surface for the spell's remaining duration.

The *bubble net* is not restrictive in any way, so the target is able to swim about as normal, but any attempt at descent only serves to counter some or all of the 120 feet per round ascent, depending on the target's swimming speed. The spell does not interfere with attacks or other actions taken by a target creature.

The target of this spell cannot weigh more than 100 pounds per caster level. Finally, the spell functions the same in liquid mediums other than water.

Bug Bites

School conjuration (creation); **Level** bard 2, cleric/oracle 2, druid 1, ranger 1, sorcerer/wizard 2

BOOK OF LOST SPELLS

Casting Time 1 full round
Components S, M (a small, biting insect)
Range touch
Target one sleeping creature
Duration instantaneous
Saving Throw special (see below); **Spell Resistance** yes

Bug bites covers a single sleeping target head to toe in itchy insect bites, inflicting a –1 penalty to all of the target's rolls for the next 24 hours. The bites disappear after that time. There is no saving throw, but since the spell requires the caster to touch a sleeping target, the GM may determine that the target receives a Reflex save in order to wake up and detect the caster.

Buoyancy

School transmutation [water]; **Level** cleric/oracle 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a small white ring)
Range touch
Target one creature touched
Duration 10 minutes/level
Saving Throw Fortitude (harmless); **Spell Resistance** yes

Normally cast upon a drowning companion, *buoyancy* causes the target to become lighter than the surrounding liquid. The target either rises to the surface of any surrounding water (at a rate of 10 feet per round) or floats on the surface of the water regardless of encumbrance or armor.

The target is in no way granted any additional mobility or breathing benefits while in the water. This spell only keeps the subject from sinking.

Burden

School transmutation; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one object (up to 1/2 lb. of weight per caster level)
Duration 1 minute/caster level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell doubles the weight of the selected item. At 3rd level you can increase the item's weight by four times, and at 5th level you can make it up to six times its original weight. The item's other attributes are unchanged, and the item is not damaged by its weight increase (thus, a flimsy piece of cloth can become substantially heavier and can still be just as easily torn, but it does not tear under its own enhanced weight).

Burn the Sight

School transmutation; **Level** sorcerer/wizard 2
Casting Time 10 minutes
Components V, S, F (spirit doll marked to the target and an active light source, see *spirit doll enchantment* spell)
Range close (25 ft. + 5 ft./2 levels)
Target one creature that's marked by the spirit doll focus
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A light source such as a candle or torch is placed within six inches of a spirit doll. This action grants the doll's mark darkvision of 60 feet. As with other spells, the distance between the doll and its mark are irrelevant, unless one or the other enters a different plane.

If the doll focus is ever separated from the light source or if the light focus is extinguished, the spell ends prematurely. Once the spell's duration expires, it must be cast again to be effective.

Burning Rain

School transmutation; **Level** sorcerer/wizard 7
Casting Time 10 minutes
Components V, S, M (a small vial of acid)
Range long (400 ft. + 40 ft./level)
Area 100-ft.-radius area, + 10 ft./level
Duration 3 round +1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell works only when the sky is overcast. It transforms the rain-clouds above so that they drop acid instead of water. This *burning rain* causes 2d6 points of damage per round to each target in the area of effect. The acidic rain eats through wood, stone, and other materials as well, ignoring half the structure's hardness and inflicting 2d6 points of damage per round.

Buttress

School transmutation; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one object up to 1 cubic ft./level
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell strengthens the object in question, making it less likely to break — doubling the object's hit points and increasing its hardness by 5. This is most often used on lances to keep them from shattering.

Cacophony

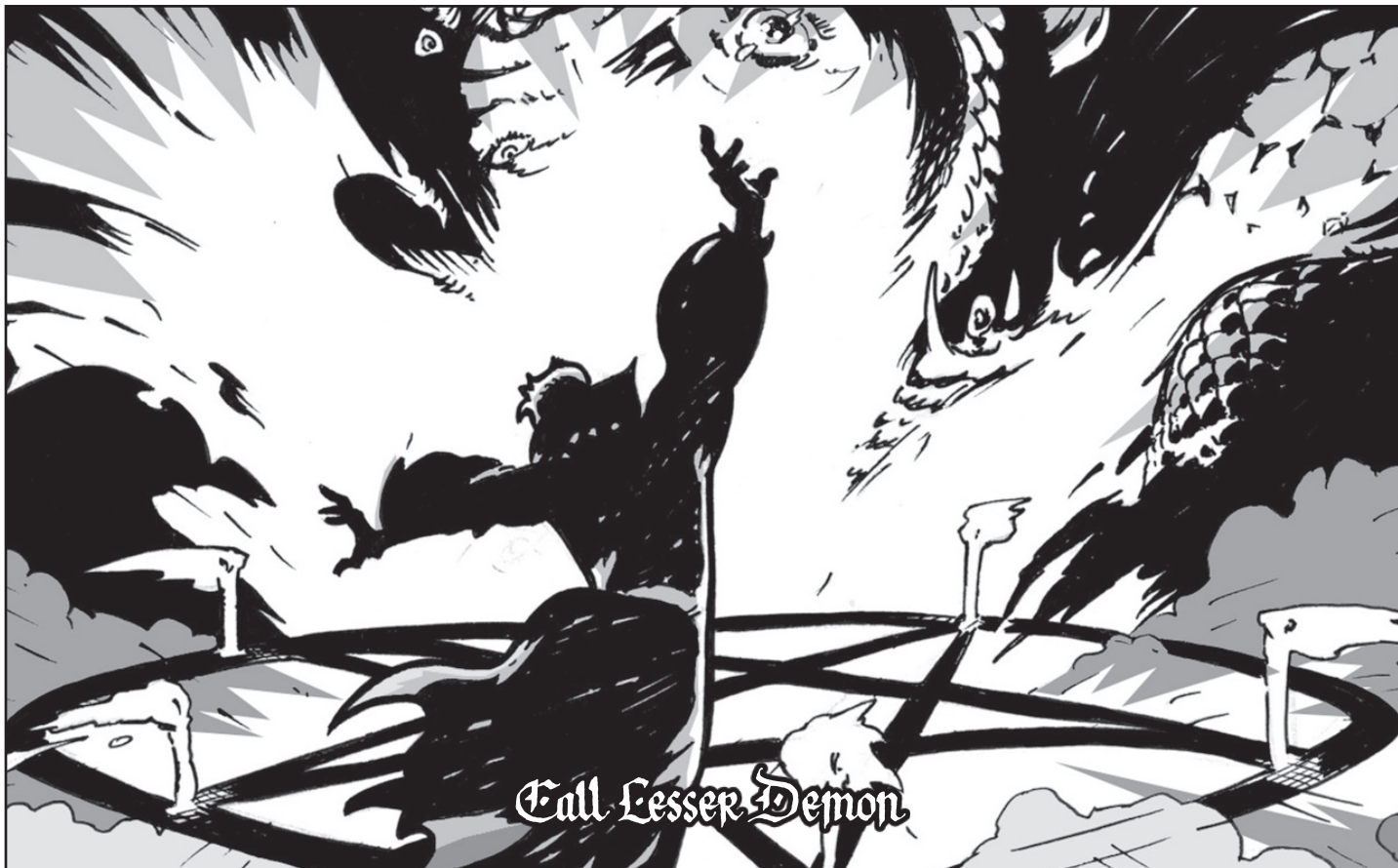
School evocation [sonic]; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area one 5-ft. square/level
Duration instantaneous
Saving Throw Fortitude negates (see text); **Spell Resistance** yes

Cacophony causes a clap of thunder to erupt in an area designated by you when you cast this spell. Creatures in the area must make a successful Fortitude save or be deafened for 1 minute per caster level. Brittle or crystalline objects and creatures in the area of effect take 1d6 points of sonic damage per caster level (maximum 10d6). A creature holding an affected object can negate damage to them by making a successful Reflex save.

Call the Heart

School necromancy [death]; **Level** cleric/oracle 6
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration Instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

The target makes a Fortitude save. Failure results in death as the vic-



Call Lesser Demon

tim's still-beating heart is torn from his chest to fly through the air into the caster's hand. A successful save still results in 4d6 points of damage +1 per caster level.

Call Lesser Demon

School conjuration (calling); **Level** cleric/oracle 3, sorcerer/wizard 3

Casting Time 10 minutes

Components V, S

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

Effect one summoned demon of up to 5 HD

Duration instantaneous

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

By casting this spell, you summon a demon of 5 HD or less. You do not need to have the same alignment or general alignment as the demon summoned. This spell was specifically created by a powerful demon prince (some mention Demogorgon, others say Orcus) and allowed to pass into the hands of mortal spellcasters to summon demons of corruption (see the *Tome of Horrors Complete* for details on these demons) so they might corrupt the caster and turn him toward chaos and evil.

The target creature gets a Will save. If the save succeeds, the creature resists the spell. If the save fails, the creature is immediately drawn to your location. A demon subjected to this spell receives a penalty to its save or SR roll based on the alignment of the caster and how far away from chaotic evil the caster is. For each step that the caster is removed from chaos (on the law-chaos axis), the demon receives a -1 penalty to its save and SR roll. For each step that the caster is removed from evil (on the good-evil axis), the demon receives a -1 to its save and SR roll. These penalties stack. Thus, a demon summoned by a neutral evil caster receives a -1 penalty to its save and SR roll (neutral is one step removed from chaos on the law-chaos axis), while a demon summoned by a lawful good caster receives a -4 penalty to its save and SR roll (+2 for lawful

and +2 for good).

You may ask the demon to perform one task for you, and the demon may ask for some service in return (note that demons of corruption never request anything in return, desiring only to use their *whisper of madness* ability). The more demanding the task requested, the greater the return favor asked by the summoned demon. This bargaining takes at least 1 round, so any actions by the demon begin the round after it arrives. If the character agrees to the service, the demon performs the task the character requested, reports back to the character afterward (if possible), and returns to its home plane. The character is honor-bound to perform the return favor. If the return favor is not completed as promised, the summoner is visited by an appropriate number of demons to slay him and take his soul.

Call of the Wild Companion

School evocation; **Level** druid 1

Casting Time 1 action

Components S, DF

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

Target one animal

Duration instantaneous

Saving Throw none; **Spell Resistance** no

By casting this spell, a druid transmits a silent, one-word message to an animal companion. The spell does not require line of sight. If the message is the command "come," the animal gains an intrinsic knowledge of the caster's location at the time of casting. Only an animal companion or an animal bonded to the caster by *animal friendship* can be the target of this spell.

Call Upon Faith

School conjuration; **Level** cleric/oracle 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

BOOK OF LOST SPELLS

Range personal
Target you
Duration 1 min./level or until discharged; see text

You call upon your deity to assist you in a task you are facing. You receive a +3 sacred bonus on any one ability check or skill check. Once you attempt the skill or ability check, the spell expires (whether the check succeeds or not).

Camouflage

School transmutation; **Level** ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (internal organs of a chameleon)
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

By changing the subject's coloration to blend with that of its surroundings, the subject gets a +10 enhancement bonus on Stealth checks. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Cat's Eyes

School transmutation; **Level** cleric/oracle 2, druid 2
Casting Time 1 standard action
Components V, S
Range personal or touch
Target you or one creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You confer low-light vision on yourself or on one creature touched. Low-light vision allows the subject (or yourself) to see objects twice as far away under bright or shadowy illumination.

Catnip

School enchantment (compulsion); **Level** druid 2, ranger 2
Casting Time 1 standard action
Components V, S, M (5 to 10 berries that are in season)
Range close
Target 10 berries
Duration 1 minute/level
Saving Throw special (see text); **Spell Resistance** no

You infuse a handful of berries with the power to lure and intoxicate animals. When you cast the spell, you determine which animal type the berries work on and toss them where they can be found. Animals with scent capabilities follow the aroma and unerringly seek them out and devour them. Once eaten, the animals are reduced to a state equating drunkenness and have the sickened condition for the remaining duration of the spell. Sentient or awakened animals receive a saving throw to resist the lure of the berries, but not to resist the sickened condition after consuming them.

Caustic Spittle

School transmutation [acid]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (6 oz. of any sort of wine, consumed by the caster upon casting)
Range 10 ft.

Target one creature
Duration 1 hour/level or until discharged
Saving Throw none; **Spell Resistance** yes

The caster produces a small, viscous glob of potent acid and holds it in his belly for the duration of the spell. The caster may spit the acid at an opponent within 10 feet at any time as a ranged touch attack. A target struck by the acid takes 1d6 points of acid damage +1 point per caster level (maximum +20). The acid spit counts as a splash weapon. If the caster does not spit out the acid before the duration runs out, he takes the damage himself.

Cavewalker

School transmutation; **Level** druid 2
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 10 minutes/level (D)

This spell can be cast only in an underground environment. If the caster leaves an underground environment while the spell remains in effect, the spell ends prematurely.

For the duration of the spell, you are adapted to an underground environment. You gain darkvision (60 feet), but you also suffer from light sensitivity. You also gain a +6 competence bonus to Climb and Acrobatics checks made on natural, uncut, or unworked stone.

Chain Enervation

School necromancy; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (the finger bone of a wight, which is broken during the casting of the spell)
Range medium (100 ft. +10 ft./levels)
Target one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration instantaneous
Saving Throw none and Reflex (see text); **Spell Resistance** yes

You fire a bolt of negative energy at a primary target that then splits and strikes nearby enemies. The negative energy suppresses the life force of the targeted creatures. The caster must make a ranged touch attack upon the primary target. Creatures can avoid the secondary bolts with a successful Reflex save at a –4 penalty.

If the attack misses the primary target, all the bolts fade harmless away. If the attack succeeds, the primary target gains 1d4 negative levels. Lesser bolts leap from the primary target to one additional opponent per level of the caster. All adjacent opponents of the primary target gain 1 negative level. All opponents must be within 30 feet of each other.

If the subjects have as many negative levels as HD, they die. Each negative level bestows a –1 penalty to attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or spell-like abilities). Additionally, a spellcaster loses one spell or spell slot from his or her highest available. These negative levels stack.

Assuming the subject survives, the negative levels return after a number of hours equal to the caster level. Unlike enervation, if the duration exceeds 24 hours either by a 24th-level caster or the use of a metamagic feat, the negative levels have a chance of becoming permanent. A single Fortitude DC versus the spell must be made after 24 hours to see if the negative levels become permanent. See negative levels in the *Pathfinder Roleplaying Game Core Rulebook*.

Undead creatures struck by the bolts gain 1d6x5 temporary hit points for 1 hour.

BOOK OF LOST SPELLS

Change Dust to Water

School transmutation [water]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a handful of dust, a seashell, and a pinch of diamond dust worth at least 500 gp)/DF

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

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

Duration permanent (see text)

Saving Throw none; **Spell Resistance** no

This spell transforms an area of dust or dirt into wholesome, fresh, drinkable water. Magical dust or earth cannot be affected by this spell. The depth of the water created cannot exceed 10 feet. A creature unable to swim in the area sinks to the bottom and follows all rules for submersion in water. Creatures large enough to walk on the bottom can wade through the area at one-half their normal speed.

This spell does not work on rock, stone, or the like and has no effect on creatures formed of earth (such as earth elementals).

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

Change Water to Dust

School transmutation [earth]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a bit of seashell and powdered diamond worth at least 500 gp)/DF

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

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

Duration permanent

Saving Throw none or Fortitude partial (see text); **Spell**

Resistance no

This spell transforms normal water into fine dust. Any creature in the water is allowed a Reflex save to escape before the area is turned to dust (though only creatures that require water for survival, such as fish, suffer any ill effects from the dust).

If the body of water targeted is larger than the area affected by this spell, the remaining water simply pours into the affected area to mix with the dust and cause a silt-like mud to form on the surface in the area.

If targeted against a water-based creature (one with the water subtype) of Huge or smaller size, the spell kills the creature if it fails a Fortitude saving throw. Even if the save succeeds, the creature takes 1d6 points of damage per caster level (maximum 15d6).

Change water to dust counters and dispels *change dust to water*.

Chanting

School conjuration (creation); **Level** cleric/oracle 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range 30 ft.

Area all allies and foes within a 30-ft. radius centered on you

Duration concentration (up to 1 min./level)

Saving Throw none; **Spell Resistance** no

As long as you are chanting (maximum duration up to 1 minute per caster level), you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a –1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a failed Concentration check, a *silence* spell or

speaking or casting another spell, ends this spell. As an exception to the general rule, the effects of this spell stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

Chanting, Greater

School conjuration (creation); **Level** cleric/oracle 4, paladin 4

This spell is identical to the *chanting* spell except that you and your allies gain a +2 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks while your foes take a –2 penalty on such rolls. The bonus from this spell does not stack with that gained from the *chanting* spell. As an exception to the general rule, the effects of *greater chanting* stack with those of a *prayer* spell if cast by a cleric of your alignment and who worships the same deity as you.

Chaos

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

Components V, S, M (a small bronze disc and a small iron rod)

Targets All creatures in a 40-ft.-radius burst

Saving Throw none and Will negates; see text; **Spell**

Resistance no and yes (see text)

This spell functions as *confusion*, except as noted above. Only the following creatures receive a Will saving throw to resist the effects of this spell: barbarians, fighters, specialist wizards (enchanters), monsters that have no supernatural or spell-like abilities and have an Intelligence score of 4 or less, creatures with an Intelligence score of 21 or higher, and creatures with more HD than the caster. Other creatures do not receive a save to avoid the effects of *chaos*.

Chaos Bolt

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

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

You tap the realm of chaos and release a bolt of chaotic energy that deals 1d6 points of damage per caster level (maximum 10d6) to your target. A lawful-aligned creature receives a –4 penalty on its saving throw. A chaotic-aligned creature receives a +4 bonus on its saving throw. The bolt begins at your fingertips.

Character Flaw

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

Casting Time 1 standard action

Components S

Range touch

Target one person

Duration 1 minute + 1 minute/level

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

The target of this spell becomes more unpleasant to those around him, and grates on them more often, fraying their tempers and making it impossible to influence them in any way he might desire (–10 to all Charisma-based checks). It is not that the target behaves any differently, but everything he says and does rubs people the wrong way. This spell shifts NPC attitudes toward the subject one step toward hostile for the duration

BOOK OF LOST SPELLS

of the spell. The subject may make a Diplomacy check to try to improve their attitude (at the –10 penalty), but failure by more than 5 is likely to worsen their attitude even further.

Charge

School abjuration [electricity]; **Level** druid 2, sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, M (a thin strand of copper wire wrapped around a small piece of lodestone)

Range touch

Target object touched

Duration permanent until discharged

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

You protect a single item with a magical trap that releases an electrical charge when anyone other than you touches it. The discharge deals 1d4 points of electrical damage +1 point per caster level (maximum +20). A successful save halves the damage. The item protected by this spell is not harmed by this discharge.

A charged item cannot have a second closure or warding spell placed on it. A *knock* spell does not bypass *charge*, although it can unlock any locks or open the item; when the charged item is touched, however, the spell still goes off. An unsuccessful *dispel magic* spell does not discharge the spell.

You can use the charged object without discharging it, as can any individual to whom the object was specifically attuned when cast. Attuning a charged object to an individual usually involves setting a password that you can share with friends.

Note: Magic traps such as a charged trap are hard to detect and disable. A rogue (only) can use the Perception skill to find a charged trap and Disable Device to thwart it. The DC in each case is 25 + spell level (DC 27 for a druid's charge or DC 29 for the arcane version).

Charged Missile

School transmutation [electricity]; **Level** bard 2, ranger 2, sorcerer/wizard 2

Casting Time 1 action

Components V, S, M (the arrow or bolt)

Range touch

Target 1 arrow

Duration permanent until discharged

Saving Throw none; **Spell Resistance** no

You touch a single arrow or bolt, which then can be shot at a foe with no risk to the archer. On a successful hit, in addition to normal damage, the arrow inflicts 1d6+1 points of electrical damage per caster level, up to a maximum of 10d6+10. If the arrow misses, the spell is wasted and has no effect.

Charged Touch

School transmutation [electricity]; **Level** druid 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a spool of copper wire)/DF

Range touch

Target one creature (see text)

Duration 1 round/level or until discharged

Saving Throw Reflex negates (harmless) and Fortitude half;

Spell Resistance yes (harmless) and Yes

When cast, *charged touch* enables the target's body to store an electrical charge until the target makes an unarmed or metal weapon (that can conduct the charge) melee touch attack on a victim, or until someone touches the target with an unarmed or metal weapon strike. When one of

these events occurs, the victim automatically suffers 1d6 points of electrical damage per caster level (maximum 10d6). Damage is halved if the victim makes a successful Fortitude save. The spell does not differentiate between friend or foe, however, so the first person to touch the target is affected. Blows from wooden weapons do not discharge the spell, nor does the spell discharge if the target touches wooden or glass objects. If the target touches large metal objects or water, the spell is discharged, possibly damaging anyone else touching that body of water (see below) or metal structure (GM's discretion).

If the spell is cast on a target who is underwater, the effect discharges immediately, and everyone within 15 feet of the target who is also in the same body of water is affected by the damage of the discharge (except the spell's target himself).

Chariot of Fire

School conjuration (summoning) [fire]; **Level** druid 8

Casting Time 10 minutes

Components V, S, M (a small piece of wood, two holly berries, and a source of fire at least as large as a torch)/DF

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

Effect flaming chariot pulled by two fiery horses

Duration 1 hour + 10 min./level

Saving Throw none; **Spell Resistance** no

Chariot of fire creates clap of thunder and roiling bank of smoke from which a flaming heavy chariot drawn by 2 reddish-brown fiery horses emerges (see *Pathfinder Roleplaying Game Ultimate Combat*, "Vehicles"). The chariot has a base land speed of 70 feet per round and a fly speed of 140 feet per round with average maneuverability. The chariot can carry you and up to 5 other Medium or smaller creatures that you designate (by touch) during the casting. Creatures larger or smaller than Medium can be designated. A Large creature counts as two Medium or smaller creatures. Huge or larger creatures cannot board the chariot. Creatures other than you and those you designate that come within 5 feet of or touch the chariot or the horses take 2d4 points of fire damage per round they remain in the area. While aboard the chariot, all passengers gain resistance to fire 10.

You control the chariot verbally and can cause the horses to run, trot, fly, turn, and so on. The chariot is a tangible manifestation and can be damaged or attacked, as can the horses. See the sidebar for statistics for the chariot and horses. The chariot and horses can be dismissed or dispelled. In such a case, the spell ends, leaving the passengers unharmed (unless of course they happen to be airborne when the spell disappears, in which case they might take falling damage).

Chariot of Fire

Large land vehicle (*Pathfinder Roleplaying Game: Ultimate Combat*, "Vehicles")

Squares 6 (10 ft. by 15 ft.; 5 ft. high)

AC 8; **Hardness** 10

hp 80 (44)

Base Save +1

Maximum Speed twice the speed of the pulling creature(s);

Acceleration half the speed of the pulling creature(s)

CMB +2; **CMD** 12

Ramming Damage 1d8

Propulsion muscle (pulled; 6 Medium creatures or 2 Large creatures)

Driving Check Handle Animal or Profession (driver); the caster may apply his wild empathy bonus to the check, if applicable

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the two most forward squares of the chariot

Decks 1



Fiery Horses (2)

N Large magical beast (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +6

Aura heat (5 ft., 2d4 fire damage)

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 34 (4d10+12)

Fort +7; **Ref** +5; **Will** +2

DR 10/magic; **Immune** fire

Speed 70 ft., fly 140 ft. (average)

Melee 2 hooves +7 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Str 18, **Dex** 13, **Con** 17, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 20 (24 vs. trip)

Feats Endurance, Run

Skills Fly +4, Perception +6

The chariot and horses can be dismissed or dispelled. In such a case the spell ends, leaving the passengers unharmed (unless of course they happen to be airborne when the spell disappears in which case they might take falling damage).

Charismatic Shield

School enchantment (charm) (mind-affecting); **Level** bard 6, cleric/oracle 7

Casting Time 1 action

Components V, S, F (a personal keepsake and phial of rare perfume)/DF

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

Area all foes within 50 ft.

Duration 1 minute/level

Saving Throw Will negates (see below); **Spell Resistance** no

This spell has two primary effects. First, the caster gains a sacred bonus to AC equal to her Charisma modifier. Second, opponents within 50 feet of the caster cannot take any action to harm or impede her unless they successfully save against the spell. The DC is increased by +4 for individuals who are attracted to those of the caster's gender and general creature type (i.e., animal, humanoid, etc.).

Opponents must roll saving throws against this spell as soon as they come within 50 feet of the caster. Those who fail their save are still affected, even if they move farther than 50 feet from the caster. Creatures that successfully save against this spell, however, need not make any further saving throws. If the caster engages in offensive action against creatures affected by the spell, the spell is broken only for those creatures that the caster attacks. Otherwise, the caster is free to act as she wishes.

Charm Animal, Mass

School enchantment (charm) [mind-affecting]; **Level** druid 4, ranger 4

Casting Time 1 standard action

Components V

Target one or more animals, no two of which can be more than 30 ft. apart

Duration 1 hour/level

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

This spell functions like charm animal, except that mass charm animal affects a number of animals whose combined HD do not exceed twice your level, or at least one animal regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

BOOK OF LOST SPELLS

Charm Person, Mass

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

Components V

Target one or more creatures, no two of which can be more than 30 ft. apart

Duration one day/level

This spell functions like *charm person*, except that mass charm person affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charm Snakes

School enchantment (charm) [mind-affecting]; **Level** cleric/oracle 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range 30 ft.

Target one or more snakes, no two of which can be more than 30 ft. apart

Duration 1 hour/level

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

This spell functions like *charm person* or *charm animal*, except that it only affects snakes. This spell affects a number of snakes whose combined HD do not exceed twice your level. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD. Unfortunately, this spell only affects snakes of the animal type. Snake-like creatures (such as magical beasts, aberrations, outsiders, and so on) cannot be affected by this spell.

Charnel Stench

School necromancy; **Level** cleric/oracle 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a few internal organs taken from a rotting corpse)/DF

Range 10 ft.

Area 10-ft.-radius emanation centered on you

Duration 1 round/level (D)

Saving Throw none or Fortitude negates; **Spell Resistance** yes

You exude a carrion stench that causes all living creatures (except you) in a 10-foot-radius emanation to become sickened. This condition lasts as long as the creature is in the area and for 1d4+1 rounds after it leaves. Any creature that succeeds on its save but remains in the area must continue to save each round on your turn. A *neutralize poison* spell removes the effects from a sickened creature, and creatures immune to poison are unaffected by the stench.

Chatterwild

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

Casting Time 1 standard action

Components V, S, M (something from a local bird or animal, such as a feather, bone, or even animal droppings)

Range touch

Target one creature/level

Duration 10 minutes/level

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

All the creatures touched during the casting of this spell may henceforth communicate with one another in the languages of the fauna native to the area. Their shouts are heard as bird cries. Their conversation sounds like the chattering of squirrels. No one but those touched during the casting are able to decipher what's being said without *speak with animals* or *tongues*. The voices of those affected do not carry any farther than their normal voices, but they can shout to one another even when in a forest of enemies and stand little chance of raising the suspicions of others nearby. Anyone affected by the spell may choose to speak in her normal voice and language instead of the animal sounds.

Chill of Evil

School enchantment (charm) [evil, mind affecting]; **Level** cleric/oracle 7

Casting Time 1 standard action

Components V, M (the preserved heart of a good creature)

Range touch

Target one living creature

Duration 1 week

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

You fill the target with the deep chill of evil. This feeling extends down the core of the target's being, making him more paranoid as well as stripping away their compassion and warmth for others.

Often, this spell's effects are manifested when normal deeds become twisted perversions of the original intent. For example, a noble knight afflicted by this spell may deem it necessary to not only eliminate his opponent on the honorable field of battle, but also purify him through pain and torture him to death. This spell also manifests its effects in other ways, such as subtle smirks in response to grisly things.

Those that know the target well can make a Sense Motive check (with a –15 penalty due to the subtlety of the spell) to determine that he is under the effect of a spell. The target essentially acts as if he is neutral evil, thinking only of himself and his personal goals and ambitions. Characters or creatures that are already evil are unaffected by this spell.

This spell is most often used by evil clerics to cause paladins and good clerics to fall from grace, at least during the duration of the spell, if not longer. Once the spell expires, the target recalls all of the feelings and actions he made during the prior week.

Chilling Gaze

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

Casting Time 1 action

Components V, S, M (a handful of ice or snow)

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

Target you

Duration 1 round/level

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

Anyone who looks into the caster's eyes must succeed on a Will save or become paralyzed by supernatural chills (see *Pathfinder Roleplaying Game Core Rulebook*, "Gaze Attacks"). This paralysis lasts 1d4 days, though this time is decreased to one day if the victim is warmed in a dwelling, bundled in furs, etc. The victim also suffers 2d10 points of cold damage. Creatures of the cold subtype are immune to the chilling paralysis of this spell, as are opponents protected by protection from elements (cold).

Chlorophyll

School transmutation; **Level** druid 1

Casting Time 1 standard action

Components V, S, M (a green leaf)

Range personal

Target you

BOOK OF LOST SPELLS

Duration 24 hours (D)

Your skin takes on a green tint that allows you to draw energy from the sun. While under this spell you do not need to eat and can survive indefinitely while exposed to the sun, but you still require water and air. Furthermore, while in direct sunlight you regain lost hit points at twice the normal rate through normal rest.

Choose Fate

School divination; **Level** cleric/oracle 3

Casting Time 1 standard action

Components V, S, M (two grains of salt and a rose petal)/DF

Range touch

Target living creature touched

Duration see text

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

The subject can roll twice any single roll he makes in this round or the next and keep the better of the two results. The roll chosen must be a single attack roll, skill check, saving throw, or ability check.

Chronal Displacement

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

Casting Time 1 hour

Components V, S, M (intricate and accurate planetary model worth at least 135,000 gp, requiring a Knowledge [astronomy] check [DC 30] to construct properly, XP)

Range touch

Target one creature

Duration 1 year/3 levels

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

For the spell's duration, the target is disconnected from time and does not age. This state has several disadvantages, however. First, due to the target's displaced presence in time, he suffers a –4 penalty to all saves versus magic that involve time or aging (such as *speed aging*).

Secondly, time periodically "catches up" with the target, influencing him adversely. Each day, there is a 5% chance that time slows for the target for 24 hours. During this time, the target acts as if affected by a *slow* spell. There is no save against this effect and SR does not apply.

Chronal Healing, Greater

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

Casting Time 1 full round

Components V, S, M (a piece of amber worth at least 4,000 gp containing an insect carved into the shape of a sundial)

Range touch

Target living or dead creature touched

Duration instantaneous

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

Greater chronal healing reaches back through time, creates a duplicate of the target, and pulls it forward, displacing the current target. The caster is able to reach back in time up to 1 round/2 levels to the point where the target is least injured; if the target suffered injury or death before this time, the spell fails. The target must then make a Fortitude save (DC 10 + number of rounds displaced) or remain unconscious for a number of days equal to 10 minus his Constitution modifier. At the end of that time, he is restored to life and health as described below.

If the Fortitude save succeeds, the target is then restored to the same state as when she moved forward in time. In addition, the target is stunned

for a number of rounds equal to the number of rounds she was displaced in time. Characters restored to life in this manner gain one permanent negative level (or suffer 1 point of Constitution drain if the subject was 1st level). The target loses all memory of events that occurred between the round she was displaced in time and the round the spell is cast.

Chronal Healing, Lesser

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 full round

Components V, S, M (small golden sundial worth at least 100 gp)

Range touch

Target a single living creature

Duration instantaneous

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

This spell rapidly advances time for the body of one individual, allowing him to heal as if he had rested for 1 day/2 caster levels. The caster may reduce the number of days of the effect if desired. This heals 1 point of temporary ability damage/day equivalent and hit points equal to the caster's level/day equivalent. The spell's major drawback is that the time-healed body may suffer from hunger, thirst, or fatigue as a result of being sent forward in time. If the subject is healed a number of days greater than his Constitution bonus, he suffers the effects of hunger and thirst and be fatigued (see the *Pathfinder Roleplaying Game Core Rulebook*, "Starvation and Thirst").

Chrysalis

School transmutation; **Level** druid 3

Casting Time 10 minutes

Components V, S, M (a cocoon from a butterfly)

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw none (see text); **Spell Resistance** no

With this spell, you encapsulate a willing subject in a silky cocoon. While within the *chrysalis*, the subject does not need to eat or drink and heals as if he is receiving a full day's rest each hour. Unfortunately while healing, the subject is considered helpless and can do nothing while inside the *chrysalis*. If awakened, the subject can break free of the *chrysalis* as a full-round action, which provokes an attack of opportunity. The spell ends when the subject is fully healed or when the duration expires.

The subject inside the *chrysalis* retains rudimentary awareness of his environment, and can make Perception checks with a –5 penalty to detect movement and sound outside the *chrysalis*.

The *chrysalis* has 1 hit point. If it is destroyed, the spell ends and the subject is stunned for 1 round.

Circle of Divine Censure

School abjuration; **Level** paladin 4

Casting Time 1 standard action

Components V, S, F (a holy rune inscribed in silver or your shield or armor)

Range 30-ft. radius centered on the caster

Duration 1 round/level

Saving Throw Will half (see description); **Spell Resistance** yes

You radiate a magical aura that damages any undead or evil outsiders that come within 30 feet of you. Undead and evil outsiders take 2d6 points of holy damage (Will save for half) every round they stay within your radius of effect, and evil outsiders must succeed on a Will save to remain within the radius after taking damage. This spell stacks with any other "aura"-type abilities you may be using, and denies undead within its radius the advantages of desecration.

Circle of Scrying, Greater

School divination; **Level** sorcerer/wizard 8
Casting Time one day or 10 minutes (see text)
Components V, S, M (see text)
Range see text
Target several linked sigils of seeing
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions as does a *minor circle of scrying*, except that it allows the caster to cast any spell of 4th level or less through the circle to the location of the viewed *sigil of seeing*. Like *minor circle of scrying*, any spell cast through a *sigil of seeing* connected to a *greater circle of scrying* makes that rune flare visibly during the channeled spell's casting time. Spellcasters present at the location of the rune may attempt to counterspell any spell cast through the rune. However, their Spellcraft checks to identify the spell being cast have a +10 DC since casters at the location of the rune cannot see the caster who is using the rune as a conduit.

Range and similar effects of a spell cast through the *greater circle* are calculated as if the caster were standing on the *sigil of seeing* he is currently viewing. No spells with a range of touch may be cast through the *greater circle*. In addition, unlike the *minor circle of scrying*, all detection spells in effect on the caster function through the circle into the viewed location.

This powerful spell takes one day to cast if the circle is being created or 10 minutes to cast if a previously placed, permanent circle is being empowered.

Casting a spell through the *greater circle of scrying* requires a Concentration check against DC 22 + the spell level being cast. Failure means the spell intended to be cast through the circle fails and the spell is wasted. A natural roll of 1 on this check results in the caster being stricken as per a *confusion* spell (CL 15th). No save or spell resistance is allowed against this *confusion* effect. No such roll is required to cast the trigger rune spell through the *greater circle of scrying*.

Material Components The same as for the *minor circle of scrying*, except that four times the quantity of bone is required and four times the gold piece value is needed to permanently inscribe the circle. Drawing the complex and alien pattern of the *greater circle of scrying* requires an area of no less than 20 feet by 20 feet.

Circle of Scrying, Minor

School divination; **Level** sorcerer/wizard 4
Casting Time 1 day or 1 minute (see text)
Components V, S, M (see text)
Range see text
Target several linked sigils of seeing (see text)
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell creates a temporary magical circle linked to other sigils of seeing that have been created by the same caster. The linked sigils of seeing must have been placed before the casting of this spell, and they must be designated when the spell is cast. The caster may designate a number of sigils of seeing that he can view up to his Intelligence modifier. The distance of the sigils of seeing from the circle is not a factor. The runes may even be on other planes of existence.

When the caster stands within the *circle*, he can view the location of any of the linked *sigils of seeing* as if he or she were actually standing at the location of the *sigil*. Switching between different viewpoints is a standard action, and changing views to any vantage point of a *sigil of seeing* is a move action. *Minor circle of scrying* then functions identically to scrying through a *sigil of seeing* (see that spell description) with the exception that the caster may also cast *trigger rune* on any previously placed rune in sight of the caster while he is scrying. When used thus, the *sigil of seeing* flares briefly but visibly when trigger rune is cast.

The casting time for the spell depends on whether the circle is being drawn anew or whether a previously placed, permanent circle is being empowered (see material components, below). Drawing a new circle takes one day. Empowering a previously placed, permanent circle takes 1 minute.

Material Components: The basic runes and patterns of the circle must be drawn in charcoal and sulfur or inscribed in silver. One pint of the caster's blood (or the blood of a sacrificed intelligent victim) must then be mixed with an ounce of powdered dragon bone or tooth or the powdered bone of an outsider (costing a minimum of 250 gp per ounce). The resulting paste must then be used to trace the most important runes with a brush of the finest hair (worth a minimum of 50 gp). A permanently inscribed circle must be made of inlaid silver at a cost of no less than 2,500 gp. The creator of a permanently inscribed circle must succeed on a DC 12 Craft (stonework) check to carve the intricate design when the circle is created. Failure means that all components are lost and that the carving must be attempted again.

Claws of the Beast

School transmutation; **Level** druid 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject's hands transform into beastlike claws for the duration of the spell. This grants the subject two natural attacks (claws) each round. The subject can use both claws equally well in combat (i.e., there is no offhand penalty for using both claws in the same round) and they count as primary attacks. Each claw deals damage based on the subject's size as shown in the table.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	3d6

Claws of Digging

School transmutation; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 5 min. + 1 min./level
Saving Throw none (harmless); **Spell Resistance** no (harmless)

You transform your hands (or the hands of a creature touched) into thick, wide claws that allow you to burrow through earth and stone.

The subject can burrow through earth at a speed equal to its land speed and through stone or rock at one-quarter its base land speed. Burrowing through earth leaves no tunnel, though the subject can dig at one-half its base land speed to ensure that the passage remains open. Burrowing through stone leaves a tunnel.

Additionally, the subject can use the claws as natural weapons, gaining two claw attacks that deal 2d4 + Str bonus each as primary attacks.

BOOK OF LOST SPELLS

Cloak of Serpents

School abjuration; **Level** cleric/oracle 5, druid 5
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 round/level (D)

A writhing, twisting, and hissing mass of snakes surrounds you, protecting you from attacks and biting those that come near you. This spell has two effects:

First, you gain a +2 deflection bonus to your AC for the duration of the spell.

Second, the snakes surrounding you are at your command and attack any creature that comes within 5 feet of you if you so desire. All the snakes attack as a single monster and use your base attack bonus + your Strength modifier. On a successful attack, the target takes 1d4 points of damage and must succeed on a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier) or take 1d8 points of Strength damage. One minute later, another save (same DC) must be made to avoid another 1d8 points of Strength damage. The target's resistance or immunity to poison applies.

You can attack or move normally (including casting other spells) while this spell is in effect. You do not need to concentrate to maintain it.

Clot

School necromancy; **Level** cleric/oracle 5, sorcerer/wizard 5
Casting Time 1 round
Components V, S, M
Range touch
Target one being
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

You cause a being's blood to solidify inside its body, inflicting damage on internal organs as blood flow slows. The being suffers 1d6 points of damage per caster level (12d6 maximum). If a being suffers more than 50 total points of damage from a single casting of the spell, it must make a separate Fort save or suffer 2d6 additional points of damage from internal organ damage.

Cloth of Honorable Melee

School abjuration; **Level** paladin 1
Casting Time 1 round
Components V, S, M (a piece of clothing cloth worn by the paladin that is emblazoned with his god's holy symbol), DF
Range personal
Target you
Duration 2 rounds/level
Saving Throw none; **Spell Resistance** no

The *cloth of honorable melee* decreases chances to hit the paladin with missile attacks, including spells that require ranged attack rolls (such as *ray of enfeeblement*). The paladin gains a +1 deflection bonus to his AC for every three caster levels. Additionally, the paladin gains a +1 competence bonus to Reflex saving throws for every three caster levels versus spell, spell-like or supernatural ranged attacks.

Cloud Burst

School transmutation; **Level** cleric/oracle 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a pinch of silver dust)

Range close (25 ft. + 5 ft./2 levels)
Area 60-ft.-radius circle
Duration 1 minute
Saving Throw none; **Spell Resistance** no

This spell collects existing water vapor in the atmosphere and releases it as light rain, sleet, or snow for the duration of the spell. If the temperature in the surrounding area is 90° F or higher, the duration doubles, except in desert areas. In an area where the temperature is between 31° and 33° F, the precipitation takes the form of sleet. At temperatures of 30° F or less, the precipitation takes the form of snow. If *cloud burst* is cast on a Large or larger fire source (such as a *wall of fire*), or if magical heat or fire (such as a *fireball* or *flame strike*) is cast in the area of *cloud burst*, a cloud of warm fog (treat as a *fog cloud*) billows through the area of effect for 3 rounds. If a cold-based spell or effect is used on an area soaked by *cloud burst* (such as a *cone of cold* cast on rain-soaked ground), normal ice is formed. Such ice remains for the duration of this spell if the temperature is below 32° F; otherwise the ice melts normally when the temperature rises above freezing.

Coat of Arms

School conjuration (creation); **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M
Range personal
Target you
Duration 1d4 rounds + 1 round/level

You cast this spell upon your cloak or cape, at which time the garment flashes with light and fourteen magical swords appear in a fanned array along its width. You may select any one blade and remove it from the garment to use in standard melee combat. The exact power of the weapon depends on the caster's level. All fourteen blades always appear, regardless of the caster's level, though a 1st-level caster has access only to the first and weakest blade, while a 2nd-level caster has access to the first two blades, et cetera, all the way to a caster of 14th level, who may select from any of the fourteen blades.

If you are not proficient with the particular type of weapon you select from the garment, you suffer the usual penalties in combat. You may use a partial action to discard a chosen blade and select another at any time during the spell's duration, as long as you're of sufficient level to use the desired weapon; a discarded blade vanishes and may not be used until the spell is cast again. Any weapon that leaves your hand vanishes in the same manner, making it impossible to pass one of these weapons to an ally. The following is a list of the garment's advancement in regard to caster level.

Level	Type and Name	Bonus	Special
1	<i>dagger of parrying</i>	+1	+4 to hit on attempts to disarm or strike opponent's weapon
2	<i>short sword of the mariner</i>	+1	+1d6 damage vs. aquatic creatures
3	<i>short sword of purity</i>	+1	+1d6 damage vs. lycanthropes
4	<i>falchion of speed</i>	+1	+4 on initiative rolls
5	<i>rapier of chivalry</i>	+1	+4 when defending unarmed member of opposite sex ¹
6	<i>rapier of wounding</i>	+1	victim bleeds as per a weapon with the <i>wounding</i> quality

BOOK OF LOST SPELLS

Level	Type and Name	Bonus	Special
7	<i>longsword of frostbite</i>	+2	+1d6 damage vs. creatures with the fire subtype
8	<i>bastard sword of scorching</i>	+2	+1d6 damage vs. creatures with regeneration
9	<i>scimitar of the sun</i>	+2	shines with <i>daylight</i> , +1d6 damage vs. undead
10	<i>dagger of the magi</i>	+3	+1d6 damage vs. martial characters (any class with a BAB equal to class level)
11	<i>scimitar of sand</i>	+3	<i>sand blast</i> , 1/day (see spell description)
12	<i>longsword of the sea</i>	+3	may fight underwater without combat penalties ²
13	<i>greatsword of war</i>	+4	+1d6 damage if used in mass combat ³
14	<i>short sword of severing</i>	+4	critical hit severs head as per <i>vorpai</i> weapon quality

Notes to Table

1. The GM remains the final arbiter, but usually the subject in need of defense must be unarmed and in obvious danger from an attacker.
2. You never suffer negative modifiers to your attack rolls when fighting in water, whether you are partially or wholly submerged.
3. The GM decides what constitutes mass combat, but it is always a clash between opposing armies, town militias, or other groups of paid soldiers, rather than a group of PCs fighting a gang of orcs.

Cold Fog

School conjuration (creation) [cold]; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a pinch of powdered crystal or glass)/DF
Range medium (100 ft. + 10 ft./level)
Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

Cold fog creates a billowing mass of icy and misty vapors similar to that produced by a *solid fog* spell. Besides slowing creatures and obscuring sight, this spell's vapors are freezing cold. Each object or creature that begins its turn in a space occupied by the *cold fog* takes 2d6 points of cold damage.

Combat Mind

School divination; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M
Range personal
Target you
Duration 1 round/level

Combat mind is a limited form of telepathy used during a combat situation that allows the caster to read the thoughts of his opponent in order to anticipate his moves. Unlike *detect thoughts*, *combat mind* does not relay your opponent's surface thoughts but rather his more subtle subconscious thoughts that take over during combat. This spell grants you the foreknowledge of your opponent's upcoming attacks and defenses.

Because you anticipate your opponent's moves before he makes them,

you receive a +1 bonus to your AC in melee combat for the duration of the spell. This bonus increases proportionally to the distance that separates you from your opponent, as you have more time to react after "reading" the incoming attack. Against ranged attacks of up to 10 feet away, you receive a +2 AC bonus. This applies to the attacks from a single opponent only. From distances between 11 and 20 feet, the AC bonus increases to +3. Between 21 and 30 feet, the bonus reaches its maximum of +4.

Commanding Air

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 2, bard 2, cleric/oracle 2, druid 2, paladin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (small wooden token carved in the likeness of the sun or a lock of hair from a being with a Charisma score of 18 or higher)/DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

The subject is better able to exert his will and personality. The spell grants an enhancement bonus of 1d4+1 points to Charisma, adding the usual benefits to ability and skill checks, as well as turning attempts, DCs of spells (where applicable), etc.

An increased Charisma score may allow the subject to prepare more spells. When *commanding air's* duration ends, one random spell of the same spell level is lost from preparation, as if it had been cast, for each additional spell prepared by virtue of the recipient having a higher Charisma than normal.

A creature cannot benefit from another casting of *commanding air* for one week after receiving the spell.

Commanding Presence

School transmutation [evil, lawful]; **Level** ranger 4
Casting Time 1 full round
Components V, S, M (a Medium larger sacrificial animal)
Range personal
Target you
Duration 1 hour/level (0)

Casters of *commanding presence* gain an enhancement bonus of 1d4+3 to Charisma. Additionally, if the caster chooses to dismiss the spell before its duration expires, she may cast *fear* as a spell-like ability the following round.

Commune With Shade

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (wineskin full of fresh blood)
Range 1 mile
Target one spirit
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes

It is sometimes necessary to contact the spirits of the dead for answers that are not held by the living. This spell allows you to contact a specific spirit of the dead by name, although it does not bring the spirit before you. This spell is most useful in the Underworld, where the difficulties of finding one shade among the hosts of dead are compounded by the realm's dangers (such as Cerberus). This spell conveys your call to the shade you desire, and implies a sense of urgency. The shade is under no obligation to respond, although most do so simply to break the eternal tedium of death. The shade, if it chooses to answer your call, arrives within ten minutes if

BOOK OF LOST SPELLS

you are in the Underworld. It arrives within 24 hours if elsewhere.

This spell can also be used to contact an intelligent undead creature within range — for instance, contacting the spectre of a drowned sailor. Note that this spell does not alter the subject's personality or willingness to help you; once the subject arrives, you must still negotiate with it as usual. Most often, this spell is used to contact deceased family members or loved ones, who are more inclined to help.

Comrades in Arms

School transmutation; **Level** cleric/oracle 5, Paladin 4

Casting Time 1 full round

Components V, S, M (drop of blood of a dead hero of the caster's faith that died honorably), DF

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

Target one creature per 3 caster levels

Duration 1 round/level (D)

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

Any targets affected by *comrades in arms* may donate a number of hit points per round equal to the caster's level to other targets of the spell that are in the contributor's line of sight. The contributor takes those hit points as damage, while the recipient receives the hit points first as healing and then as additional temporary hit points, up to a maximum of the caster's level. One point of Strength may be similarly donated, with the contributor taking a temporary loss of Strength and the recipient gaining a +1 Strength enhancement. Strength enhancements are cumulative, up to a maximum bonus of half the caster's level. Hit points are not returned to the donor when the spell expires, but Strength returns to the donor. Temporary hit points are lost when the spell ends.

Cone of Decay

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

Casting Time 1 standard action

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

Range 60 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half (see below); **Spell Resistance** yes

Cone of decay creates a burst originating at your hand and extending outward in a cone that deteriorates nonliving organic material in an instant. The cone deals 1d6 points of damage per caster level to organic material. The spell has no effect on living creatures, stone, metals, enchanted or other non-degradable items. Creatures gain a Reflex save in order to avoid damage to items carried. Unattended non-living organic matter crumbles to dust and blows away in the wind. Wooden doors fall to sawdust, leaving only metal hinges and nails, leather armor becomes brittle and crumbles, and clothing rots into fine particles of lint within the area of effect of this spell. Magic items are unaffected by this spell, but mundane items such as backpacks, pouches, belts and straps are. Items held by these drop to the floor.

This spell is a particularly effective against corporeal undead and some constructs. A *cone of decay* deals 1d6 points of damage per caster level (maximum 15d6) to corporeal undead and constructs made of affected materials.

Cone of Silence

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

Casting Time 1 action

Components V, S, F (a small tuning fork)

Range personal or close (25 ft. + 5 ft./level)

Target you or one creature

Duration 10 minutes/level

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

When a mage casts this spell, she creates an invisible mobile zone of silence all around her. The spell functions by bending all types of noise and sound around the caster, yet still allows the caster to hear herself speak. Because the spell stops all sound, it provides complete protection from all sonic- and language-based attacks. Conversely, the envelope of the spell prevents a protected mage from launching any sonic- or language-based attacks but does not otherwise inhibit spellcasting. Unlike radius-effect silence spells, those around the caster can hear normally. Enveloped targets are considered deafened (though they can hear themselves) and cannot produce any sounds.

If used to envelop another being, the target receives a Reflex saving throw to negate the effect. If the saving throw fails, then the target is enveloped and suffers from the above effects.

Cone of Silence, Greater

School abjuration; **Level** bard 5, sorcerer/wizard 5

Casting Time 1 action

Components V, S, F (tuning fork)

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

Area hemisphere with radius of up to 1 ft./level or wall of area up to one 10-ft. square/level

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** yes

When a mage casts this spell, an invisible barrier is created that stops all sounds from reaching those so protected. *Greater cone of silence* has two options in the form that it takes, either creating a hemisphere or a wall in a location specified by the caster. If a hemisphere is selected, then the caster has the option of moving it at a rate of 10 feet per round. Furthermore, the caster need not be in the spell's area. If the wall option is selected, the wall must completely seal off and separate the area into which it is cast. If the area of the wall version cannot completely fill the space into which it is cast, then sound escapes around it and the spell fails.

Both versions of this spell function similarly to the lower level *cone of silence* by bending all types of noise and sound away from it. Likewise, both created barriers stop all normal sounds from passing from one side to the other and also therefore provide for complete protection from all sonic- and language-based attacks. Likewise, either version prevents a mage from launching any sonic- or language-based attacks against an opponent on the other side of the barrier, but it does not otherwise inhibit spellcasting.

Conflagration

School evocation [fire]; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S, M (a small wax doll and a pinch of dung)

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

Target one creature

Duration 1 round/level

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

Conflagration sets the subject on fire and deals 1d6 points of fire damage/2 levels each round (maximum 12d6) for the duration of the spell. Creatures within 10 feet of the subject take 2d6 points of fire damage (Fortitude save for no damage). Flammables within 10 feet of the subject likewise catch fire. The subject can move and fight normally (at least as normally as a person on fire can), but cannot cast spells while ablaze.

The *conflagration* can be controlled by fully immersing the subject in sand or water. This reduces the damage to 1d4 points per round for as long as he remains immersed. Dousing the subject with water or sand (including water or sand created by spells) does not extinguish the fire and causes a cloud of steam or burning dust to fill a 20-foot radius for 1 round, centered on the subject. Creatures caught within the cloud take 1d6 points of fire damage.

BOOK OF LOST SPELLS

Confounding Battlefield

School illusion (glamer); **Level** bard 5, sorcerer/wizard 6
Casting Time 1 action
Components V, S, M (a cracked prism)
Range medium (100 ft. + 10 ft./level)
Area 30-ft. radius
Duration concentration +1 round/2 caster levels
Saving Throw Will disbelief; **Spell Resistance** yes

Confounding battlefield causes every intelligent creature within a 30-foot radius of the caster to randomly take on the appearance of someone else within that area. This illusion extends beyond just physical appearance to include items carried and the sounds of their voices. A successful Will save causes onlookers to disbelieve the spell's effects.

Constant Heat

School transmutation; **Level** bard 2, druid 1, sorcerer/wizard 2
Casting Time 1 action
Components V, S, F (fist-sized piece of igneous rock)
Range touch
Target 1 fist-sized piece of igneous rock
Duration permanent
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell enchants a piece of igneous rock to unlock some of the heat that went into its creation, warming the surrounding area through convection. When a fist-sized chunk of igneous rock is subjected to this spell, it glows red-hot and radiates heat sufficient to warm a 20-cubic-foot area to 70 degrees. If the rock is touched directly, it causes 1d4 points of fire damage per round of contact.

Containment Orbs

School abjuration [force]; **Level** sorcerer/wizard 7
Casting Time 1 action
Components V, S
Range personal **Target** you
Duration 1 minute/level (D)
Saving Throw Reflex half; **Spell Resistance** yes

This spell creates one force orb per 3 caster levels that can be used to absorb certain spells. The type of orb is determined by the caster. The first type absorbs transmutation spells, the second absorbs conjuration spells, the third type absorbs enchantment spells, the fourth absorbs necromancy spells, and the fifth absorbs evocation spells.

Any spells of the appropriate type that are directed at the caster are automatically absorbed by their corresponding orb. After an orb absorbs a spell, the caster can cause it to explode to inflict 1d6 points of damage per spell level on all targets in a 20-foot radius centered on the caster. The caster is immune to this damage, but his allies are not. Rather than causing it to explode, the caster may also cause the orb to discharge its absorbed spell without effect, though this too destroys the orb. If the orbs have not been charged or caused to explode at the end of the spell's duration, they vanish along with the absorbed spells.

Contamination

School necromancy; **Level** cleric/oracle 7, druid 7, sorcerer/wizard 8
Casting Time 1 action
Components V, S
Range touch

Target living creature touched
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

The subject contracts 1d3 diseases that strike immediately (no incubation period). The caster infects the subject with any disease allowed by the GM, though a Fortitude save is allowed for each. For the next day, if uncured, all living creatures that come within 20 feet must save against each disease the subject carries. The individual disease, not the spell, affects those failing their saves in this case. In order to rid the victim of this curse, each disease must be individually cured by magical means.

Control Lycanthrope

School enchantment (charm) [mind-affecting]; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a small piece of polished moonstone)
Range close (25 ft. + 5 ft./2 levels)
Target up to 2 HD/level of lycanthropes, no two of which can be more than 30 ft. apart
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

This spell enables you to command lycanthropes for a short period of time (as if by *charm monster*). A lycanthrope, regardless of its current shape (humanoid, hybrid, or animal) can be affected by this spell. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled lycanthropes do not attack you. At the end of the spell, the subjects revert to their normal behavior. Lycanthropes affected by this spell remember that you controlled them and may seek revenge (i.e. chaotic, neutral, or evil lycanthropes resent being controlled, while lawful, neutral, or good lycanthropes may resent your control if you forced them to perform questionable acts, and so on).

Control Temperature

School transmutation; **Level** druid 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range 10 ft./level
Area 10 ft.-radius circle/level, centered on you
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You change the temperature in the local area. You can alter the temperature, either up or down, by 10 degrees Fahrenheit per caster level. Moving the temperature to extremes (either hot or cold) can have detrimental effects on living creatures (see the *Pathfinder Roleplaying Game Core Rulebook* for more information). The temperature continues as you left it for the duration of the spell. *Control weather* counters and dispels this spell.

Copy

School evocation; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 round
Components V, S, M (a drop of black ink), F (a blank page)
Range touch
Area one page or book
Duration instantaneous
Saving Throw Will negates (object, see text); **Spell Resistance** yes (object)

Copy enables you to make a perfect duplicate of any written or drawn document (legal documents, letters, maps, and so on). To copy text, you

BOOK OF LOST SPELLS

simply hold a blank piece of parchment or paper over the object to be duplicated during the casting. The amount of text that can be copied in a single casting is limited to 10 pages.

If the target being copied is currently in a creature's possession, the object receives a saving throw.

Magical writings (such as scrolls) cannot be copied. Attempting to use this spell to copy a spellbook results in pages of indecipherable code.

Corpse Armor

School necromancy; **Level** antipaladin 3, cleric/oracle 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a humanoid or monstrous humanoid corpse), DF

Range personal

Target you

Duration 1 hour/level or special

Saving Throw none; **Spell Resistance** no

This spell allows the caster to create magical armor from the remains of a dead humanoid or monstrous humanoid the same size as you or larger. The caster must touch a corpse (the corpse can be fresh, rotting or even skeletal, so long as enough of it remains that it could be animated via the *animate dead* spell) and invoke the spell. The corpse then stands erect, embraces the caster and begins to bend and twist, wrapping itself around the caster to form a gruesome armor of bones and dead flesh. The armor grants a +2 enhancement bonus to the caster's AC, 25 temporary hit points, a -1 armor check penalty and a 5% arcane spell failure penalty. Damage dealt to the caster is first removed from these temporary hit points. The spell ends either when the duration expires or 25 points of damage are dealt to the armor. Should the spell end normally, all remaining temporary hit points are lost. If you cast this spell on a corpse larger than you, you gain no extra benefit; the

extra flesh and body mass simply sloughs away.

A corpse affected by this spell disintegrates at the end of the duration, and thus cannot later be the subject of this spell, or animated, raised, or resurrected.

Corpulent Bloat

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 action

Components V, S, M (handful of raw animal fat)

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

Target one creature

Duration permanent

Saving Throw Fortitude; **Spell Resistance** yes

The target of *corpulent bloat* suddenly bloats into a horrific mockery of itself. Non-magical belts, buckles, armor, clothes, shoes, and the like are all destroyed by rapidly expanding rolls of flesh. The newly obese victim quadruples in weight and girth, incurring extreme penalties to his physical abilities: -4 to Strength, -6 to Dexterity, and a 50% penalty to all modes of speed. Each month, the victim's Constitution drops by 1 until the condition is cured. Like all such curses, *corpulent bloat* can be countered with *remove curse*. Abilities cannot be reduced to less than 1 by this spell.

Corrupt Water

School transmutation [water]; **Level** cleric/oracle 5, druid 4, sorcerer/wizard 5

Casting Time 1 round

Components V, S, M (the venom of a spider or the tooth of a viper)/DF

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



Corpse Armor

BOOK OF LOST SPELLS

Area water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S)
Duration 1 round/level (D)
Saving Throw Fortitude negates or Fortitude half (see text);
Spell Resistance yes

You change an area of water into a poisonous and toxic substance. Creatures in the area or that enter the area while the spell is in effect must succeed on a Fortitude save or be affected by the poison (see below).

Creatures with the water subtype can be targeted with this spell and take 1d6 points of damage per caster level (maximum 10d6). A successful Fortitude save halves the damage.

Corrupted Water: *type* contact; *Fort DC* 10 + spell level + caster's key ability; *onset* 1 round; *frequency* 1/minute for 5 minutes; *effect* 1d3 Con damage; *cure* 1 save.

Crawling Chaos

School conjuration; **Level** sorcerer/wizard 7
Casting Time 1 round
Components V, S, F (an iridescent gem worth at least 5,000 gp that is not consumed)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level
Saving Throw varies (see text); **Spell Resistance** yes

You conjure forth an incorporeal field of malign, chaotic energy that appears next to you and moves inexorably toward the target of the spell. The field appears as a field of barely visible energies five feet in diameter that constantly shimmer and change.

The chaos effect moves at a speed of 30 feet on your initiative, taking the shortest possible path toward its target. As an incorporeal force, it may pass through water and solid objects, though it cannot pass through force effects. On any round when the chaos field moves or passes through a creature's space, the victim is subjected to a single random effect rolled from the table below.

d100	(d%) Result
01–35	Target takes 2d20 points of force damage, Reflex save half
36–50	Target sustains 1d8 points of damage to a single, randomly determined ability score (roll 1d6 to determine which one); Fortitude save negates
51–60	Target is nauseated for one round; Will save negates
61–75	The target is subjected to a targeted <i>greater dispel magic</i>
76–85	Target is stunned for one round; Will save negates
86–95	Target is <i>confused</i> (as the spell) for one round; Will save negates
96–00	Target is treated as if he has been targeted by a <i>rod of wonder</i> (see the <i>Pathfinder Roleplaying Game Core Rulebook</i>); save DCs where appropriate are as per this spell

The energy field cannot be harmed or damaged, for it is not a creature or coherent force, but it can be dispelled. If the target moves beyond the range of the spell the caster can redirect it as a free action.

Create Cave

School conjuration (creation); **Level** druid 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S

Range touch
Area 1,000 cubic ft./level
Duration permanent
Saving Throw none; **Spell Resistance** no

You create a cave in the selected cliff, mountain, or hill. This cave can be up to 1,000 cubic feet per level, provided it fits within the selected formation and leaves walls at least 10 feet thick (a hill that is only 40 feet around cannot accommodate a cave more than 30 feet deep). Once created, the cave is permanent unless dispelled. This spell has no effect on earth creatures. It cannot be used to create earthworks other than a small cave or cavern, and can be used only on natural, unworked earth or stone.

Create Crypt Thing

School necromancy [evil]; **Level** cleric 7, sorcerer/wizard 7
Casting Time 1 hour
Components V, S, M (a clay pot filled with grave dirt and a black pearl worth at least 300 gp)
Range close (25 ft. + 5 ft./2 levels)
Target one corpse
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell allows you to animate a single Medium or Large corpse of a creature 18 HD or less into a crypt thing (see *The Tome of Horrors Complete*). This spell must be cast in the area the creature is to guard or it fails. The corpse must be mostly intact and must be humanoid-shaped and have a skeletal system or structure. Only one crypt thing is created with this spell, and it remains in the area where it was created until destroyed.

The black gem is placed inside the mouth of the corpse. When the corpse animates, the gem is destroyed.

Create Iceberg

School evocation [cold]; **Level** cleric/oracle 7, sorcerer/wizard 6
Casting Time 1 round
Components V, S, M (semi-precious gemstone worth at least 50 gp that is crushed and thrown into the ocean)
Range medium (100 ft. + 10 ft./level)
Area 50 cubic ft./level
Duration permanent, see text
Saving Throw none; **Spell Resistance** no

This spell creates a huge chunk of ice out of ordinary seawater. Sufficient seawater must be present to support an iceberg of corresponding size. Unless the iceberg is in arctic conditions, it melts at a rate determined by the GM, but usually 5 cubic feet per hour in temperate conditions.

Creation's Fury

School evocation; **Level** druid 9
Casting Time 1 full round
Components V, S, XP
Range see text
Area see text
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

This spell unleashes cataclysmic forces of nature over a vast area. The area affected is an entire geographic region within sight of the caster, such as a valley, the caverns beneath a mountain or a lake, from shore to shore. If the geographical area is especially large (a great plain, an ocean, etc.), then even this spell cannot affect it entirely. Assume a maximum one-mile-radius area of effect centered on a point chosen by the caster. However, in order to properly channel the massive energies this spell re-

BOOK OF LOST SPELLS

quires, the caster must be within the area of effect, if only at its periphery.

The entire chosen region becomes a nightmare of natural disasters. Scalding geysers erupt. Caverns collapse. Crevasses widen. All structures and living beings within the area of effect sustain 1d6 points of damage for every 5 levels of the druid (maximum 5d6). A Reflex save halves this damage. The caster must save, too, for the chaos unleashed spares none. Additionally, the caster must succeed on a Will save against her own DC for this spell or be knocked prone and stunned for 2d6 rounds. A successful Will save reduces this time to 1d6 rounds.

This spell is extremely taxing to cast even once, but future castings take a continually greater toll on the caster. The caster automatically suffers 1 permanent negative level on each casting of this spell past the first.

Creeping Eye

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

Casting Time 1 hour

Components V, S, M (a miniature glass eye)

Range touch

Effect caster can see through all creeping eyes within 100 yards/level

Duration permanent

Saving Throw none; **Spell Resistance** no

When casting this spell, one of the caster's eyes gradually extrudes from its socket until it pops loose to be replaced by another eye that has grown from behind the original. The result is a diminutive, mobile, eye-like object that may animate its ganglia of trailing nerves to crawl 5 feet per minute as long as the caster concentrates on the eye. The caster can see whatever the eye can see, as if the caster herself were looking out from the eye for as long as the eye is within the spell's range from the caster. If several such eyes are within range, the caster can choose which one she sees through at any given moment. The eye is permanent, but a caster can have only one eye active per level.

If the eye is found or intercepted while traveling, it can be easily destroyed or captured. An *identify* spell cast upon a captured eye reveals the

name of the caster who created it. Destruction of a *creeping eye* causes one point of damage to the caster, stuns her for 1d4 rounds and blinds her for 1d6 minutes. If the caster has multiple eyes in existence, the caster is aware which eyes have been destroyed.

Crew with the Dead

School necromancy; **Level** bard 5, sorcerer/wizard 6

Casting Time 10 minutes

Components V, S, M (the bones or remains of at least 5 drowning victims)

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

Target one ship

Duration 1 hour/level, concentration discharge (D)

Saving Throw none; **Spell Resistance** no

This spell summons a crew of undead servitors to sail or row a ship for the caster. These undead automatically know how to crew the ship as long as the caster maintains concentration. If concentration is broken, the undead simply fail to do anything until the caster resumes concentrating on directing their actions. A bard who casts this spell must direct the crew through encouraging singing of sea shanties.

Up to 5 undead crewmembers may be summoned per caster level. The crew is treated as Medium skeletons with the additional ability of Profession (sailor) +5.

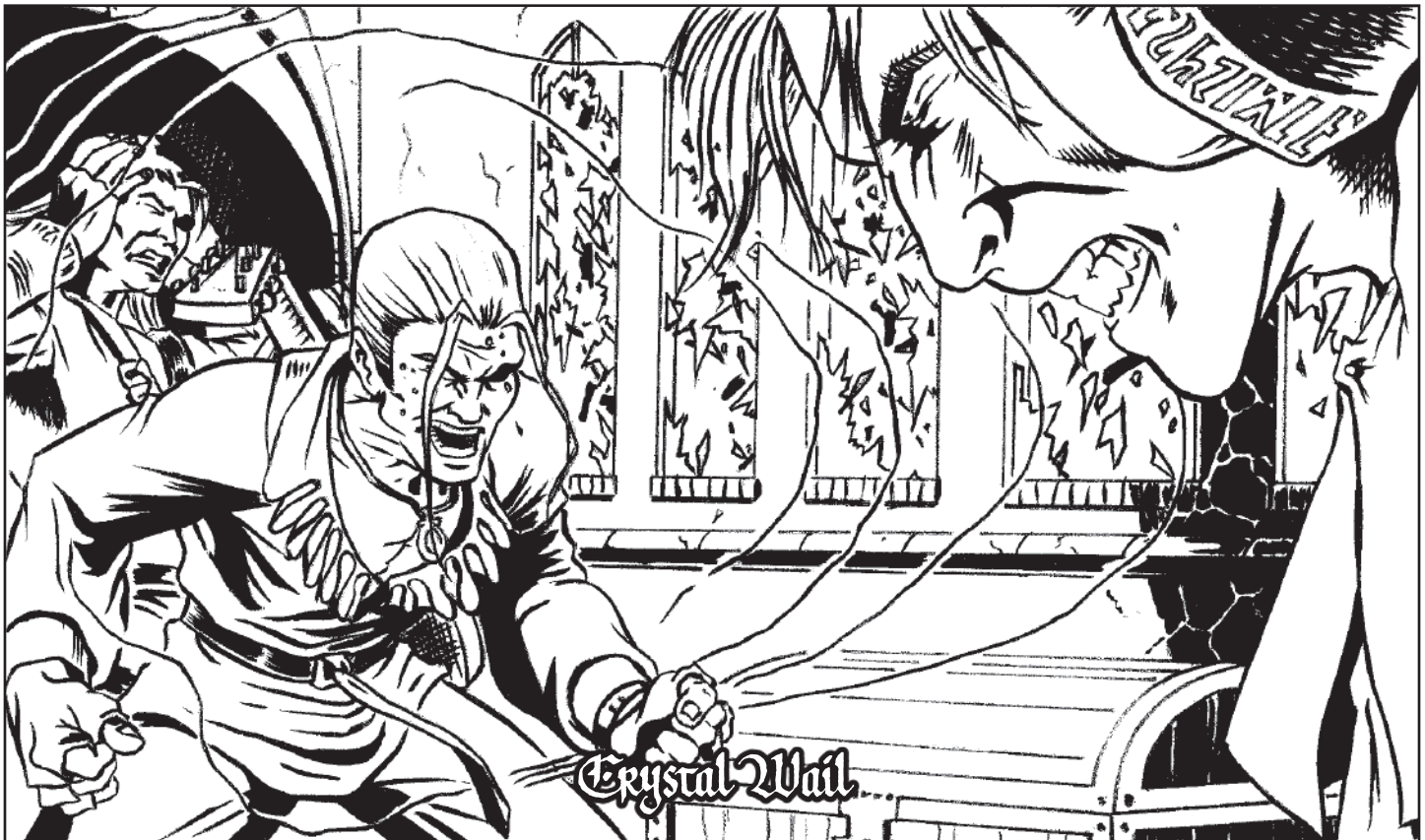
The crew does not fight or otherwise engage an enemy in combat, though they can operate ballistae or catapults, firing such machinery as 1st-level warriors.

Crystal Transformation

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

Casting Time 1 standard action

Components V, S, M (a small crystalline dagger worth at least 20 gpp that is shattered during the casting)



BOOK OF LOST SPELLS

Range touch

Target one touched object of up to 2 cubic ft./level

Duration permanent

Saving Throw Will negates (object) or Fortitude half (see text); **Spell Resistance** yes (object)

You change one metal object into a crystalline, glasslike substance that is more easily broken or damaged.

You must succeed at a melee touch attack against the object to be affected if it is worn or attended by a creature. If you succeed, one single metal item is affected. Thus, you could affect a creature's shield, but his armor and weapon would be unaffected. Normal, non-magical items are automatically affected, but attended or worn magic items receive a save and use their own or the saves of the wearer, whichever is better.

An item affected by this spell becomes brittle (hardness 1, 1 hp/inch of thickness) and is easily shattered or broken. Artifacts and relics cannot be affected by this spell.

If you target a metallic creature with this spell, you must make a melee touch attack. If the attack succeeds, the creature must make a successful Fortitude save to resist the effects. Even if the save succeeds, the creature takes 1d6 points of damage per caster level (maximum 10d6).

The effects of this spell are permanent and can be reversed only with a *wish*, *miracle*, or greater magic.

Crystal Wail

School evocation [sonic]; **Level** bard 4

Casting Time 1 standard action

Components V, S

Range 40 ft.

Area 40-ft. radius centered on you

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

Your piercing scream vibrates through the surrounding materials and people, damaging almost everything within a 40-foot radius. Unattended crystal or glass items take 1d6 points of damage/caster level (max 10d6) with no saving throw while crystalline creatures or creatures receive a Fortitude saving throw for half damage. All creatures in the area must make a Fortitude save to avoid being deafened for 1d4 rounds. The sound vibrations are so powerful that they can damage metal (2d6 points of damage) and stone (3d6 points of damage) objects. The sound damage ignores hardness. Held or carried metal and stone items are unaffected, but structures such as walls or doors are damaged. You are unable to speak or vocalize for 2 full rounds after casting this spell, leaving you unable to cast any spells that have a vocal component (unless you have the Silent Spell feat) or communicate verbally with your party.

Cure / Cause the Bends

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

Casting Time 1 standard action

Components V, S

Range touch

Target one humanoid

Duration instantaneous

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

This spell causes its target to double over in pain from high-pressure gas bubbles forced into his bloodstream, or cures said affliction as it occurs naturally in divers. A target afflicted with the bends can suffer 1d8 points of Constitution damage and is staggered for 1d4 hours.

Curse of Horror

School enchantment (compulsion) [fear, language-dependent, mind-affecting]; **Level** bard 3, cleric/oracle 3

Casting Time 1 full round

Components V, S

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

Target one creature

Duration see text

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

The victim must hear the caster's voice as she pronounces the curse and defines the object of the victim's fear. If the saving throw fails, the victim develops a powerful phobia of the named object. Whenever the victim encounters the subject of his phobia, he must succeed on a Will save or be panicked for as long as the subject is within 30 feet of him. For instance, a person cursed to fear wide-open spaces would have to succeed on a Will save to go outside for more than a few seconds. The phobia lasts until the victim rolls a natural 20 on the saving throw or until other magic removes the curse.

Multiple castings of *curse of horror* do stack, although any casting that would set up a contradictory phobia automatically fails. For example, a victim already afraid of wide-open spaces cannot also be made claustrophobic.

Curse of horror automatically fails if the victim could not possibly avoid the subject of his fear. Thus, a victim cannot be cursed to fear himself or breathing or anything else whose avoidance would be suicidal. On the other hand, a dark elf could be cursed to fear darkness; near-blindness from living in constant bright light would greatly inconvenience a dark elf, but not physically threaten her life.

Curse of Infirmary

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

Casting Time 1 standard action

Components V, S, M (a pinch of ground bone)

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

Target one creature

Duration instantaneous or 1 minute/caster level

Saving Throw Will partial (see below); **Spell Resistance** yes

You reach out and magically drain the life force from one humanoid, animal, or magical beast. The subject rapidly ages, advancing to the beginning of the next age category. Thus, an adult target is advanced to the first year of middle age, a target in middle age is advanced to old, and an old target is advanced to venerable. Targets that are already in the venerable age category die of old age if struck by this spell.

Aging caused by this spell reduces Strength, Dexterity and Constitution by the appropriate amounts (see the *Pathfinder Roleplaying Game Core Rulebook*). Intelligence, Wisdom and Charisma scores are not affected, nor are skills and memories. Targets who suffer no penalties from aging, such as druids with the timeless body class ability, are not affected by this spell unless pushed past venerable age.

If the target succeeds on a Will save, the advanced age is only temporary, lasting for 1 minute per caster level with a successful save. Otherwise, the effects are instantaneous and cannot be dispelled (though the target may be restored to youth by the spells *restore true form*, *limited wish*, *wish* or *miracle*).

Curse of Life

School necromancy **Level** cleric/oracle 4

Casting Time two full rounds

Components V, S, M (diamond dust worth at least 2,500 gp)

Range touch

Target one dead creature (see text)

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You bring a willing creature back to life so long as he died within 24 hours. When the subject is brought back to life, he is at 1 hp from death (thus a subject with a Constitution of 15 would be revived and

BOOK OF LOST SPELLS

be at –14 hp) and are stabilized. Unfortunately, the casting of this spell taps into the negative energy plane, giving the creature brought back a weak, necromantic aura that affects healing. This aura is revealed by *detect magic* or similar divinations. This aura may be removed only by a carefully worded *wish* or *miracle* spell, or if the target dies.

The necromantic aura forces the creature brought back to make a Will save to resist all healing (curing) spells from this point forward. Another drawback is the fact that the creature is unable to resist negative energy-based spells; for example, they are not allowed a saving throw against any inflict spells.

In addition to the effects above, the target also loses a level when *curse of life* is cast. A creature can be restored to life only once with this spell.

The target must be willing to return to life for this spell to function, and although they may be willing, they do not know that *curse of life* is being cast.

Note: This spell can bring characters back to life that were killed by death effects.

Curse of Light

School enchantment (light); **Level** cleric/oracle 3, druid 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

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

You make the subject extremely sensitive to light. Abrupt exposure to bright light (such as *sunlight* or a *daylight* spell and immediately after the spell is successfully cast under these conditions) blinds the subject for 1d4 rounds. On subsequent rounds, they are dazzled as long as they remain in a brightly lit area. Once adjusted to the light, the creature still suffers a –1 penalty to all attack, damage, and saving throw rolls.

Curse of the Ancient Mariner

School transmutation; **Level** cleric/oracle 9

Casting Time 1 hour

Components V, S, M (a dead albatross), DF

Range touch

Target one creature

Duration permanent

Saving Throw none; **Spell Resistance** yes

This ancient and powerful rite causes disastrous luck to befall the captain of a sea vessel. The captain can never again safely sail the seas, nor can he be a part of any crew on a seagoing ship.

The target of this curse has the material component hung around his neck, marking him as cursed. Placing the component around the neck requires a successful CMD check against the CMD of the target. Success means that the component has been placed around the neck; even if removed immediately, the curse takes effect. From this point on, the target can never safely set foot on a ship again. The effects of the curse can be manifold; a colossal sea monster may come to attack the ship, terrible weather may plague the ship until it is finally submerged, the ship itself may simply begin to take on water and sink, etc. The GM is encouraged to make up any curse that seems appropriate. In all cases, the curse at the very least destroys the ship that the target boards. The effect can be removed only with a *wish* or *miracle*.

Curtain of Fire

School conjuration [fire]; **Level** sorcerer/wizard 9

Casting Time 3 rounds

Components V, S, M (a fire opal worth at least 25,000 gp)

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

Effect moving 20-ft.-tall curtain of fire, 20 ft. long/level

Duration 1 min./level

Saving Throw Fortitude special (see text); **Spell Resistance** yes

You bring into existence a curtain of flickering purple and pink flames that burns the life out of everything it touches. The curtain moves in a direction of your choice at a rate of 5 feet/round, consuming all organic matter in its path. Once a direction is chosen, that is the direction the curtain moves; it cannot move back over an area it has incinerated, as it has no fuel to burn.

The flames themselves seem cool; the curtain puts out no heat as it devours the very essence of life from the soil, plants, and materials it passes through. All organic material coming into contact with the curtain is treated as if struck by a *disintegrate* spell. Living creatures touching the wall are also treated as if struck by a *disintegrate* spell with a Fortitude save to avoid the effect (consult the *disintegrate* spell for details). Buildings and items made from stone or metal are unharmed by this spell, but hiding within a building is not a safe option as the magical fire can penetrate up to 2 feet of stone or 2 inches of any metal to turn living matter into lifeless ash. The magical fire burns life out of the very soil as well, extending its horrid power to a depth of 5 feet beneath the surface of the earth.

Areas struck by *curtain of fire* are easy to ascertain as they are nothing but lifeless scars of black dust and sand unable to support any life. The caster can cast this spell only once per week.

Cut to the Chase

School transmutation [force]; **Level** bard 4, cleric/oracle 5, druid 5, sorcerer/wizard 5

Casting Time 1 action

Components V, F (the weapon)

Range touch

Target 1 melee or natural weapon

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

The caster touches a melee or natural weapon such as a claw or a creature's teeth and suffuses it with raw magical force. So fortified, the weapon cleaves easily through its targets and acquires the *ghost touch* trait for the spell's duration. The weapon ignores the hardness of inanimate objects, doing damage directly to an object's hit points. All attacks made by a weapon affected by *cut to the chase* are resolved as touch attacks; the target's armor, natural armor, and shield bonuses are ignored, though magical bonuses are not. The weapon's wielder may attack incorporeal targets without penalty.

Damage Morale

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

Casting Time 1 standard action

Components V, S, DF

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

Duration 10 minutes/level (D)

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

The target receives a morale penalty to his Will saving throws equal to 2 + the greater of the caster's Wisdom or Intelligence modifier. Multiple castings of *damage morale* by the same caster on the same target have cumulative results. This penalty stacks with itself, but not any other morale penalties.

Dance of Seduction

School enchantment (charm) [mind-affecting]; **Level** bard 5, sorcerer/wizard 6

Casting Time 1 full round

Components V, S

BOOK OF LOST SPELLS

Range personal

Area 25-ft. radius

Duration 1 hour/level (see below)

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

Through seductive and inviting body movements, the caster weaves a net of fascination and desire, affecting some or all observers (caster's choice) as if by a *charm person* spell. A successful Will saving throw negates the spell's effect, but the caster's Charisma modifier is added to the DC of the spell's saving throw. (For bards or sorcerers, it is effectively added twice.) Anyone failing the saving throw is immediately enamored with the dancer, and he does whatever she desires (within reason, as described under the *charm* spell description). The spell is similar to *mass charm*, but is not as effective, for its victims remain charmed only for the dance of seduction's listed duration. This period is usually more than enough time, however, for the dancer to persuade the spell's subjects to hand over large gifts or perform various tasks. Unlike *charm*, victims of the spell rarely realize that they were magically influenced, and they rarely object to giving the dancer money or to any tasks that she set them to perform.

Dancer's Grace

School enchantment (compulsion) [mind-affecting]; **Level** bard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 min./level

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

Through your song, you channel positive energy into your touch, granting temporary hit points equal to $2d8 + \text{caster level}$ (to a maximum of $2d8 + 10$ temporary hit points at caster level 10). This spell also makes the target immune to fatigue effects for the spell's duration. Finally, *dancer's grace* grants a +1 luck bonus on attack rolls while the spell is in effect.

Dancer's Grace, Mass

School enchantment (compulsion) [mind-affecting]; **Level** bard 6

Casting Time 1 standard action

Components V, S

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

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

Duration 1 min./level

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

This spell functions like *dancer's grace*, save that it affects multiple subjects.

Dancing Daggers

School conjuration (summoning); **Level** cleric/oracle 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a dagger)

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

Target one or more creatures

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell conjures a dancing cloud of tiny daggerlike objects, one for each of the caster's levels (20 maximum). The caster immediately assigns

the daggers to any opponents within range, dividing them up as she pleases. The daggers immediately attack during the round summoned and continue to attack on the caster's action for the duration of the spell. Each group of daggers attacks using the caster's base attack bonus, with no Strength modifier (the daggers are considered to be wielded with Str 10) and a +4 size modifier to its attack roll. Upon a hit, each dagger inflicts 1d4 points of damage. The daggers are not considered to be magical weapons.

Once assigned to an opponent, the *dancing daggers* do not stop attacking that opponent, even if he is slain. Daggers move 30 feet per round to pursue their assigned prey. Any daggers assigned to opponents who move beyond range from the caster float at the edge of the spell's range like dogs at the end of their leashes. As a standard action, the caster may reassign any and all daggers to new opponents.

Dark Curtain

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

Casting Time 1 standard action

Components S

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

Effect wall up to 10 ft. long/level or a sphere or hemisphere with a radius of up to 5 ft. plus 1 ft./level

Duration concentration +1 round/level (D)

Saving Throw Reflex negates or none plus Fortitude negates (see text); **Spell Resistance** yes

A *dark curtain* cannot be seen through with any sort of vision, just as described in the spell *shadow shield*. While *dimension door* and similar spells bypass the curtain normally, anyone who attempts to physically pass through it immediately sustains $3d6 + 1$ hp/level (maximum +20) of damage (no saving throw) and must also succeed on a Fortitude check or gain one negative level. The negative level automatically fades in one day, and there is no chance of it becoming permanent. If the spherical or hemispherical construction of the wall is used to entrap a subject, then a Reflex save means the subject was able to avoid imprisonment.

Dark Empowerment

School conjuration (summoning) [evil]; **Level** cleric/oracle 5, sorcerer/wizard 5

Casting Time 1 full round

Components V, S, F/DF (A small idol depicting a fiendish creature)

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

The caster is imbued with the raw strength of an evil outsider, growing stronger, faster, and more powerful. The caster gains a +4 enhancement bonus to Strength, Dexterity, and Constitution. While under the effects of the spell, the caster deals unarmed damage as a monk of level equal to his caster level and gains the benefits of the Improved Unarmed Strike feat. Furthermore, the caster gains damage reduction 10/magic while under the influence of this spell.

Each round that the spell is active, the caster must make a Will save. The DC of this save varies depending upon the willpower of the being summoned. Roll $1d6 - 1$ and add the result to the base DC of 15. This is the DC of the caster's Will saves. If the caster fails, the fiend then controls the caster's body for the duration of the spell and immediately attempts to wreak as much havoc as possible, most often by compelling the caster to attack his allies. The fiend can use the caster's skills, feats, and abilities as normal but has no access to the caster's spells.

Dark Geyser

School necromancy [evil]; **Level** sorcerer/wizard 8

Casting Time 1 full round



Components V, S
Range long (400 ft. + 40 ft./level)
Area 5 ft., and 30-ft. emanation
Duration 2 rounds (see text)
Saving Throw Fortitude, Reflex, and Will half; **Spell Resistance** yes

The caster selects a single 5-foot-square area within range that acts as the center of the spell. A small gate to an alternate plane opens, expelling pure negative energy in a fountain of darkness, damaging anyone in its area of effect.

On the first round of the spell, the geyser's energy deals 1d6 points of negative energy damage per caster level (maximum 20d6) to everything within 5 feet of the spell's center. On the second round, the geyser's area of effect grows to a 30-foot radius, after which it collapses and the gate vanishes. Undead affected by the geyser are healed of 1d6 points of damage per caster level (maximum 20d6), but cannot receive more hit points than their maximum.

Darken Forest

School transmutation; **Level** druid 8
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 40-ft. radius
Duration 1 round/level
Saving Throw special, see text; **Spell Resistance** no

You give the forest a dark and sinister air as you animate nearby trees to attack living creatures in the area. Animated trees have the same statistics as treants and fight as such in all respects but cannot animate other trees. You

animate 1d4 + 1/4 caster level treants with this spell. While they do not attack you, the animated trees are not under your control and aggressively attack all other living creatures in the area (including Medium or larger animals).

The dark and angry powers you use to animate these trees gives the whole area a sinister feel that all animals flee from immediately. Intelligent creatures with less than 4 HD flee as if affected by a *fear* spell with no saving throw while creatures with 5–8 HD can make a Will save against the fear effect. Creatures above 8 HD are immune to the *fear* effect.

Daze Animal

School enchantment (compulsion) [mind-affecting]; **Level** druid 0, ranger 1
Casting Time 1 standard action
Components V, S, M (a pinch of fur from an animal)/DF
Range close (25 ft. + 5 ft./2 levels)
Target one animal of 4 HD or less
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

This enchantment clouds the mind of an animal with 4 or fewer Hit Dice so that it takes no actions. Animals of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Dead Man's Hands

School transmutation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (the withered hand of a humanoid or monstrous humanoid corpse)

BOOK OF LOST SPELLS

Range personal
Target you
Duration 1 round/level (D)

You transform your hands into wicked, filthy, dirt-caked claws. You gain a single natural attack each round that deals 1d6 points of damage at your normal attack bonus. You can still deliver touch attack spells while your hands are transformed.

Death Bringer

School necromancy [evil]; **Level** cleric/oracle 7, sorcerer/wizard 8
Casting Time 30 minutes
Components V, S, F (a masterwork dagger made of bone from a skeleton the caster previously animated)
Range 1-mile burst
Target see text
Duration instantaneous
Saving Throw see text; **Spell Resistance** yes

Using a minor but ancient evil ritual, you stab yourself in the chest and spread the pain over a wide area, bringing death to sleeping creatures as far as a mile away. The bone dagger used in the casting of this spell always strikes you as a critical hit, even if you would normally be immune to critical hits, and deals an additional 2 points of Constitution damage while leaving you stunned for 5 rounds.

Sleeping creatures with fewer than 6 HD within a one-mile radius must succeed at a Fortitude save with a DC equal to 10 + damage dealt or die. Those that succeed, and sleeping creatures with more than 6 HD, awaken suddenly as if from a nightmare that included the figure of Death attempting to slay them.

Death Gaze

School necromancy [evil]; **Level** cleric/oracle 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (two small marbles, the same color as your eyes)
Range 30 ft.
Target one living creature/round
Duration 1 round/level (D)
Saving Throw none or Fortitude partial or Fortitude negates (see text); **Spell Resistance** yes

This spell changes the whites of your eyes to black and reshapes your pupils into small white skulls. Each round this spell is in effect, one creature within 30 feet that meets your gaze must succeed on a Fortitude save or be affected as follows (depending on its HD).

HD	Effect
6 or more	2d6 points of damage (Fortitude negates)
3–5	Death (2d6 points of damage on a successful save)
2 or less	Death (no save)

If your gaze is reflected back on you (such as by a mirror, pool of water, and so on), you take 2d6 points of damage with no saving throw. At the end of this spell, you must succeed on a DC 10 Fortitude save or be blinded for 1d6+4 hours.

Death March

School evocation; **Level** sorcerer/wizard 2
Casting Time 1 standard action

Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft. radius spread
Duration instantaneous (see text)
Saving Throw Reflex half; **Spell Resistance** yes

This spell brings forth a phantom drummer in a tattered military uniform that appears much like an undead soldier. The drummer is a completely incorporeal phantasm and has no ability to interact with anyone or anything around it except as described in this spell. The drummer marches methodically toward any target you designate, tapping out a death cadence on its dilapidated drum. The drummer marches at a speed of 25 feet per round. After one of two conditions is met, the drummer explodes as per the *fireball* spell, dealing 1d4 points of damage per caster level to all within a 20-foot-radius spread (max 10d4). The two conditions are

- (1) the drummer reaches the designated target, or;
- (2) the drummer reaches the spell's maximum range.

If you denote a living creature as the target, the drummer follows that target through all barriers and across all terrain until one of the two trigger conditions is met. A marching drummer may be eradicated with a successful *dispel magic*.

Death Rattle

School necromancy; **Level** sorcerer/wizard 2
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** yes

Upon casting this spell, the caster exhales toward a target, sweeping it with a gust of foul-smelling wind and draining the strength from its limbs. This is considered a ray attack and requires a ranged touch attack to strike. A target that fails its Fortitude save is exhausted for the spell's duration. A target that saves successfully instead is fatigued. Unlike normal exhaustion or fatigue, once the spell's duration expires, the object is restored to full vigor. This effect does not stack with any other sources of fatigue or exhaustion.

Death Spores

School conjuration (creation); **Level** druid 5
Casting Time 1 action
Components V, S, DF
Range close (25 ft. + 5 ft./level)
Effect cone extending out from the caster
Duration 1 hour/level
Saving Throw Fortitude negates; **Spell Resistance** no

You exhale a cloud of fungal spores.

In 1d6 hours after a failed saving throw, the host experiences an itching, burning sensation and loses 1 temporary point of Strength and Constitution per hour. Purplish-black fungus oozes from the victim's eyes and nose, and his skin takes on a sickly pallor. Anyone who touches the host must succeed on a DC 15 Fortitude save or also become infected. While infected, the host emits a foul odor that attracts predators and causes them to attack him immediately with a +1 bonus to their attack rolls and damage.

A *cure disease* spell ends the infestation if the victim has lost less than half his Constitution. After the host loses more than half, however, the *cure disease* does not work unless it is cast immediately after a *regeneration* spell.

Death's Imposition

School enchantment (compulsion) [death, mind-affecting — see text]; **Level** bard 6, sorcerer/wizard 6

BOOK OF LOST SPELLS

Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

The spell's target falls to the ground unconscious unless she succeeds on a Will save. This portion of declaration of death is mind-affecting magic but is not death magic.

Each round thereafter, until the spell ends, the victim is allowed an additional Will save with a cumulative +1 to the saving throw's DC to realize that she is still alive. Any successful saving throw immediately breaks the spell. Anyone who spends a full-round action to awaken the victim lends her a +4 bonus to her next Will save. The victim gets a similar bonus if she is attacked or injured.

If the victim is still under the spell's influence by round 10, then she must begin making Fortitude saves each turn as well, this time against DC 12 and escalating by +1 DC each round thereafter. If one of these saves fails, the victim is so convinced she has died that her body shuts down and she actually expires. This portion of declaration of death is considered death magic.

Death's Rest

School necromancy [death]; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 standard action
Components S, M (a strip of cloth from a used shroud)/DF
Range personal
Target you
Duration 1 round/level then 1 day/level (see text)

When cast, *death's rest* prepares you to enter the deathlike coma for which the spell is named. You may choose to actually collapse into the coma at any point within the next round/level (for example, the next time you are injured). If you do not enter the coma before the 1 round/level duration expires, the spell ends with no effect.

Once you enter the coma, it can last for up to 1 day/level. You can specify a shorter duration when casting *death's rest*. When the duration expires — and assuming your body hasn't been eaten, burned, etc. — you awaken and must succeed on a Fortitude saving throw or take 1d4 points of Constitution damage. These points return in one day, and there is no chance of this damage being permanent.

While in the coma, you need no food, air or water. Your vital signs are next to impossible to detect without magic (requiring a DC 28 Heal skill check to detect). You are completely unaware of your surroundings, and even your thought processes shut down. Wounds inflicted on your comatose body do not affect you until you wake up. If the wound is not a coup de grace or similar action, your body suffers only half damage.

Other people can also try to revive you early with a DC of 28 Heal check. Failing the skill check means that you remain in a coma, while success revives you, and you do not suffer Constitution loss.

Finally, *death's rest* can be cast with *contingency*. If so used, it can be set to trigger the onset of the coma as soon as the *contingency* requirement is met.

Deathly Gaze

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (two jade "eyeballs" with a *light* spell upon them. During the *light* spell's duration, they must be covered with a mixture of clay, silver dust and dirt from a graveyard, and then the mixture is baked hard. A 400 gp total value).
Range personal

Target you
Duration 1 minute/level (D)

You gain a gaze attack that affects only undead. When an undead creature meets your gaze (a skeleton's lack of eyes is no impediment) it must succeed on a Fortitude save or take 2d12 points of damage and it cannot use any special attacks or qualities related to the negative plane (such as energy level drain or ability drain) for 1d3 rounds. If the saving throw is successful, the damage is halved, and all powers remain intact.

Debilitate

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a needle and a scrap of human flesh or tendon)
Range close (25 ft. + 5 ft./2 levels)
Target one person
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

The target suddenly feels a shooting pain in his leg or arm (your choice) and has difficulty moving that limb properly for the duration of the spell — if a leg, movement is reduced to half, and if an arm, range increments are halved for thrown items. Any rolls for actions that require the use of that limb are made at a –4 penalty.

Decorate Object

School transmutation; **Level** cleric/oracle 1, sorcerer/wizard 1
Casting Time 1 minute
Components S, DF
Range touch
Target one object (up to 1 lb./level)
Duration instantaneous
Saving Throw Will negates (item); **Spell Resistance** yes

You can add detail to a crafted item, or alter existing details. Note that this does not change the composition, size, or capabilities of any item — you can etch runes into a blade, for example, but the symbols are purely decorative and do not enchant the weapon or even change its quality (such as making an item masterwork or removing masterwork quality).

Decrypt

School divination; **Level** bard 0, sorcerer/wizard 0
Casting Time 1 round
Components V, S
Range touch
Target document touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You gain insight into an encrypted message. This spell gives you a +10 circumstance bonus to any Linguistics skill checks to interpret or read a document. This spell can be specifically used to counter the *encrypt* spell and automatically removes encryption created by the spell (though this doesn't make the language it was written in any easier to interpret).

Dedicated Masses

School necromancy; **Level** cleric/oracle 8
Casting Time 1 standard action
Components V, S, DF
Range 30 ft.
Target one person, humanoid or giant creature/level in a

BOOK OF LOST SPELLS

30-ft.-radius burst centered on you

Duration 1 minute/level

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

This spell is similar to *dedicated shield*, except that everyone within range provides protection. When the spell is cast, all eligible targets (humanoids or giants) within the target area who fail their saving throws become linked to you. (Willing targets may choose to forego a save, of course.) Those who subsequently enter the spell's area of effect are not targeted by the spell; only those within 30 feet of you at the time you cast the spell are affected.

Any hit point damage done to you is divided evenly (rounding down) among all affected targets within range. If anyone in the crowd is reduced to 0 hit points or below (whether from the absorbed damage, from wounds of their own, or from some combination of the two), they are released from the spell effects and subsequent damage to you is divided among the survivors. If all subjects linked to you at the time of casting are reduced to 0 hit points or move beyond 30 feet of you, the spell ends.

Dedicated Shield

School necromancy; **Level** cleric/oracle 7

Casting Time 1 full round

Components V, S, DF

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

Target one person, humanoid or giant

Duration 1 hour/level

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

You form a link between yourself and one other person that transfers wounds done to you to that person. You take no damage from any wounds or attacks that do hit point damage to you (including those dealt by special abilities); the damage is done to the spell's target (who must be a humanoid) instead. Forms of harm that do not do hit point damage are not transferred by this spell. This spell ends when the subject moves out of the spell's range, or when the subject is reduced to 0 hit points.

Deep Freeze

School transmutation **Level** druid 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a sliver of mirror that is consumed in the casting)/DF

Range touch

Target one creature

Duration instantaneous

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

Upon finishing the spell, your hands are coated with a glacial rime. If you succeed on a melee touch attack, the target must succeed on a Fortitude save to avoid being frozen alive and encased completely in ice. If the save is successful, the victim is still chilled to the bone and takes 5d8 points of cold damage.

If the save is failed, the target freezes; every portion of his body turns to solid ice. The character so frozen is still alive and enters a state of suspended animation as the *temporal stasis* spell until the ice melts and she is restored to normal. Should the frozen victim be hit for more than 5 hit points of damage, her form shatters, slaying her instantly.

Deep Stupor

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 6

Casting Time 1 action

Components V, S, M (a pinch of green lotus dust)/DF

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

Target several creatures within a 50-ft. radius

Duration 1 hour/caster level

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

This spell puts 1d4 HD worth of creatures per caster level (maximum 20d4) to sleep. Creatures with the fewest HD are affected first. Among creatures with equal HD, those closest to the caster are affected first. Creatures with 13 or more HD are not affected. Creatures put to sleep by this spell remain asleep until the duration expires, or a successful *dispel magic*, *greater dispelling*, *limited wish*, *restoration* or *wish* is used to awaken them.

Deflect Ram

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

Casting Time 1 standard action

Components V, S

Range 50 ft.

Area see text

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Used as a defense in seaborne combat, this spell deflects an oncoming ship attempting to ram another vessel. Though the attacking ship might still strike its target, the blow of its ram is "softened," dealing no damage to the target vessel. The spell is capable of diverting a vessel of 5 tons per level of the caster. Vessels too large for the spell to handle are capable of ramming normally.

Delay Death

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

Casting Time 1 standard action

Components V, S, M (a piece of stone from a tombstone or a sliver of wood from a coffin), DF

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

Target one living creature

Duration 1 min./level

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

The affected creature can continue to act, move, cast spells, and fight without penalty at 0 or fewer hit points; i.e., the subject is not disabled at 0 hit points and is not unconscious and dying at negative hit points. A creature reduced to negative hit points equal to its Constitution still dies, however. This spell does not prevent a creature from dying due to death from massive damage or ability damage or drain.

If this spell's duration expires while the subject is at 0 or fewer hit points, the creature is either disabled (if at 0 hit points) or is unconscious and dying (fewer than 0 hit points).

Note: The spell can be cast only on a subject with 1 or more hit points; it has no effect on a creature already at 0 or fewer hit points.

Delude

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level

You mask your true alignment from all forms of divination by "borrowing" the alignment aura of one creature within 30 feet of you when you cast this spell. The creature whose alignment you are borrowing retains its original alignment (you are copying it, not stealing it) and must have an Intelligence of 3 or higher or the spell automatically fails. If the spell succeeds, you radiate the exact same alignment as the one you copied for the duration of this spell.

BOOK OF LOST SPELLS

Demon Flesh

School abjuration [evil]; **Level** cleric/oracle 5, sorcerer/wizard 5

This spell functions as *lesser demon flesh*, but grants the subject damage reduction 10/cold iron and good for the duration of the spell.

Demon Flesh, Lesser

School abjuration [evil]; **Level** antipaladin 3, cleric/oracle 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a bit of flesh from a demon)/DF

Range touch

Target creature touched

Duration 1 min./level or until discharged

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

The creature touched gains damage reduction 5/cold iron and good for the duration of the spell. Once the spell prevents a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Deny Succor

School necromancy; **Level** druid 8, sorcerer/wizard 8

Casting Time 1 full round

Components V, S, DF

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

Target one creature

Duration 1 day/level

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

Deny succor is a powerful curse that prevents all forms of healing, magical or otherwise, for the duration of the spell. If the target fails its Will save, the spell prevents the recovery of hit points and ability damage by any means. All *cure* spells and spells with the healing descriptor automatically fail when directed at the target, and the target cannot recover damage through natural healing, use of the Heal skill, or use of the fast healing or regeneration abilities.

Desail

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a tiny candle)

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

Area one sail of a ship

Duration 10 minutes/level

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

This spell allows a caster to destroy one mainsail of one target ship. The size of the sail is unimportant, but only one sail is affected per casting. The sail simply ceases to exist for the duration of the spell. The loss of a mainsail reduces the speed of the target vessel by 25% (see *Pathfinder Roleplaying Game: Ultimate Combat*, “Vehicles”). This spell has no effect on vehicles that do not have sails.

Desert Refuge

School abjuration; **Level** cleric/oracle 4, druid 2, ranger 3, sorcerer/wizard 2

Casting Time 1 action

Components V, S, M (a pinch of desert sand)

Range touch

Target creature touched

Duration 24 hours

Saving Throw none; **Spell Resistance** no

Desert refuge surrounds the target with an aura that maintains a constant temperature of 70 degrees Fahrenheit and protects him from the blazing heat of the day and the freezing cold of the night. It also shields the user from the effects of exposure to sun and wind, but not from objects propelled by the wind such as sand blown by a sandstorm.

Destined Doom

School abjuration; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target one person

Duration permanent

Saving Throw none; **Spell Resistance** yes

This spell lets you influence the target’s ultimate fate. You designate a specific person, a type of weapon, a type of creature (whether animal or monster), or a location. The targeted individual is at –3 AC against all attacks by the specified person, weapon, or creature, or in the specified location. He also takes an additional 1d6 points of damage from each successful attack by that doom or in that location.

Destroy Water

School transmutation [water]; **Level** cleric/oracle 1, druid 1

Components V, S

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 (see text); **Spell Resistance** yes

This spell destroys (dries up) up to 2 gallons of water per caster level, including magical water, but excluding magic potions. You can target a water creature with this spell. Creatures with the water subtype take 1d4 points of damage per caster level from this spell (5d4 max). A successful Fortitude save negates the damage.

This spell counters or dispels *create water* and can be countered or dispelled by *create water*.

Note: This spell can’t destroy water within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Balance

School divination; **Level** cleric/oracle 1, druid 1

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You sense the aura of neutral creatures. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of neutral auras.

2nd Round: Number of neutral auras (creatures, objects, or spells) in the area and the strength of the strongest neutral aura present. If you are of any neutral alignment, and the strongest neutral aura’s strength is overwhelming (see below), and the HD or level of the aura’s source is at least twice your character level, you are stunned for 1 round and the spell ends.

BOOK OF LOST SPELLS

3rd Round: The strength and location of each neutral aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a neutral aura is determined by how far away from true neutral the target's alignment components are, as given on the following table:

Alignment	Strength
True Neutral	Strong
LN, CN, NE, NG	Moderate
LE, CG	Weak
LG, CE	No aura

Each round, you can turn to *detect balance* 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.

Detect Charm

School divination; **Level** bard 0, cleric/oracle 0, paladin 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped emanation

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

Saving Throw none; **Spell Resistance** no

You determine whether a creature is under the effects of a *charm person* or *charm monster* spell. You can determine the exact spell with a DC 20 Knowledge (arcana) check.

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.

Detect Current

School divination; **Level** bard 1, cleric/oracle 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 1/3 of a mile/3 levels

Area see text

Duration concentration up to 2 minutes/level (D)

Saving Throw none; **Spell Resistance** no

By using the spell, you can determine the direction and speed of any current of water, be it freshwater or saltwater. You know the direction and speed of the current over an area extending to your maximum range.

Detect Curse

School divination; **Level** cleric/oracle 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

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

Area cone-shaped emanation

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

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can determine whether a creature, object (including magical items), or area is affected by a curse. You can determine the exact type of curse and its effects with a DC 20 Knowledge (arcana) check.

This spell does not function when used on an artifact. 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. If the item touched has a curse invoked by touching it, you immediately know about the curse while possibly being affected by it.

Detect Disease

School divination; **Level** cleric/oracle 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Area a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been diseased or is diseased. You can determine the exact type of disease with a DC 20 Heal check.

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.

Detect Illusion

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

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

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

Saving Throw none; **Spell Resistance** no

You detect illusions cast by someone with a lower caster level than you. If the caster level is equal to your own, you must make a caster level check (1d20 + caster level) versus the save DC of the spell. The amount of information revealed depends on how long you study a particular area or subject.

1st round: Presence or absence of illusions.

2nd round: Number of different illusions.

3rd round: The location of each illusion.

This spell tells you only that illusions are present, not exactly what those illusions are, but knowledge that illusions are present gives you an automatic +4 circumstance bonus to any saving throws required to disbelieve the illusion(s).

Detect Land

School divination; **Level** cleric/oracle 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 1 mile/level

Area see text

Duration concentration up to 2 minutes/level (D)

Saving Throw none; **Spell Resistance** no

This spell automatically locates any and all islands and continents within the spell's range. Such landfalls must be above the surface of the water. Only the direction of the land is known, not other features such as size or terrain type.

Detect Life

School divination; **Level** cleric/oracle 1

Casting Time 1 standard action

Components V, S, DF

BOOK OF LOST SPELLS

Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Using this spell, you determine whether a creature is alive or dead. A creature in a coma, trance, suspended animation, or even masked by a *false death* spell can be detected by this spell. This spell does not work on undead or creatures that were never alive (such as constructs).

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.

Detune

School transmutation; **Level** bard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one instrument
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

Detune causes a single instrument within range to lose its tuning, giving performance checks with it a –4 modifier. Re-tuning an instrument takes 1d4 full rounds.

Devour Essence

School necromancy; **Level** sorcerer/wizard 8
Casting Time 1 round
Components V, S
Range touch

Target one corpse
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You consume the essence of a recently deceased creature (one that has died within the last 24 hours). You gain some of the general knowledge of the creature whose essence you devour. Although you gain no particular skills, feats, spells, or spell-like abilities, you do gain their general geographic knowledge, and some of the general experiences and memories of some of the individuals they knew. Your knowledge is deep enough to provide a +10 circumstance bonus (that stacks with other bonuses) to Disguise and Bluff skill checks while pretending to be that person. Until you are slain, the deceased creature cannot be brought back to life by any means.

Devouring Darkness

School evocation; **Level** cleric/oracle 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area 20-ft. radius
Duration instantaneous (see text)
Saving Throw Reflex half (see text); **Spell Resistance** yes

You create a blast of negative energy that damages living creatures and leaves behind an area of darkness. Living creatures within the area of effect suffer take 1d6 points of negative energy damage per caster level of damage (10d6 max; Reflex save for half) and leaves behind an area of darkness equal to that left by a *deeper darkness* spell for 1 round/caster level. As a negative energy-based spell, undead within the area of effect are healed instead of damaged and creatures protected against negative energy damage suffer no ill effects.



BOOK OF LOST SPELLS

Creatures slain by a *devouring darkness* spell rise in 1d4+2 rounds as a shadow. The newly risen shadow is not under the caster's control and is as likely to attack its creator as it is any other nearby creatures.

Dig

School evocation [earth]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Area up to one 10-ft. cube/2 levels (S)
Duration permanent or 1 round/level (see text)
Saving Throw see text; **Spell Resistance** no

This spell allows you to excavate earth, sand, or mud for one round per caster level in an area equal to one 10-foot cube per two caster levels. Each round this spell is in effect, you can expand an existing hole or start a new one.

While digging, the earth removed from the area is scattered evenly around the hole. If you excavate a hole deeper than 20 feet, it has a 15% chance of collapsing. The chance the hole collapses increases by +5% for every 5 feet beyond 20 feet unless it is somehow braced or supported.

You can use this spell to tunnel through earth. If the tunnel is longer than 10 feet, it has a 30% of collapsing (+5% for every 5 feet beyond 30 feet), unless the tunnel is braced or supported.

Alternately, you can target a single earth creature with this spell (a creature with the earth subtype or one from the Elemental Plane of Earth). Against earth creatures, this spell deals 4d6 points of damage (Fortitude save for half).

Note: You cannot use this spell to open a hole beneath an existing object or creature. You can however, tunnel underneath a creature or object and cause a hole to appear in the space (or spaces) it occupies.

Dire Rage (Companion)

School transmutation; **Level** druid 3/ranger 2
Casting Time 1 standard action
Components V, S, M
Range touch
Target animal companion
Duration 1 round/level (D)
Saving Throw Will Negates (harmless); **Spell Resistance** yes

You tap into the unbridled primeval heritage that dwells deep within the animal. *Dire rage* may be cast only on your companion creature. The animal takes on a feral appearance and its muscles throb with adrenaline. *Dire rage* releases its prehistoric nature, imbuing the animal with ferocity and physical prowess. The animal temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but it takes a –2 penalty to Armor Class for the duration of the spell. The increase in Constitution increases the animal's hit points by 3 points per hit dice, but these hit points go away at the end of the spell when its Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While under the effects of *dire rage*, an animal cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, and Intimidate). When the spell ends, the animal reverts to normal and is considered fatigued as its body readjusts.

Disable

School necromancy; **Level** cleric/oracle 9
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration Instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

Disable removes all but 1d4 hit points from the target creature and permanently reduces all of its ability scores to 3. This damage cannot be healed by normal means; only a combination of *heal* and *greater restoration*, or more powerful magic, can restore the target's hit points and abilities. If the target is undead, the spell heals all but 1d4 hit points of damage to the target, similar to a *harm* spell, and restores any ability damage the target has suffered.

Disassemble

School transmutation; **Level** cleric/oracle 7
Casting Time 1 standard action
Components S, DF
Range touch
Target one object (up to 10 lbs./level)
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You are able to find and exploit the joints in any object through magical means. At your touch, an object simply falls apart, back to its original components — a sword separates into a blade, handle, guard, and pommel, while a chariot would collapse into nails and wood. Objects made of a single piece of wood, metal or stone are not affected by this spell. Note that the pieces themselves are not harmed — a disassembled sword could be reassembled and would function just as well as before. Magical objects that are subject to *disassemble* lose their magical nature, although they can be enchanted again if the pieces are reassembled. This spell affects only inanimate objects, and therefore does not affect constructs.

Discern Lycanthrope

School divination; **Level** cleric/oracle 3, druid 3, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a bit of fur or flesh from a lycanthrope), DF
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration concentration, up to 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** no

Each round you concentrate on one subject, who must be within range. You know if the subject is a lycanthrope or not, regardless of its current shape (humanoid, hybrid, or animal). You can determine the exact type of lycanthrope with a DC 20 Knowledge (local) check.

Each round you may concentrate on a different subject.

Discordant Chorus

School evocation; **Level** bard 5
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area 60-ft.-radius emanation
Duration 1 round/level (D)
Saving Throw Will partial; **Spell Resistance** yes

You create powerful strains of music from thin air that interfere with conversation. Nothing less than a shout can be heard over the power of the music. It is impossible to cast any spells that require verbal spell components within the area of effect; the power of the music interferes with the magical harmonies embedded in the incantation. Finally, targets in the area that do not succeed at a Will saving throw take 1d4 points of temporary Wisdom damage each round they remain in the spell's area of effect.

BOOK OF LOST SPELLS

Disguise Magic Aura

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, M (the remains of a shattered, used or destroyed magic item)
Range touch
Target one magic item
Duration 24 hours (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You disguise a magic item's aura to appear stronger or weaker than it really is. An object's magic aura may be shifted to be one category stronger or weaker than the item's actual aura rating, as outlined in *detect magic*. (Faint magic auras may be made to appear non-magical.) At 6th level, you may disguise the aura to be two categories different. At 12th level, you may change it by three, and at 17th level, you may alter it by up to four categories. Artifacts cannot be made to appear less than faintly magical by this spell.

Dissonance

School transmutation; **Level** bard 0
Casting Time 1 action
Components S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration single performance
Saving Throw none
Spell Resistance yes (harmless)

The victim suffers a –1 penalty to his next Perform check.

Distance Distortion

School illusion (glamer); **Level** sorcerer/wizard 4
Casting Time 1 round
Components V, S, M (a lump of soft clay and a pinch of stone from an earth elemental)
Range medium (100 ft. + 10 ft./level)
Area one 10-ft. cube/level (S)
Duration 1 hour/level
Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You can make an area up to one 10-foot cube per caster level appear to be longer or shorter, wider or narrower than it actually is. This doubles or halves (your choice) the time it takes to travel across the affected area. For example, a 10th-level caster could alter a 10-foot-high, 10-foot-wide and 100-foot-long corridor so it seems to be either 20 feet wide by 20 feet high by 200 feet long or 5 feet wide by 5 feet high by 50 feet long. All affected dimensions must be collectively reduced or expanded. You cannot, for example, reduce the width and height of a corridor and expand its length.

This spell includes audible, visual, tactile, and olfactory elements. It cannot disguise, hide, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within the real location).

True seeing reveals the true dimensions of the affected area.

Note: This spell can be cast only in an area composed of or surrounded by earth, dirt, or similar material (such as a corridor in an underground cave).

Divine Assimilation

School transmutation [fear]; **Level** cleric/oracle 8
Casting Time 1 full round
Components V, S, DF

Range personal
Target you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

A cleric must concentrate and commune with his god intensely for one full round before this spell takes effect. Once in effect, the cleric experiences several changes in his appearance, behavior and abilities. After the spell runs its course, the cleric is fatigued and must rest in order to recover.

The exact nature of the changes that the cleric undergoes depends upon the alignment of his patron deity. All effects are in addition to the cleric's normal abilities and limitations. All Will saves required in the descriptions below are made at a difficulty class per this spell.

Lawful Good Deities

The cleric is infused with the god's powers of nobility and justice. He grows taller, straighter, and the fire of righteousness burns in his eyes. The cleric gains a +2 AC bonus and a +2 bonus to all attack and damage rolls, as well as +1 hit points per level, for the duration of the spell. The cleric can automatically *detect evil* for the duration of the spell and is considered to have just cast *dispel evil* once a successful casting of *divine assimilation* is completed, receiving that spell's benefits and powers. The cleric gains a +2 bonus to the DC of his channel energy ability, if any. Chaotic evil enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Neutral Good Deities

The cleric's mien softens, and his eyes reflect infinite mercy and kindness. A pale radiance surrounds him, telling all that he bears the blessings of the Redeemer. As a free action, up to 3 times during the duration of *divine assimilation*, the cleric may radiate healing energy to his allies, the effects of which duplicate *healing circle*. In addition, enemies who wish to attack the cleric directly or even use hit point damaging area effect spells that would include the cleric in their radius, must succeed on a Will save each round or be unable to do so. Such enemies can still choose another target or attack method that round. Neutral evil enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Chaotic Good Deities

The cleric is bathed in a green radiance, and his features grow earthier. His skin begins to resemble tree bark, and his hair transforms into leaves. The cleric gains a +4 morale bonus to attacks with bows, and he may cast *dominate animal* and *control plants* twice each during the duration of *divine assimilation*. Any animals or plants that attempt to attack the cleric must succeed on a Will save or lose interest and wander away. Lawful evil enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Lawful Neutral Deities

The cleric's face grows stern and impassive. His overall demeanor is severe, and his raiment becomes muted, almost gray. The cleric gains a +3 bonus to AC and may inherently *detect chaos*. The cleric may cast *protection from chaos*, *dispel chaos* and *order's wrath* once each during the duration of *divine assimilation*. Chaotic neutral enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Chaotic Neutral Deities

The cleric's form grows indistinct, and the colors of his garments swirl and change. He becomes a living embodiment of disorder and chaos. The distortion grants the cleric a +2 luck bonus to all rolls. The cleric may inherently *detect law* and may cast *protection from law*, *dispel law* and *chaos hammer* once each, while *divine assimilation* is in effect. Lawful neutral enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Lawful Evil Deities

The light of burning villages flickers in the cleric's eyes, and an expression of unrelenting bloodlust spreads across his face. The cleric gains a +2

BOOK OF LOST SPELLS

AC bonus and a +2 morale bonus to all attack and damage rolls. Further, the cleric receives the benefits of *divine power* for the duration of *divine assimilation*, and if the cleric wields a mace or scepter, it is affected as though by *magic weapon* for the duration of *divine assimilation*. All lawful evil creatures and characters in sight of the cleric and the cleric himself gain a +2, bonus to all Will saving throws due to the cleric's fearless, inspirational demeanor. Chaotic good enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Neutral Evil Deities

The cleric's face grows haggard and shadowy. He grows hunched and mad-eyed. The cleric gains a +2 bonus to all saving throws and to AC. For the duration of *divine assimilation*, the cleric can make touch attacks as if he had cast *chill touch*. In addition, the touch attack may also deliver *insanity* on one successful touch attack of the cleric's choice and *confusion* on any two successful touch attacks. The cleric cannot deliver *confusion* and *insanity* on the same touch attack. Additionally, each round, good-aligned creatures or characters who wish to attack the cleric must succeed on a Will save or be too overcome with revulsion to do so. Such enemies can still choose another target or attack method that round. Neutral good enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Chaotic Evil Deities

The cleric's skin grows red, and his eyes glow like lava. His body seems to grow squatter but more powerful. The cleric gains a +2 AC bonus and a +4 bonus to damage. He is surrounded by a *fire shield* (warm version), as though he had cast it when he cast *divine assimilation*. As a free action, up to three times during the duration of *divine assimilation*, the cleric may radiate pain to his enemies, the effects of which duplicate *circle of doom*. Lawful good enemies of the cleric's deity who can see the cleric must succeed on a Will save or be affected as by a *fear* spell.

Divine Beacon

School abjuration; **Level** paladin 1
Casting Time 1 round
Components V, S, M (a source of illumination), DF
Range 1 mile/level squared
Target you
Duration 1 day
Saving Throw none; **Spell Resistance** yes (harmless)

A paladin casts this spell upon herself, which "arms" the beacon for one full day. Should the paladin suffer certain circumstances, the beacon activates. When the beacon is active, it takes a specific color depending upon the paladin's trouble. The circumstances that initiate a beacon and the colors the beacon assumes are:

Color	Condition
Red	Falling unconscious due to combat.
Orange	Falling unconscious but not due to combat.
Yellow	Critical hunger or thirst where the paladin begins to suffer damage or penalties.
Blue	Paladin triggers the effect voluntarily.
White	Paladin's death.

The *divine beacon* lasts until the paladin dismisses it or for one full day after the paladin dies.

The *divine beacon* can be seen high in the sky over the area where the paladin is located. No matter how far underground or underwater the paladin may be, the beacon appears in the sky above. Only other paladins are able to see the beacon and only if they are within the spell's range. Normal conditions of visibility still apply, so rain, mist, fog or magical conditions may block the beacon from other paladins' lines of sight. However, at lev-

el 10, paladins have a 10% chance to "see" the beacon spiritually and are able to "see" the beacon in the sky regardless of conditions. The chance to perceive the beacon in this way increases by 10% per level above 10. The beacon takes the form of the paladin's symbol, although this becomes less clear the farther away a paladin is from a beacon.

The components of this spell include a brief ritual that involves the paladin holding some source of light — usually a small candle, but even a match is sufficient — above her head while she utters a brief prayer to her god. The god's holy symbol must be present when the paladin casts this spell.

Divine Beacon's Answer

School transmutation [teleportation]; **Level** paladin 4
Casting Time 1 round
Components V, S, DF
Range special
Target one paladin (see text)
Duration instantaneous
Saving Throw none; **Spell Resistance** yes (harmless)

A paladin may cast this spell upon herself, or she may cast this spell on another paladin (but only if the other paladin has witnessed the *divine beacon* in question). Any and all items or objects the paladin is carrying are teleported along with her to the side of the distressed paladin, but no other living creatures (including mounts, for example) may be teleported.

There is no room for the spell to go wrong in terms of where the teleporting paladin is relocated; in this sense the spell works like *greater teleport*. In addition, the paladin appears in the nearest safe point to her comrade.

The casting of this spell involves uttering a prayer while placing one's hand over one's eyes, as if looking for something far off in the distance.

Divine Burden

School conjuration [force]; **Level** druid 6, sorcerer/wizard 5
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area 30-ft.-radius burst
Duration 1 minute/level
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell targets all divine spellcasters within range. All those affected must succeed on a Fortitude save or be treated as if heavily encumbered.

Divine Charge

School evocation; **Level** cleric/oracle 5, paladin 4
Casting Time 1 action
Components V, DF
Range personal
Target you
Duration 1 round/4 levels or until discharged
Saving Throw none; **Spell Resistance** no

After this spell is cast, the caster's next charge attack is imbued with a furious burst of divine power. The caster can charge four times his normal move (instead of double) and can make one attack of opportunity against every foe in his path at a +4 circumstance bonus. Those who take damage from the charger must succeed on a DC 15 Reflex save or be knocked prone and stunned for 1 round. The caster does not provoke attacks of opportunity while moving.

Divine Communion

School divination; **Level** cleric/oracle 4
Casting Time 1 standard action
Components V, S, M (1,000 gp worth of sacrifices), DF

BOOK OF LOST SPELLS

Range personal
Target you
Duration 1 minute/level

You channel your god, who can then speak with those present. This works only when the god chooses to communicate with them directly. This is not a mere question-and-answer session — the deity can converse fully. The spell does not guarantee that the god is helpful, or honest, but if the spell works, it is because the deity chooses to allow it, which means he may be in a benevolent mood — or simply a playful one. Unfortunately, you cannot hear what is said while channeling and do not remember any of it afterward.

Divine Communion, Other

School divination; **Level** cleric/oracle 6
Components V, S, M (5,000 gp worth of sacrifices), DF
Range touch
Target one person
Saving Throw Will negates; **Spell Resistance** yes

This spell is similar to *divine communion*, except that you may designate another person for your deity to speak through, thus allowing you to participate in the conversation (if any).

Divine Disconnection

School abjuration; **Level** druid 7, sorcerer/wizard 7
Casting Time 1 full round
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target one divine spellcaster
Duration concentration
Saving Throw Willpower negates; **Spell Resistance** yes

Divine disconnection impedes all contact that a target creature possesses with his deity by temporarily cutting the conduit through which such powers flow. Upon a successful casting, the target is entitled to a Will save. If he fails, the victim is unable to cast any divine spell or use any spell-like or supernatural ability that is of divine nature, such as channel energy. Paladins, clerics, rangers and druids are adversely affected, and paladins in particular lose a good amount of their special abilities.

The innate abilities of outsiders are not affected by this spell, because they carry the spark of divinity within themselves. However, an outsider's divine spells are still gifted to them by the deity they represent, and they are subject to being disconnected.

The caster of *divine disconnection* must maintain constant concentration in order to maintain the spell. When the concentration lapses, for whatever reason, the victim's divine connection returns.

Divine Inspiration

School conjuration (creation); **Level** cleric/oracle 9
Casting Time 1 action
Components V, S, DF
Range 100 ft.
Target All allies of the same faith within a 100-ft. radius
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

All those within the spell's area of effect who worship the same god as the caster receive a +4 luck bonus to attack, damage, saves, and skill checks for the spell's duration.

Divine Intervention

School abjuration; **Level** cleric/oracle 7
Casting Time 1 standard action

Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 10 minutes/level
Saving Throw Will negates; **Spell Resistance** yes

You create a web of divine energy around a selected individual, saturating his aura with the power of your god. The target gains spell resistance equal to 10 + your level against divine spells cast by followers of gods other than your own; the target cannot voluntarily lower or forego this spell resistance. If the target is a divine spellcaster devoted to a rival god, he cannot access his domain spells (if any) and has a 50% chance of spell failure on every spell due to the interference. All spells aimed at the target by a divine spellcaster who follows your own god, however, perform as if the caster were 2 levels higher.

Divine Lock

School abjuration; **Level** cleric/oracle 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target the door, chest, or portal touched, up to 30 sq. ft./level in size
Duration permanent
Saving Throw none; **Spell Resistance** no

A *divine lock* is an *arcane lock* variant employed by divine spellcasters. The spell is cast upon a door, chest, or portal by carving or tracing the deity's symbol (or some variant thereof) on a suitable surface. The caster and those of the caster's religion can freely pass the lock without affecting it; otherwise, a door or object secured with *divine lock* can be opened only by breaking in or by a *successful dispel magic* spell. A *knock* spell does not remove a *divine lock*, but it can bypass it for a number of rounds equal to the level of the caster.

The *divine lock* can also be dispelled by a follower of a different religion if he expends one use of his channel energy ability. This functions as if the caster had cast a targeted *dispel magic* on the door.

Add 10 to the normal DC to break open a door or portal affected by this spell.

Divine Mantle

School abjuration; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target personal or one creature of the same religion
Duration 2 rounds/level
Saving Throw Will negates; **Spell Resistance** no

This spell operates similarly to the spell *sanctuary*, but with the distinction that a *divine mantle* does not break if the creature it protects directly attacks another. Whether the protected creature attacks or not, anyone who wishes to do direct harm to the creature protected by *divine mantle* (including melee or ranged attacks or targeted spells but not area of effect spells such as *fireball*) must succeed on a Will save. Success means the attacker may act normally and need not save again in order to continue attacking the protected creature. Failure means the attacker loses the action(s) committed to the attack and may not attack the protected creature at all that round. However, the attacker may attempt another save the next round.

Divine Sovereignty

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 4, paladin 4
Casting Time 1 round

BOOK OF LOST SPELLS

Components V, S, DF

Range personal

Target you

Duration 1 hour/level (D)

For the duration of the spell, all creatures with 4 HD or fewer within 300 feet view you as their legitimate ruler and obey you as they would their sovereign king. Because this spell affects only how you are viewed by onlookers, and does not directly control their behavior, lawful creatures tend to be much more obedient than chaotic creatures. Paladins use this spell to nullify the influence of illegitimate, evil rulers over innocent populace while antipaladins use this to usurp rule and use unwitting people to their own end. Using this spell to overrule a legitimate ruler is an unlawful act and against the paladin code of conduct.

Divining Rod

School divination; **Level** druid 0, ranger 1

Casting Time 1 standard action

Components M (a forked stick)

Range touch

Area 1 mile/level

Target one object (forked stick)

Duration 1 hour/level (D)

You call upon the spirits of the woodland to guide you to water, natural shelter, or food. By casting *divining rod* upon a forked stick, you request simple knowledge from the nature spirits to lead you to water, natural shelter or grown food. The rod points in the direction of the objective of the spell. The rod does not necessarily lead you safely past dangers or obstacles, but just shows a direct path to the requested necessity. The rod may sense the location only if the objective is within radius of the spell. The rod reveals nothing else. *Divining rod* may only direct to uncultivated palatable vegetation if provisions are requested. The rod detects water underground if the source is only within 10 feet.

Dolphin Fins

School transmutation; **Level** cleric/oracle 2, druid 2

Casting Time 1 standard action

Components V, S, F (wooden statuette of a dolphin)

Range close

Target touched creature

Duration 2 minutes/level

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

You grant upon a creature the ability to feel at home within the water. The hands and feet of the target become webbed, and he is able to see underwater as normal. All Swim skill checks are made at +8 for the duration of the spell. This spell does not provide the ability to breathe underwater, only the ability to swim more effectively.

The target of the spell must be in the water already for the spell to take effect.

Dolphin Fins, Mass

School transmutation; **Level** cleric/oracle 7, druid 6

Casting Time 1 standard action

Components V, S, DF

Range close

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

Duration 1 hour/level

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

Functions as the spell *dolphin fins* except it affects one creature per caster level.

Donor

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

Casting Time 1 round

Components V, S, M (a needle)/DF

Range touch (see text)

Target two creatures, both of which can be no more than 10 ft. apart (see text)

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

By means of this spell, you can transfer hit points from yourself or a donor creature to another creature. The donor must be within 10 feet of the subject. If the donor is unwilling, you must succeed at a melee touch attack. You can serve as the donor, but cannot be the recipient of this spell's effects.

For every hit point you drain from the donor, you transfer an equal amount to the subject. Using this spell, you can drain and transfer a total number of hit points equal to your caster level.

Dragon's Gauntlet

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

Casting Time 1 action

Components V, S, F (a thick, clawed glove made from a lizard of at least Medium size)

Range personal

Target you

Duration discharge (up to 1 round/caster level maximum)

Saving Throw none; **Spell Resistance** yes

Your primary hand is sheathed in a special dragon's claw. This magical "gauntlet" can then be used to make a single melee touch attack for 1d6 points of base damage plus 1 point of damage/caster level (maximum +10). This additional damage replaces any Strength modifier that the caster already possesses. This bonus can be added to the caster's effective Strength for purposes of damaging inanimate objects. For example, a 10th-level sorcerer with a Strength of 10 could invoke *dragon's gauntlet*, granting an effective +10 on Strength checks for the purpose of battering a locked door. The spell does not impede arcane spellcasting, but it does preclude the use of any armed attacks with the affected hand. If the strike is not used during the spell's duration, *dragon's gauntlet* is discharged without effect.

Dragon Scales

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

Casting Time 1 full round

Components V, S, M (reptile scale)

Range personal

Target you

Duration 8 hours

Saving Throw none; **Spell Resistance** no

Your skin hardens, turning the shade and texture of a dragon's hide, granting +3 natural armor bonus to AC for the spell's duration. Unlike mundane hide armor, *dragon scales* causes no armor check penalty, arcane spell failure chance, or speed reduction.

Dragon Wings

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

Casting Time 1 action

Components V, S, M (preserved bat wing)

Range personal

Target you

BOOK OF LOST SPELLS

Duration concentration (1 hour/level maximum)
Saving Throw none; **Spell Resistance** no

Great wings each as long as your body burst from your shoulders. They rip through clothing but cannot appear if you are wearing armor (armor crafted with openings for the wings can be used, however, but the cost and limitations of such armor should be determined by the GM). The wings allow flight at your base movement rate with average maneuverability. The magically strengthened wings can carry up to the caster's maximum load, using normal encumbrance rules.

The wings resemble wings of a dragon that matches your alignment (thus a lawful good caster grows gold dragon wings, while a chaotic evil caster grows red dragon wings).

Dread Scream

School enchantment (compulsion) [fear, mind-affecting];
Level bard 3
Casting Time 1 standard action
Components V, S
Range 40 ft.
Area 40-ft. cone
Duration 1 round/level
Saving Throw Will partial; **Spell Resistance** yes

You create sound vibrations in a 40-foot-cone burst that gives creatures a deep feeling of dread. Creatures failing their Will save are panicked for the duration. Those that succeed remain so uneasy that they are shaken and have a -2 penalty on all future Will saves against fear effects for the duration.

Although this spell is based on sound, it is vibrations from the sound that cause the fear effect. Deaf or deafened creatures are not immune, but they do receive a +4 circumstance bonus to their Will saves.

Dream Speaker

School enchantment (compulsion) [mind affecting]; **Level** sorcerer/wizard 2
Casting Time 1 minute
Components V, S, F
Range close touch
Target one sleeping creature
Duration 10 minutes (see text)
Saving Throw Will negates/harmless (see text); **Spell Resistance** yes

You touch a sleeping creature and whisper questions quietly into its ear. If the target fails its initial Will save, it answers the questions in an equally quiet whisper (not heard beyond 5 feet) in their native language. A creature that makes its initial saving throw simply rolls away from the caster and continues sleeping. While the answers are never lies or direct trickery, the target can make a second Will save to avoid divulging special secrets or hidden plans. If this save is successful, it awakens immediately with no memory of the questioning; on a failed save, the target answers. You can ask one question/level. This spell does not work on creatures with an Intelligence score less than 3 nor does it grant any means to understand the language spoken by the target. It can't be cast more than once on a single target in a 24-hour period.

Dream Thief

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7
Casting Time 1 minute
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one creature



BOOK OF LOST SPELLS

Duration 1 day/level (D)

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

This spell steals the dreams from the subject's mind each time he sleeps. So long as the subject is affected by this spell, it does not gain the benefits of a good night's sleep. The subject does not regain hit points or heal ability damage, does not regain lost spells, and functions as if fatigued. Creatures that do not sleep (such as undead and constructs) cannot be affected by this spell. Elves, however, can be. The effective penalty to ability scores does not stack from day to day.

Drench

School conjuration; **Level** druid 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Target one object or creature up to size Large

Duration instantaneous

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

With a gesture upwards, you conjure a sudden freezing-cold downpour on the designated target, dealing 1 point of nonlethal damage (0 if they make a Reflex save.) This spell is usually used to quench small fires and can instantly quench a natural fire that is less than 5 feet in diameter.

Dual Mind

School transmutation; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a masterwork platinum mirror studded with diamonds and valued at least 5,000 gp)

Range personal

Target Self

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

For the duration of this spell, a wizard or sorcerer divides his consciousness into two entities that are both capable of normal mental activity. Basically, the caster doubles his normal actions except where his actions would be limited to having only one body and one mouth. The caster may move and cast a spell at the same time with each of his minds directing one of the actions, but if the caster takes a move action while his second mind is casting a spell, he must make a Concentration check at DC 15 + spell level to succeed at the casting.

For example, a wizard under the effect of *dual mind* might move his normal rate while casting *magic missile* with his second mind. The *magic missile* would require a Concentration check at DC 16. Then, in the second part of the same round, his first mind, which directed the move, might cast *haste*, while his second mind took its move action. The *haste* would necessitate a Concentration Check at DC 18.

The wizard could not, however, cast both spells and then try to take two move actions, since he would be attempting to perform actions that required his one physical body and mouth to perform two different functions simultaneously. Since *haste* and *magic missile* have verbal and somatic components, the wizard cannot perform both castings simultaneously.

Because his consciousness is divided and unfocused while under the effects of this spell, the caster receives a –4 circumstance penalty to saves versus mind-affecting spells and effects.

Dust of Death

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

Casting Time 1 round

Components V, S, M (a pinch of sand and crushed hemlock)

Range touch

Area a few ounces of sand

Duration 1 hour

Saving Throw Fortitude negates (see text); **Spell Resistance** no

This spell transforms a few ounces of normal sand into a deadly poison for the duration. If the sand is then consumed (say because it was placed in a foe's drink or sprinkled on its food), the imbibor must succeed on a Fortitude save or be affected by the poison (see below).

Dust of Death: *type* ingested; *Fort* DC 10 + spell level + caster's key ability; *onset* 1 minute; *frequency* 1/minute for 6 minutes; *effect* 1d4 Con damage; *cure* 1 save.

Dust to Dust

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

Casting Time 1 action

Components V, S, M, (fine powder made of exotic dried seeds worth at least 250 gp)

Range touch

Target creature touched

Duration instantaneous

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

Non-animated corpses that the caster touches are instantly turned into a fine dust. The corpse can then no longer be magically animated or otherwise become undead. *Dust to dust* does not interfere with *resurrection*. A non-animated corpse gets no saving throw. The spell has no effect on living matter. If the spell is cast upon a skeleton, zombie, ghoul, or any other corpse that has been raised as undead, the target must succeed on a Fortitude save. If it fails, it is instantly turned into dust, as detailed above. If it succeeds, it suffers 1d4+1/level (maximum +10) points of damage. If the spell inflicts enough damage to destroy the undead corpse, the corpse turns to a fine dust and can no longer be animated or raised again as detailed above. If the spell does not inflict enough damage to destroy the undead corpse, the spell has no further effect.

Earth Burst

School transmutation; **Level** druid 3, sorcerer/wizard 4

Casting Time 1 action

Components V, S, M (piece of volcanic rock)

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

Area 30-ft. radius

Duration instantaneous

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

To cast *earth burst*, you must be able to touch the ground — any natural earthen surface is sufficient, including stone (but not including worked stone such as a path, stairs, or a floor). When the spell is cast, a furrow of displaced earth 5 feet across races toward the target area and explodes in a 30-foot radius of stone shrapnel and dirt. Anyone standing atop the furrow as it passes underfoot must succeed on a Reflex save or be knocked prone. Anyone caught in the blast itself takes 4d6 damage + 1 per caster level (max +10) and is automatically knocked prone. A Reflex save halves damage and allows the victim to remain on his feet.

Earth Ear

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

Casting Time 1 standard action

Components S

Range personal

Target you

Area 100-ft. radius

Duration 1 round/caster level

You place your ear to the ground in an effort to determine the location and size of creatures moving above or beneath the surface of the ground.

BOOK OF LOST SPELLS

With a successful Perception check (DC 15 + 1 per 5 feet of distance) you can determine the size, distance and direction of creatures walking on the ground or traveling beneath it due to the vibrations they create. A separate Perception check is required for each creature.

Earth Shift

School transmutation (teleportation); **Level** druid 5
Casting Time 1 full round
Components V, S, DF
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

When casting this spell, you choose a location within 300 feet that you have either traveled through or can see. The ground appears to swallow you at your original location and then expel you at the specified location. If you are on anything other than natural terrain (i.e., a floor, stairs, a boat, etc.) at the time of casting, the spell fails. If anything other than natural terrain occupies the destination point, the spell fails.

Earthen Blast

School evocation [earth]; **Level** druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

A cone of earth, rock, and dirt shoots from your fingertips. Any creature in the area of the blast takes 1d4 points of damage per caster level (maximum 5d4). If the creature fails its Reflex save, it is stunned for 1 round.

Earthen Concealment

School transmutation; **Level** bard 3, druid 3, ranger 2
Casting Time 1 full round
Components V, S, M (small bit of soft clay)/DF
Range close (25 ft. + 5 ft./21 levels)
Effect Wall, 6 in. thick. 5 ft. wide, 2 ft. high
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell can be cast on any wooden or earthen surface, and causes a section of ground to reshape itself into a low wall that is 6 inches thick, 5 feet wide, and 2 feet high. This is enough to provide cover to a Medium creature, improved cover to a Small creature, or total cover for creatures of size Tiny or smaller. The *earthen concealment* provides cover only against foes on the opposite side of the wall.

Any attacks against the screen itself automatically hit and can cause it damage. The screen is considered to be a construct with respect to its immunities. Regardless of the terrain from which it was formed, the screen has hardness equal to one-half the caster's level and a number of hit points equal to half the caster's current hit points. If the screen is reduced to zero hit points or is targeted by a spell that reshapes or destroys earth or stone (such as *transmute rock to mud* or a *stone shape*), the spell ends immediately. The screen returns to its natural state when it is destroyed or when the spell ends.

Earthen Snare

School conjuration; **Level** cleric/oracle 5, druid 5, sorcerer/wizard 5
Casting Time 1 standard action

Components V, S

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

Target single creature

Duration 1 round/level

Saving Throw Reflex negates; **Spell** resist No

You conjure a small planar trap that opens beneath the target creature (which must be Large or smaller) that creates a burst of suction pulling the target creature into a spherical containment cell of the same height and width as the longest dimension of the trapped creature. A successful Reflex save avoids the trap completely. Rogues may add their trap sense modifier to this save. A trapped creature can attempt to break the walls of its enclosure to force the spell to end early (Hardness 8, hp equal to caster); otherwise it must simply wait for the spell to end. Once the spell ends, the victim is violently ejected from the earth and takes 8d6 points of physical damage and ends up prone in the spot it originally occupied. If the space it was in is occupied, it is shunted in a random direction to the closest open square.

As a magical, quasi-planar opening, spells such as *ethereal jaunt*, *teleport*, *dimension door*, or related spells don't function. The *earth snare* can be dispelled normally from either the inside or outside, ending the spell as above.

Earthen Wave

School transmutation [earth]; **Level** druid 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M
Area 5 ft. line, 30 ft. long
Duration instantaneous
Saving Throw Reflex (see text); **Spell Resistance** no

You strike the earth with enough magical force to send a wave through the ground away from you in a straight line. The 5-foot-wide line extends as far as 30 feet, potentially knocking anyone in the area off their feet. Creatures within the area take 5d6 points of physical damage from the flying rock and soil and must succeed at a Reflex save to remain standing. Those that fail their save are knocked prone.

Creatures with the earth subtype are not knocked prone by this spell and take only half damage. This spell can be cast only in an area of natural stone or earth; it does not function on worked stone.

Ebon Lightning

School evocation [electricity, chaotic]; **Level** sorcerer/wizard 7
Casting Time 1 action
Components V, S, M (500 gp worth of small gem stones)
Range medium (100 ft. + 10 ft./level)
Area 5 ft. wide to medium range (100 ft. + 10 ft./level), or 10 ft. wide to 50 ft. wide + 5 ft./caster level
Duration instantaneous
Saving Throw Reflex half, Will negates (see text); **Spell Resistance** no

In most respects, *ebon lightning* duplicates the effects of the more familiar *lightning bolt* spell. As with the *lightning bolt* spell, the target suffers 1d6 points of electricity damage per level of the caster, but in the case of *ebon lightning*, the maximum damage is 20d6. Additionally, a spellcaster struck by *ebon lightning* loses 1d6 random spell slots instantly if he fails a Will save. The spells lost disappear as if cast.

Ebon Water

School necromancy; **Level** cleric/oracle 6, druid 6, sorcerer/wizard 6
Casting Time 1 standard action

BOOK OF LOST SPELLS

Components V, S, F (bone of an undead creature and two pieces of smoked glass)/DF

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

Area 8 cubic ft. of water per level

Duration 1 round per level

Saving Throw Fortitude half (see text); **Spell Resistance** yes

You imbue a patch of water with negative energy for a limited time. Each action you spend concentrating on the dark water allows you to move the fetid liquid 10 feet through any greater body of water. You may take other actions and come back to concentrate on moving the dark water as you please for the duration of the spell. On each of your turns, the dark water also moves based on any current that exists within the larger body of water of which it is part.

Any other living creature that comes into contact with the dark water suffers 1d6 points damage for every 2 levels of the caster (maximum 8d6) per round it is in contact with the stuff. A successful Fortitude save halves the damage taken. In addition, any living creature in contact with dark water for more than 10 rounds or that drinks any of the vile liquid must succeed on a Fortitude saving throw or suffer one level of energy drain.

If cast upon a creature from the Plane of Water, the creature gets a Fortitude save to avoid instant destruction.

Saving Throw Fortitude negates (see text); **Spell Resistance** yes (harmless, see text)

Each round, the subject must succeed on a Fortitude saving throw against this spell or take 1d10 points of damage. Likewise, victims with spell resistance roll every round to prevent the spell effects for that round. A single success on a saving throw or spell resistance does not negate the *ebonflame*; that can be accomplished only at the will of the caster or by a successful *dispel magic*.

In addition to the damage, the spell causes a mind-affecting fear effect in its victim. On any round during which the spell's victim takes damage, she must also succeed on a Will save versus this spell's DC. Victims who fail their Will save are considered to be cowering (no Dexterity adjustment to AC, opponents have +2 to attack rolls on victim, victim does not move). Such a subject is not able to take any action (melee, spellcasting, etc.) except to fruitlessly attempt to douse the flames by rolling on the ground and swatting at them.

Once targeted, the *ebonflame* stays on its victim for the spell's duration. Only a *dimension door*, *teleport* or the like separates the victim from the *ebonflame*. Additionally, the spell does not function underwater, but bursts back into effect for any amount of its remaining duration when the victim is not completely submerged.

Ebonflame

School evocation [fear, fire]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components S

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

Target one subject

Duration 1 round/level (D) (maximum 25 rounds)

Electrical Storm

School evocation [electricity]; **Level** druid 7, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a bit of fur, powdered steel, and an amber, crystal, or glass rod)

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



BOOK OF LOST SPELLS

Area burst, centered on you, with a radius of 100 ft. + 10 ft./level

Duration instantaneous

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

You release a powerful burst of electricity in all directions away from you. Each creature within the area takes 1d6 points of electrical damage per caster level (maximum 20d6).

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

Electromagnetic Storm

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

Casting Time 1 standard action

Components V, S, M (one lb. of iron filings, which the caster flings in the direction of the spell's area of effect)

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

Area 20-ft. radius emanation

Duration 1 round/level

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

You create a whirling storm of strongly magnetized iron filings. *Electromagnetic storm* has three effects. First, it causes 1d10 points of damage per round to anything caught within the area of effect. A Reflex save rolled each round halves the damage for that round if it is successful.

Second, any attempts to use magnetism within the area of effect (to navigate, for example) are spoiled by the storm's intense magnetic field unless the opposed magnetic field is generated by a higher level spell than *electromagnetic storm*.

Third, any electrical currents (magical or otherwise) that pass within 60 feet of the *electromagnetic storm* are drawn into it, causing anyone within the storm to take whatever damage the electricity would normally deal. For example, a 6th-level wizard casts *lightning bolt* within 60 feet of an *electromagnetic storm*. The bolt is drawn into the storm, and it terminates there, causing 6d6 points of damage to everyone within it.

If the area of effect of a *pillar of attraction/repulsion* overlaps the area of an *electromagnetic storm*, the storm is dissipated.

Elemental Cloak

School transmutation; **Level** cleric/oracle 7, druid 6

Casting Time 10 minutes

Components V, S, M (a gemstone from the appropriate inner plane that is worth at least 12,500 gp)

Range touch

Target willing creature touched

Duration permanent

Saving Throw none; **Spell Resistance** yes

You transform a willing creature into something with a near elemental nature converting it to subtype cold or fire and giving it new immunities and weaknesses (see below). A creature can possess only one subtype; casting of this spell on a creature already possessing one of the above subtypes automatically fails. Once a creature has a new subtype, it can be removed only with a *limited wish*, *wish*, *miracle*, or similar magic.

The subtypes that can be conferred with an *elemental cloak* and the abilities added to the creature that receives that subtype are listed below:

Cold Subtype: immunity to cold damage, takes 50% more damage from fire-based spells whether or not a save is allowed.

Fire Subtype: immunity to fire damage, takes 50% more damage from cold-based spells whether or not a save is allowed.

A creature with the new subtype is not considered an elemental and

does not gain any additional immunities. It does not gain an "outsider type" and can still be *raised* or *resurrected* just as it could before having its subtype changed.

Elemental Infusion

School transmutation [acid, cold, fire]; **Level** cleric/oracle 8, druid 7, sorcerer/wizard 8

Casting Time 1 action

Components V, S, M (handful of the desired element or its equivalent in a container. Air is freely available and fire can be represented by a piece of igneous rock)

Range touch

Target one creature

Duration 1 round/level

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

This spell heals all of its recipient's hit points and makes him immune to poison (eliminating any current poison effects), aging, mind control, sleep, paralysis, and stunning. The target is no longer subject to critical hits and sneak attacks, has 60-foot darkvision and damage reduction 10/magic. He also chooses a preferred element for an additional immunity (fire type grants fire immunity, water grants cold immunity, air grants electricity immunity, and earth grants acid immunity). The target looks normal, except that his eyes faintly glow with the color of the chosen element (Perception DC 20 to notice the change).

Elemental Scimitar

School evocation; **Level** druid 6

Casting Time 1 standard action

Components V, S, DF

Effect scimitar-like blade

Duration 1 min./level (D)

Saving Throw see text; **Spell Resistance** yes

This spell calls forth a weapon composed of elemental energy. Four variations of this spell exist and you may switch between these as a free action at the beginning of your turn. These weapons strike with a +3 bonus to attack but not to damage. Each of the four versions has different powers depending on its nature.

Scimitar of Air: This translucent weapon acts as a *brilliant energy scimitar* and ignores non-living armor and deals 2d6 points of damage on each successful hit. Once per round while wielding this weapon, you can deflect a single ranged attack so that you take no damage or effect from it. The scimitar of air does not deflect massive ranged weapons, but does harmlessly deflect arrows, crossbow bolts, and magical ranged attacks such as *acid arrow*, and other ranged touch or ray attacks.

Scimitar of Earth: This dull gray blade deals 3d6 points of damage to any opponent in contact with solid ground. In addition, an opponent struck by the scimitar of earth must succeed on a Fortitude save or temporarily be turned to stone. Each round on its turn, the subject may attempt a new saving throw to end the effect. (This is a full-round action and does not provoke attacks of opportunity.) This effect ends with a successful saving throw. If the creature does not succeed at a saving throw, it returns to flesh at the end of the spell's duration.

Scimitar of Fire: This fiery weapon is equivalent of a *flame burst scimitar*. It deals 1d6 points of damage and 1d6 points of fire damage. On a successful critical hit (18–20), the scimitar deals an additional 1d10 points of fire damage. This fire does not harm you. Furthermore, a creature struck must succeed at a Reflex saving throw or catch fire for 1d4 rounds. The fire deals 1d6 points of damage per round, but may be extinguished normally.

Scimitar of Water: This wavy blue blade is equivalent of an *acid burst scimitar*. It deals 1d6 points of damage and 1d6 points of acid damage. On a successful critical hit (18–20), the scimitar deals additional 1d10 points of acid damage. Once per round, the blade may discharge up to four

BOOK OF LOST SPELLS

globs of acid at 120-foot range. You decide the number of globs ejected and multiple targets maybe selected. The balls deal 1d6 points of acid damage and may be combined: one orb deals 4d6 points of acid damage, two orbs deal 2d6 points of acid damage each, or any variation thereof. Each individual orb requires a successful ranged attack.

The weapon can be wielded only by the caster and, if sundered, reforms or returns to its normal form on your next turn.

Elephant's Strength

School transmutation; **Level** bard 4, cleric/oracle 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S, M (a sliver of ivory)/DF

Range touch

Target creature touched

Duration 10 minutes/level

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

This spell grants the strength of a fabulous beast. The recipient receives a +6 enhancement bonus to Strength, with all the relevant bonuses that accrue.

Empathic Resonance

School enchantment (compulsion) [good]; **Level** cleric/oracle 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 hour /level

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

The subject suffers a -2 morale penalty on all rolls when attempting to harm others in any way so long as he's doing so within 5 rounds of when he last attempted to harm another. The fear, anger, pain and suffering he inflicts is reflected back upon him, and it interferes with his ability to do harm.

Empathic Wave

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

Casting Time 1 standard action

Components V, S

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

Target Everyone within a 50-ft. radius burst

Duration 1 minute/level

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

You broadcast your emotions to those around you. If they fail their saves, those nearby suddenly feel exactly the way you do. If you are currently shaken, those who fail their saves are shaken as well. Note that this spell does not share thoughts or reasons, just the emotions themselves; a priest who is infuriated because his shrine has been desecrated could share only his righteous anger, not the reasons behind it. The other limitation of this spell is that it shares only whatever the caster is currently feeling; if he is angry, he cannot use this spell to make others feel sad or happy. This spell is frequently used in conjunction with a stirring oratory to incite a crowd to take some action the caster fervently desires; it may be used to incite riots, or to enhance the enjoyment of everyone at a festival.

Empathic Wave, Other

School enchantment; **Level** bard 4, cleric/oracle 5

Casting Time 1 standard action

Components V, S

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

Target Everyone within a 50-ft. radius burst

Duration 1 minute/level

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

As *empathic wave*, but you tap the emotions of another creature within 30 feet and broadcast that individual's emotions to the target area. The individual in question can attempt a Will save to prevent his emotions from being shared in this way. If the creature whose emotions you intend to tap is currently shaken, frightened, panicked, confused or sickened, this condition is passed on to all subjects within the target area who fail their saving throws.

Empower Companion

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range touch

Target animal companion

Duration 1 minute/level (D)

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

Empower companion may be cast only on your companion creature. Your companion creature gains a +8 competence bonus to one skill selected by you. Multiple *empower companion* spells do not stack, but may provide bonuses to additional skills.

Encrypt

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 round

Components V, S

Range touch

Target document touched

Duration permanent (D)

Saving Throw none; **Spell Resistance** no

You alter the writing on a scroll or piece of paper to make it unintelligible. Properly interpreting the encrypted text requires a Linguistics skill check (DC 25 + caster level). This spell is directly opposed by the *decrypt* spell, which can easily remove the encryption placed on the hidden message or information.

Endless Abyss

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

Casting Time 1 standard action

Components V, S, M (small stone with a hole through it)

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

Target a piece of ground or floor, no more than 10-ft. square in size

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

The pit created by this spell can be no more than 10-foot square and must be placed on solid ground. A dungeon floor works fine. A piece of floor occupied by a creature or object cannot be used. Thus, it is impossible to open an *endless abyss* under the feet of another person.

Creatures or objects can fall into the pit after it has been created however, and doing so causes them to enter the extra-dimensional space. A person who falls into the pit never hits the ground and can conceivably be rescued if the rescuers can get to him before he starves to death or dies of thirst. A creature capable of flying can attempt a DC 25 Fly check each round to escape the pit as a full-round action.

When the spell's duration ends, the pit opening disappears. Another

BOOK OF LOST SPELLS

endless abyss cast on the same area of ground reopens to the same pit, however, so rescuing “trapped” comrades is still conceivable.

Even though the pit is bottomless, it has no actual effect on anything (floors of a dungeon, etc.) that is beneath the location where it’s created.

Enduring Missiles

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

Casting Time 1 action

Components V, S, M (handful of glass marbles, one per missile to be invoked)

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

Target one creature per round

Duration concentration (maximum of 1 action/caster level)

Saving Throw none; **Spell Resistance** yes

In all regards but one, this spell acts the same as the lower level *magic missile* spell. Missiles created with this spell, however, do not disappear when they strike their target, but instead return to the caster and orbit her harmlessly until her next action, at which time they may be directed against a target once more. Attacking with these missiles is a standard action and precludes casting another spell. The missiles remain active for the spell’s full duration, and as long as the caster retains concentration, they may attack any target within range. The missiles can attack only once per round, even if the caster is under the effect of a spell that allows him to attack more than once a round.

Energetic Burst

School conjuration (healing) [good]; **Level** cleric/oracle 2, druid 2, paladin 1

Casting Time 1 action

Components V, DF

Range personal

Target you

Duration 1 round/level

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

The caster gains 10 temporary hit points and a +1 sacred bonus to all saving throws for the spell’s duration.

Engrave

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

Casting Time 1 standard action

Components V, S, M (a quill pen)

Range 5 ft.

Area up to 10 square ft.

Duration permanent

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

This spell causes writing to be permanently carved into the designated surface, up to three lines of text. You can choose to make the writing look like elegant handwriting, crude lettering, or grand block letters. This spell functions only on materials with a hardness of 10 or less.

Engraving, Mutable

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

Duration special (see below)

As with the spell *engrave*, except that you can change the inscription, both in style and content, or even make the inscription vanish altogether. This “editing” can be done only once — the revised message is permanent. There is no limit on how long you can wait before changing the

inscription, but you must establish a command word to trigger the editing when first casting the spell. You can be at any distance from the inscription when you speak the command word and will the change.

Enhance Oration

School illusion; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target one person

Duration 1 round +1 round/level

Saving Throw No; **Spell Resistance** no

This spell enhances the target’s voice, allowing the target to speak with sufficient volume to be heard clearly by all within a 300-foot radius, regardless of other background noise. The target may still choose to whisper or speak at a normal volume. This spell can be used in conjunction with bardic music effects. *Silence* spells or effects can still affect the target.

Enliven Wood

School transmutation; **Level** druid 4, sorcerer/wizard 5

Casting Time 1 full round

Components V, S

Range touch

Effect one or more wooden items or creatures, which must be touching and all be within a 10-ft./level radius of the spellcaster.

Duration 1 hour/level (D)

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

While in effect, this spell essentially gives affected wooden items fast healing at a rate of caster level/3 hit points per round (maximum 6 per round) as long as they remain within 10 feet/level of the caster. This spell does not repair damage that was done before the spellcasting is completed.

Enrich Soil

School transmutation [earth]; **Level** cleric/oracle 7, druid 5

Casting Time 10 minutes

Components V, M

Range area touched

Target area 100 square ft./2 levels

Duration 1 year/2 levels

Saving Throw none; **Spell Resistance** no

You call upon the forces of nature to bring minerals and other materials into the soil and earth of a limited area in order to support plant growth. This spell does not create water for the area, nor does it conjure plant life. It does make the soil fertile for plants natural to the area. Overuse of this spell can create imbalances in nature and draw the wrath of powerful druids and deities so its use is generally somewhat limited.

Enslave

School enchantment (compulsion) (mind-affecting); **Level** cleric/oracle 8

Casting Time 1 minute

Components V, S, F

Range touch

Target one enslaved creature

Duration see text

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

BOOK OF LOST SPELLS

This spell brands a person with your mark. The branded slave does not think you are his friend, but if he fails his saving throw, he does believe that it is futile to resist your commands. The slave may try another Will saving throw once per year. Also, if ordered to do something suicidal, or completely inconsistent with his alignment, the slave receives another Will save. *Enslave* may be dispelled; however, the physical brand remains on the former slave's body for life unless magically healed.

Essence of the Wild

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

Casting Time 1 standard action

Components V, S, M (a piece of the animal whose power you are going to gain. This can be fur, a feather, a claw or whatever is appropriate)

Range personal

Target you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

Essence of the wild allows the caster to take on one extraordinary power or to duplicate the ranks in one skill from any animal for the duration of the spell. The type of animal and the chosen ability or skill can change each time the spell is cast.

Specific animal powers can be found in the *Pathfinder Roleplaying Game Bestiaries* or **Frog God Games' *Tome of Horrors Complete***.

For example, a caster decides to infuse the spirit of the cheetah. This allows him to choose from the cheetah's trip or sprint (to move 10 times his normal speed) extraordinary abilities or to take any one of the cheetah's skills at the cheetah's ranks in that skill, such as Stealth +8 (which replaces any ranks he has in Stealth for the duration of the spell).

Establish Foundation

School conjuration (creation); **Level** druid 7, sorcerer/wizard 7

Casting Time 2 hours

Components V, S, M (a one-inch square of granite)/DF

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

Area 20 ft. radius + 1 ft./level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You cause stone to rise up from the ground below, in either a circle or a square around you. The stone is solid and stable, and perfect for use as a building foundation. The stone is up to two feet +1 foot per caster level deep, and stops at the surface. You can cause the stone to rise up above the ground, as long as half of the total depth of stone remains beneath. Thus, this spell can actually create standing stones or even stone buildings (though the spell does not shape the rising stone or create openings). The stones do not rise very quickly, and cannot be used as an attack method. Someone standing in the area has time to move to safety before the stones break the surface.

Establish Land

School conjuration (creation); **Level** druid 9, sorcerer/wizard 9

Casting Time 3 hours

Components V, S, M (a 500 gp gemstone)/DF

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

Area 30 ft. radius + 10 ft./level

As with *establish foundation*, except that you may raise dirt as well as stone, starting with a depth of up to 6 feet +1 foot per caster level. This is usually cast over water to fill in a swamp or marsh or to raise an island

in a lake or sea. Note that the dirt does not rise so quickly that it can hurt anyone or anything — creatures in or on the water in question have more than enough time to move before the dirt hits them. The land raised can be bare, or even covered with grass.

Etch Stone

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

Casting Time 1 standard action

Components V, S

Range touch

Target stone or stone object

Duration 1 hour

Saving Throw none; **Spell Resistance** no

You can magically inscribe messages or text in stone using an ordinary quill for one hour after casting this spell. Any type of message, design, or rune created with the quill is permanently inscribed in the stone for anyone to see. Combining additional spells with an *etch stone* spell allows the caster to inscribe hidden or magical messages on simple stone walls. Scrolls or spellbooks can be created in stone if someone is willing to take all of the extra time and expense.

Eternal Sleep

School transmutation; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a powder composed of diamond, emerald, ruby, and sapphire dust, sand, and crushed rose petals — the total value of the dust must be at least 6,500 gp)

Range touch

Target creature touched

Duration permanent

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

This variation of *temporal stasis* allows you to set a condition that breaks the subject's state of suspended animation. During the casting of this spell, you speak aloud the condition that breaks this enchantment. The specific condition could be the next solar eclipse, a particular day or year, the death of a ruler, the birth of a child, or the invasion of an army. You can cast this spell on yourself. This spell, unlike *temporal stasis*, cannot be removed by *dispel magic* (unless the caster has a higher caster level than you).

Ethereal Blade

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

Casting Time 1 action

Components V, S

Range personal

Effect sword-like beam

Duration 1 minute/level

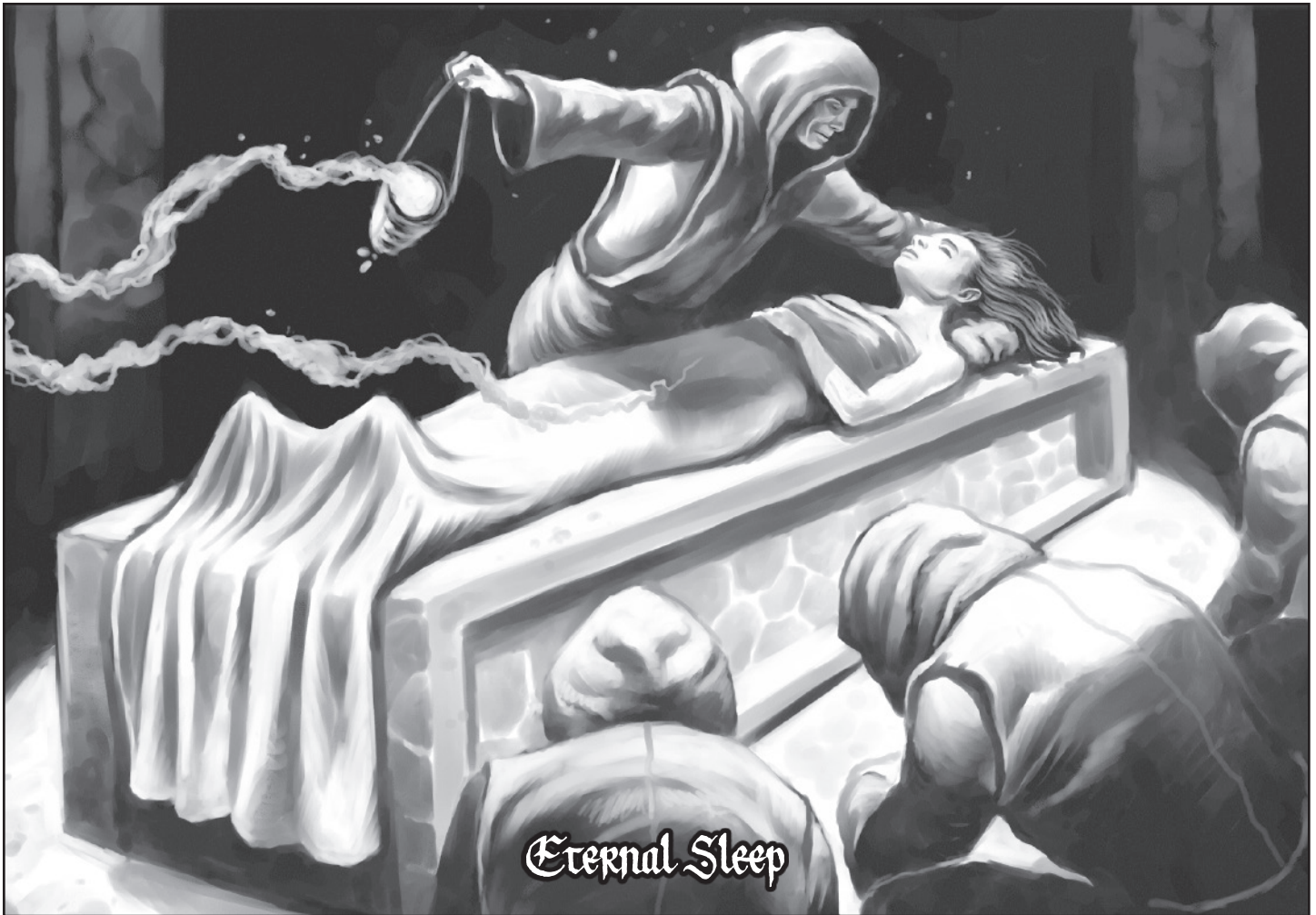
Saving Throw none; **Spell Resistance** yes

Ethereal blade creates a 3-foot-long sword of swirling energy that springs forth from your hand. The blade strikes as a melee touch attack and inflicts 1d8 points of damage +1 point per 2 caster levels (maximum +10) against corporeal and incorporeal undead opponents. The blade is also bone-chillingly cold and inflicts half this damage as cold damage against living opponents.

Ethereal Blast

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

Casting Time 1 action



Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area cone
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

Ethereal blast drains negative energy in a cone-shaped area that extends outward from your hand, inflicting 1d6 points of damage per caster level against all corporeal and incorporeal undead creatures (maximum 20d6). This area is also partially drained of heat as well, inflicting 1d6 points of cold damage per 2 caster levels against living opponents.

Ethereal Shield

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 action
Components V, S, M (fingernail from a wight or piece of cloth from the robe of a wraith)
Range personal
Target you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell surrounds you in wisps of dark flame, providing you with immunity against energy drain and ability drain attacks. These flames also drain negative energy from the undead, inflicting 1d6 points of damage +1 point per caster level (maximum of +10) upon corporeal and incorporeal undead that attack you with natural weapons. Living creatures that attack you with natural weapons are similarly drained of heat and suffer half this damage as cold damage.

Ethereal Strike

School evocation [force]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (the eye of a creature with a gaze attack)
Range medium (100 ft. + 10 ft./level) or (50 ft. + 5 ft./level)
Area 5 ft. wide to Medium range (100 ft. + 10 ft./level) or 10 ft. wide to 50 ft. + 5 ft./level
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

A bolt of translucent, blue-white energy shoots from your fingertips, much as a *lightning bolt* would, but the *ethereal strike* only damages incorporeal creatures or creatures that exist in the ethereal plane. The *ethereal strike* does 1d10 points of force damage per level (maximum 5d10) or half damage if a victim makes a Reflex save.

The energy released by this spell exists primarily in the ethereal plane. As such, it has no effect upon creatures or objects in the physical plane. The bolt ignores corporeal walls, doors, armor, items and normal creatures.

It should be noted that this spell does not empower the caster to see into the ethereal plane or through solid objects.

Euphoric Ecstasy

School enchantment (charm) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5
Casting Time 1 action

BOOK OF LOST SPELLS

Components V, S

Range touch

Target creature touched

Duration 1 minute/level or permanent

Saving Throw Will negates (see text); **Spell Resistance** yes

The target is overcome with feelings of pleasure and euphoria. He suffers a -4 morale penalty to AC, attack and damage rolls, skill or ability checks, and saving throws. In addition, he suffers 1d4 points of Wisdom damage until the spell ends.

Immediately after the spell's duration expires, if the target failed his initial Will save, he must succeed on a Fortitude save versus the spell's DC or suffer 1 point of Wisdom drain. Only a *greater restoration*, *limited wish*, *miracle*, or *wish* restores this lost point.

Exact Task

School conjuration (calling); **Level** cleric/oracle 9

Casting Time 5 minutes

Components V, S, DF, M (a bit of matter or substance from the native plane of the creature to be called and a piece of parchment with knowledge of the creature's nature or its true name written on it that is burned during the casting)

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

Target one called outsider or elemental of 27 HD or less

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell is similar to the various *planar ally* spells, except it calls only one creature, payment is made after the service or task is performed, and if the caster fails to live up its end of the bargain, the called creature can gain control of the cleric (as by a *geas/quest* spell).

By casting this spell, you call an elemental or outsider (of 27 HD or less) of your choice. The creature called must share your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell. You cannot call a demigod or more powerful deity or god with this spell.

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. This payment is made after the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to one day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to you to collect its payment. Failure to fulfill your end of the bargain results in you being subjected to a *geas/quest* spell (as if cast by the called creature) with no saving throw or being attacked by the called creature. In the latter scenario, the called creature is immune to all attacks made by you (including all melee, ranged, and psionic attacks, and spells).

Note: When you use a calling spell that calls an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

Exile from Nature

School transmutation; **Level** druid 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration permanent

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

You curse the creature touched so that it carries an aura detectable by any creature in tune with nature — animals, druids, rangers, fey, elementals, etc. The victim of the curse has a -6 circumstance penalty to Charisma when interacting with such creatures. Additionally, the victim encounters hostile creatures twice as often as would be normal when he travels outside civilized areas (cities, towns, farms, keeps, etc.).

Further, the victim faces a +5 DC circumstance penalty to all skill checks while outside civilized areas. The penalty doesn't simply manifest as if skill use is harder — the penalty is imposed due to active resistance from the forces of nature. Attempts to start a campfire are hindered because the firewood refuses to burn. If the subject is tracking, the traces he's following fade away. *Exile from nature* may be removed through *remove curse* by a caster whose casting level is equal to or higher than the caster level of the one who bestowed the curse. The curse can also be lifted if the victim atones for the crimes that called such a punishment upon him. This requires *atonement* to be cast upon the subject by a spellcaster strongly associated with nature (such as a cleric to a nature god, a druid, and so on, subject to the GM's interpretation of "associated with nature").

Exorcise

School abjuration; **Level** cleric/oracle 4

Casting Time 10 minutes

Components V, S, DF

Range 10 ft.

Target one creature or object

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes (see text)

By casting this spell, you negate possession of a creature or object by any force, whether creature (a ghost using its malevolence ability, for example) or magic (a spellcaster using *magic jar*).

When you cast this spell, you must make a caster level check (1d20 + your caster level) against the possessing creature's spell resistance. If successful, the possessing creature is ejected from the host and stunned for 1 round. Creatures without spell resistance are automatically ejected. A creature affected by this spell cannot attempt to possess the same host for one day.

This spell can be cast on a lich's phylactery or an ancient vampire's soul object (see *Necropolis* by **Necromancer Games** for more information on ancient vampires). If the creature currently inhabits its phylactery or soul object, it is immediately ejected and possesses the closest material body (which could very well be yours). A creature so inhabited (possessed) is affected as if by *magic jar*.

If holy water is sprinkled on the object or creature during the casting of this spell, you gain a +2 bonus on your caster level check and the Will save DC (for creatures without spell resistance) is increased by +2.

Explosive Cloud

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

Casting Time 1 standard action

Components V, S

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

Effect fog spreads 30 ft. wide, 20 ft. high

BOOK OF LOST SPELLS

Duration 10 minutes/level or until discharged
Saving Throw Reflex half; **Spell Resistance** yes

Explosive cloud creates invisible explosive vapors. Whenever a flame, whether magical or normal, is brought into its area of effect, the *explosive cloud* ignites, doing 1d6 points of damage per level of the caster (maximum 10d6), with a Reflex save for half damage. If a fire-based spell is cast into *explosive cloud's* area, resolve both damage effects separately.

Creatures entering an *explosive cloud* or coming within 5 feet of one may make a DC 18 Perception check to notice the faint odor of the *explosive cloud's* vapors. Creatures with scent automatically detect the *explosive cloud*, though they won't necessarily know what it is.

Explosive cloud's vapors are heavier than air and settle into the lowest point within the area of effect.

Expunge Shadow

School abjuration; **Level** cleric/oracle 3
Casting Time 1 standard action
Components S
Range medium (100 ft. + 10 ft./level)
Target one shadow creature
Duration Instantaneous
Saving Throw Will partial (see text); **Spell Resistance** yes

This spell is used to banish a creature of the Plane of Shadow (shadow, shadow mastiff, etc.) back to that plane. The target receives a Will save. A successful save means the subject is not banished, but still sustains 3d4 points of damage +1/caster level (maximum +10).

Extract Life

School necromancy; **Level** cleric/oracle 6, sorcerer/wizard 5
Casting Time 10 minutes
Components V, S, M (an onyx vial worth at least 50 gp filled with the blood of the caster)
Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell requires the sacrifice of a sentient creature of the same race as the spellcaster. The creature to be sacrificed must be helpless and/or bound while the spell is being cast.

At the culmination of the spell, the caster gains an automatic coup de grace attack upon the victim. If the victim dies as a result of this attack, his life force is transferred to the caster (or another target within touch range of the caster). The target gains immunity to aging effects for 1 month per Hit Dice or level of the creature sacrificed.

A creature slain by this spell can only be restored to life through the successful casting of a *resurrection*, *true resurrection*, *wish*, or *miracle* spell. *Raise dead* has no effect on a creature slain by the *extract life* spell.

Eye of Ice

School transmutation; **Level** druid 3, ranger 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You cover the target's eye with a glittering coating of deep blue ice. It still functions as a regular eye (losing the icy cover when the spell ends), but the

subject gains the ability to see clearly and without vision penalty through non-magical rain, fog, ice and snow out to a range of 120 feet. While using the eye, you are still subject to normal illumination and your normal visual limitations; this spell just negates normal storms, weather and ice as barriers to vision.

Eyes of the Hawk

School transmutation; **Level** druid 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a magnifying glass or the feather of a hawk)
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

The subject gets a +10 enhancement bonus on sight-based Perception checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Eyes of the Hawk, Greater

School transmutation; **Level** druid 3, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a magnifying glass or the feather of a hawk)
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

This function as the *eyes of the hawk* spell, but in addition, renders the subject immune to any spell or magical effect that causes blindness (such as the *blindness* spell) for the duration of the spell. This does not allow the subject to see through smoke, fog, dust, or the like.

Faerie Ward

School abjuration; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (powdered iron sprinkled on the creature to be warded)/DF
Range touch
Area 10-ft.-radius emanation centered on touched creature
Duration 1 round/level
Saving Throw Fortitude half; **Spell Resistance** yes

You create a magic circle that damages any fey creature currently in or entering the area. Affected creatures take 1d4 points of damage per 2 caster levels (maximum 5d4) on the start of their turn each round they remain in the area. A successful Fortitude save halves the damage. A Fortitude save can be made each round a creature is within the area.

False Death

School necromancy; **Level** cleric/oracle 3, druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF
Range touch
Target creature touched
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

False death allows you or a single creature you touch to fall into a

BOOK OF LOST SPELLS

cataleptic state that resembles death. While in this state, the subject can hear, smell, and taste, but cannot feel or see. The subject need not eat, breathe, or drink while affected by this spell.

Any damage suffered while in this state is halved. Further, the subject is immune to paralyzing effects, energy drain, and mind-affecting effects. The subject is likewise immune to poison so long as initial and secondary damage both occur while the subject is still affected by *false death*. If secondary damage occurs after the *false death* spell ends, the subject is affected by the poison normally (though he is still permitted a save if the poison allows a save).

False Gold

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

Casting Time 1 round

Components V, S, M (a powdered citrine of 50 gp or less, an amber of 100 gp or less, a topaz of 500 gp or less, or a corundum topaz of 1,000 gp or less)

Range 10 ft.

Area 1 ft. cube/level

Duration 1 hour/level

Saving Throw none or Will negates (see text); **Spell Resistance** no

You change a volume of copper coins or brass items into gold for the duration of the spell. For purposes of this spell assume 2,000 cp fill 1 cubic foot. A creature viewing the *false gold* that makes a successful saving throw detects the falsehood.

False gold is particularly vulnerable to cold-wrought iron. The effects of this spell can be negated if the masked item is struck against or by cold-wrought iron. The chance depends on the material component used during the casting of this spell.

Negation Component	Negation Chance
Citrine (50 gp or less)	30%
Amber (100 gp or less)	25%
Topaz (500 gp or less)	10%
Corundum topaz (1,000 gp or less)	1%

False Tracks

School transmutation; **Level** druid 3, ranger 1

Casting Time 1 standard action

Components M (natural tracks of the type desired)

Range touch

Area 1 mile

Duration permanent (D)

Saving Throw none; **Spell Resistance** no

You may alter your tracks to resemble any animal, humanoid, or monstrous humanoid known to you. Your tracks are altered for one mile in length and the spell must be cast before making the tracks. The DC for tracking depends on the terrain and your efforts to hide or reveal them. A Survival check used to track you that succeeds by more than 5 reveals your ruse. Creatures using the scent ability for tracking are not confused by the spell and suffer no penalties. The tracks may be altered to appear as traveling in either direction, but must follow the course you take.

Fangstorm

School evocation [force]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Area 20-ft. radius, 40 ft. high

Duration instantaneous

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

You cause the air to fill with glowing fangs of force that rip and tear into the flesh of anyone in the area of effect. The fangs deal 10d6 points of physical damage, and cause the wounds to bleed at a rate of 1 hp per four caster levels (max 5 hp/round). If the Fortitude save is successful, the target takes half damage and does not begin bleeding. This spell is effective against incorporeal targets, but such targets do not begin bleeding.

Farsighted

School enchantment (compulsion) [mind effecting]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a cloudy gem worth at least 15 gp)

Range touch

Target creature touched

Duration 1 round/level (see text)

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

Your touch confuses the vision of the target, making it almost impossible to focus on anything within 30 feet. This does not prevent ranged combat, but does cause the target to suffer a 50% miss chance during melee combat. A successful Will save negates the spell, and a victim that fails their save can spend a full round action attempting to shake off the effects in order to make another Will save at a –2 penalty.

Farstrike

School evocation [fire]; **Level** cleric/oracle 3, druid 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range Visual Range

Target one creature or object

Duration instantaneous

Saving Throw Reflex negates (object); **Spell Resistance** yes (object)

Farstrike creates a bolt of flame that flies from your finger to strike any single target within your line of sight. Your sight may be augmented to improve his natural vision, but visions based on *scrying* or similar effects do not aid in targeting this spell. *Farstrike* does 1d4 points of damage per caster level (max 10d4) and has a chance of setting anything flammable it hits on fire. The bolt flies in a parabolic arc and, thus, can be seen coming from a distance, allowing the target time to get out of the way, hence a Reflex save negates all damage.

Farvision

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

Casting Time 1 standard action

Components V, S, M (a glass or crystal eye and a pinch of high-quality sand)

Range touch

Target 1 inch of touched transparent object/level

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell targets transparent objects such as glass and crystal, imbuing them with qualities similar to spectacles. Those peering through an object imbued with *farvision* can see distances up to 90 feet as if they had darkvision. Characters must concentrate and can take no other action while gazing through the enhanced object.

BOOK OF LOST SPELLS

Favor Mount

School transmutation; **Level** paladin 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target paladin's mount
Duration 10 minutes/level
Saving Throw yes (harmless); **Spell Resistance** yes (harmless)

You infuse your mighty steed with divine vigor. Although you are unable to cast this on any other creature, your mount receives a +4 luck bonus to attack and damage rolls and receives the full benefit of an *expeditious retreat* spell. These effects are not shared with the caster and can benefit only a paladin's mount.

Favor Servant

School transmutation; **Level** antipaladin 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target antipaladin's fiendish servant
Duration 10 minutes/level
Saving Throw yes (harmless); **Spell Resistance** yes (harmless)

You infuse your fiendish servant with divine vigor. Your fiendish servant receives a +2 luck bonus to attack rolls and receives the benefit of the *bull's strength* and *bear's endurance* spells. These effects are not shared with you, and this spell can be used only on your fiendish servant

Feather Step

School transmutation; **Level** druid 1, ranger 1
Casting Time 1 standard action
Components V, S, M (the feather of a small bird)
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** no (harmless)

You allow the target to step lightly across snow, mud, loose sand, etc. without sinking in and having his movement slowed. While the actual weight of the target isn't changed, he steps as lightly as if he had no weight at all. The target can even tread across a pressure plate without setting it off. All attempts to use Stealth while under the effects of the spell receive a +2 circumstance bonus.

Feed Summoned Creature

School necromancy; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous and 1 hour (see text)
Saving Throw none; **Spell Resistance** yes

This spell enables you to increase the hit points of a called or summoned outsider by draining hit points from a subject you touch during the casting of this spell. You must succeed on a melee touch attack, and if successful, the subject takes 1d6 points of damage per two caster levels (maximum 10d6). The summoned outsider you have chosen as the recipient must be present and within 30 feet of you or else the spell fails. If both conditions are met, the outsider gains temporary hit points equal to the damage you deal. Note, the outsider cannot gain more than the subject's current hit

points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Ferment

School transmutation; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S, M (a wine grape)
Range touch
Target one mug or container of liquid
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

The targeted drink becomes alcoholic, if it was not before, and twice as strong if it was alcoholic. It looks, tastes, and smells exactly the same as it did before.

Fiery Blast

School evocation [fire]; **Level** cleric/oracle 5, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur and a bit of candle wax)/DF
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

Fiery blast creates an area of extreme heat and flame, originating at your hand and extending outward in a cone, dealing 1d6 points of fire damage per caster level (maximum 10d6).

Fiery Cloth

School transmutation; **Level** sorcerer/wizard 1
Casting Time 10 minutes
Components V, S, M (unlit torch, flint, and tinder)
Range touch
Target one piece of cloth (up to 3 square ft. of fabric/level)
Duration 1 hour/caster level
Saving Throw none; **Spell Resistance** no

You imbue a selected piece of cloth or single cloth garment with flame. The cloth's appearance does not change. When the command word is spoken in its presence, the cloth erupts into flames, inflicting 1d6 points of fire damage per round to anyone or anything in contact with it. The cloth burns for 1 minute before the magic fades; it cannot be extinguished by non-magical means until then. If the spell ends before it is triggered, the magic fades and the cloth returns to normal.

Fiery Constrictor

School evocation; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a fragment of a red dragon scale), F (the existing fire source)
Range close (25 ft. + 5 ft./2 levels)
Effect creates a fiery tendril that constricts opponents
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You create a tendril of flame from an existing fire source that lashes out at any foe that you designate within 20 feet. The tendril has a Strength of 22, its base attack bonus is equal to your caster level, and it is considered



to be a Large creature (thus its melee attack bonus is equal to your caster level +5). If the tendril hits a foe, it attempts to start a grapple as a free action without provoking an attack of opportunity (its CMB is your caster level +7, and its CMD is 10 + its CMB). If it wins the grapple check, it constricts, dealing 3d6 points of fire damage each round the hold is maintained. Directing the spell to a new target is a move action.

The tendril can be attacked. The tendril is AC 20 and has hit points equal to yours. The tendril has damage reduction 10/magic. If reduced to 0 or fewer hit points, it dissipates and the spell ends.

Fiery Grasp

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

Casting Time 1 standard action

Components V, S, M (a pinch of sulfur)

Range touch

Target one creature

Duration 1 round/level (D)

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

You cause glowing orange flames to burn along your arms. Although you feel no heat, the flickering flames grant you a touch attack that deals 1d6 points of fire damage. Anything you touch with your hands, including your own equipment, suffers this damage.

Fiery Shield

School abjuration [fire, force]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw (see text); **Spell Resistance** (see text)

You cause a large shield composed of brilliant flames and invisible magical force to come into existence on your arm. The shield acts in all ways like a large shield, except that it is weightless and causes no armor check penalties. The shield gives a base +1 bonus to AC against melee attacks and a +2 bonus to AC against missile attacks. For every 2 levels of the caster, the shield grants an additional +1 AC, to a maximum of +7 against melee and +8 missile attacks. The armor bonus of *fiery shield* stacks with the armor bonus granted by *mage armor*.

Since the *fiery shield* is partially made of force, incorporeal creatures cannot bypass it as they can normal armor. Additionally, any creature that strikes a holder of a *fiery shield* with a natural weapon (claws, fangs, etc.) suffers 1d6 points of flame damage per strike. A successful Reflex saving throw negates the damage.

The somatic component of *fiery shield* requires only one hand, enabling the caster to perform it while brandishing a weapon in his other hand.

Fill the Sails

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Effect one ship's sails

BOOK OF LOST SPELLS

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

This spell is similar to the 5th-level druid spell *control winds*, except that it creates a localized rush of air that fills the sails of one ship. The wind force generated is equal to normal wind of 50 mph. This spell is designed only for use on a ship's sails and does not affect any weather conditions outside of the radius of the ship on which it is cast. It can be used to put out fires set on a ship's sails but is of no more general use than this.

Find Corpse

School divination; **Level** cleric/oracle 2

Casting Time 1 round

Components V, S, M (a piece of parchment with the name of the deceased written upon it and a small candle), DF

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

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

After casting this spell, you know intuitively where a corpse rests, provided that it is within the range of the spell. If the corpse has been disintegrated or similarly destroyed, the spell has no effect. The spell has no limit in terms of how long it has been since the target creature died. In order to cast the spell, you must know the entire name of the deceased individual and state it while casting the spell. You know and can describe the precise direction toward the corpse as described by a straight line (for example, "the corpse of Gudwin lies 783 feet north by northwest from this spot"). You also get a similar, constant "reading" as you move while the spell's duration persists.

Find Oasis

School divination; **Level** bard 1, cleric/oracle 2, druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 full round

Components V, S, M (pit of a date, covered with sand)

Range 5,000 ft. + 500 ft./level

Area a circle, centered on caster, with a radius of 5,000 ft. + 500 ft./level

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell is similar to *locate object*, but specifically tailored for determining the location of oases. When the spell is cast, you receive a mental image of any oases in the area of the spell's effect as well as their general direction and distance. You can move normally while maintaining concentration on this spell.

Finger Missile

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

Casting Time 1 action

Components V, S

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

Target 1 animated skeleton per caster level

Duration permanent

Saving Throw none; **Spell Resistance** no

A skeleton enhanced by *finger missile* gains the ability to use its fingers as missiles. Each finger can only be used once. If the skeleton uses more than 3 fingers, it loses one of its claw attacks; if it uses more than 7, it loses both claw attacks. A finger can be thrown at any opponent within range and hits as a ranged touch attack. If a finger hits, it inflicts 1d6 points of piercing damage.

Small skeletons do only 1d3 points of damage. Huge or Large skeletons

do 1d8 points of piercing damage, and Colossal or Gargantuan skeletons do 2d6 points of piercing damage. Skeletons of less than Small size cannot be affected by this spell.

Fire Bolt

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

Casting Time 1 standard action

Components V, S

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You fire a small bolt of fire from your fingertips. You must succeed on a ranged touch attack to damage your target. The bolt deals 1d3 points of fire damage and does not ignite combustibles.

Fire Burst

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

Casting Time 1 standard action

Components V, S, F (existing fire source)

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

Area 10-ft.-radius circle

Duration instantaneous

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

You cause an existing fire source (ranging in size from a candle to a bonfire) to release arrows of flame outward in all directions, centered on the fire source. Creatures within 10 feet take 1 point of fire damage per caster level (maximum 10 points). A creature that makes a successful saving throw suffers no damage.

Fire Fascination

School enchantment (compulsion) [fire, mind-affecting];

Level sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a small piece of multicolored silk which is thrown into the fire source during the casting)

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

Target living creatures within range that view the fire source

Duration 2 rounds/level

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

You cause an existing fire (10-foot diameter or smaller) to become covered in a multi-hued veil of dancing flames. Touching the multicolored flames deals 1d6 points of fire damage. Creatures within range viewing the dancing flames become transfixed, standing motionless and staring if they fail their saving throw. An affected creature can be given a *suggestion* (as the spell) of fewer than 12 words and can make another Will save (with a -4 penalty on the roll) to resist the suggestion. You can give one such suggestion to each affected creature as a standard action. You can give each affected creature a different suggestion (if you want). The effects of such a suggestion wear off in one hour, unless dispelled or negated. A creature that succeeds on its save to resist a suggestion is still transfixed by the *fire fascination*.

Any physical attack on a *fire fascinated* creature automatically breaks the effect on that creature. Likewise, interposing a solid barrier between a subject and the veil of flames breaks the effect.

Fire Gills

School transmutation; **Level** cleric/oracle 3, druid 3

Casting Time 1 round

Components S, M

BOOK OF LOST SPELLS

Range touch

Target creature touched

Duration 10 min./level

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

You cause gills to appear on a creature's neck. These magical gills allow a being to breathe normally in lava, heavy fires, or even heavy smoke. Powerful as this magic might appear, it does not confer any resistance to fire, merely the ability to breath in an area of high heat, flames, smoke, or even in lava. The magical gills are designed to create enough oxygen for a creature to survive in high heat or smoke, but do not provide the ability to breathe underwater.

Fire Touch

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

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You surround your hand in a shimmering orange and yellow flame. You must succeed on a melee touch attack to strike a target. The subject takes 1d4 points of fire damage. This spell does not light combustibles on fire.

Firm Ally

School abjuration; **Level** bard 3, cleric/oracle 4

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

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

A creature touched by the spellcaster gains a +4 divine bonus to saving throws versus mind-affecting spells. This lasts for 1 hour per caster level.

Fist of Stone

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Using this spell, you transform one of your hands (your choice) into stone. Your hand is flexible and can still be used to manipulate objects, carry objects, and even perform the somatic elements of spells. Your Strength score (when using that hand) is 23. You can attack a foe with your fist of stone using your normal attack bonus (gaining a +6 on attack and damage rolls due to your increased Strength with that hand) without drawing an attack of opportunity. If you strike a foe, you deal 1d4+6 points of damage. If you use a weapon, you do not gain the benefits of the increased Strength.

Flame of Chaos

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

Casting Time 1 action

Components V, S

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

Target one creature per round

Duration 1 round/level

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

This spell creates a ball of flame that attempts to attack a random target anywhere within range each round. The caster must succeed on a DC 12 Will save each round. If he succeeds, then he may select any target within range; if he fails, then the fire attacks a random target. The caster is never targeted by the spell, but his allies may be. The ball inflicts 4d4 points of fire damage on a successful hit; a Reflex save halves the damage.

Flame Spiral

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

Casting Time 1 standard action

Components V, S

Range 0

Effect spinning flames out to a 30-ft. radius

Duration instantaneous (see text)

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

Fire flares into a 5-foot-wide roaring funnel that spirals out and away from you. One at a time, the flames enter each and every square around yours out to a 30-foot radius, beginning clockwise. The caster is not affected by the spell. Anyone in the area takes 1d6 points of fire damage per caster level (Reflex save for half; maximum 10d6). Anyone failing the saving throw is dazed for one round. Creatures with more hit dice than you and creatures with the fire subtype are not subject to the daze effect.

Flame Water

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

Casting Time 1 standard action

Components V, S, M (a pinch of sugar and a raisin)

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

Effect up to 1 pint of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell transforms a volume of water into a highly-flammable substance akin to alcohol. You do not have to see the water to affect it, but you must be able to see the container it is in. For example, you could affect an opponent's waterskin even though you can't see the water inside. This spell has no effect on magical water or potions.

If the substance is exposed to fire, it bursts into flames dealing 2d6 points of fire damage to any creature touching or touched by the *flame water*. The fire is instantaneous and does not ignite flammables.

The *flame water* created evaporates and becomes useless in one round (at the end of your next turn), even if it's in containers or sealed.

One cubic foot of water contains roughly 64 pints (8 gallons) and weighs about 60 pounds.

Flames of Darkness

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

Casting Time 1 standard action

Components V, S, M (an agate of at least 10 gp value)

Range touch

Target object touched

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

This spell causes the object touched to produce flames of darkness that encircle the object in a 20-foot radius. These flames do not produce heat nor use oxygen. Anyone within the radius gains darkvision within the area of effect only.

Flames of Purification

School evocation [fire]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a piece of sulfur)/DF
Range close (25 ft. + 5 ft./2 levels)
Area ray
Duration 1 round/level (D) (see text)
Saving Throw Fortitude half; **Spell Resistance** yes

This spell causes the target's body to burst into flames if you succeed at a ranged touch attack. The target suffers 3d6 points of damage or half damage if he succeeds at his initial Fortitude saving throw. Anyone within 5 feet of the target also takes 1d6 points of fire damage with no saving throw. The *flames of purification* continue to deal similar damage each round until they are extinguished or the spell's duration lapses. Each round that the flames are in effect, the victim must roll a new Fortitude save for half damage.

The target can try and beat the flames out (see the *Pathfinder Role-playing Game Core Rulebook*, "Catching on Fire").

If the fire burns for more than two full rounds, it deals the same damage each round after the second to the target's personal gear as it deals to the target.

Flameswell

School evocation [fire]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (existing fire source)
Range close (25 ft. + 5 ft./2 levels)
Target one fire up to 10-ft. radius
Area cylinder up to 40 ft. high, 10 ft. wide
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** yes

You cause one non-magical fire to swell up into a gigantic column of flames. They soar upward to 40 feet above the ground. Anyone caught in the area of effect takes 1d6 points of fire damage per 2 levels (maximum 5d6; Reflex save negates). The target fire must have a minimum of a 5-foot radius. The cylinder is as wide as the target fire. This exhausts the fuel source, so the fire turns to ash and goes out immediately after it flares.

Flaming Bolt

School evocation [fire]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a pinch of sulfur)
Range medium (100 ft. + 10 ft./level)
Target one or more creatures, no two of which can be more than 15 ft. apart.
Duration Instantaneous
Saving Throw none; **Spell Resistance** yes

You create two flaming missiles, plus one for every 2 levels of experience past 1st. Thus, you have two bolts at 1st level, three bolts at 3rd, four bolts at 5th, etc.

This spell differs from the more common *magic missile* in that it provides more missiles, does fire damage, and has no upper limit on the number of bolts created. Each *flaming bolt* that hits its target does 1d4+1 points of damage.

Flash of Light

School evocation; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 action
Components V, S, M (any object smaller than a coin)



BOOK OF LOST SPELLS

Range 5 ft.

Area 15-ft.-radius burst

Duration 1 round/level

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

Flash of light causes a small object, no larger than a coin or pebble, to explode and emit a brief, but dazzling, burst of light when thrown to the ground. Any creature witnessing the *flash of light* must succeed on a Reflex save or be blinded for 1d3 rounds. The caster is assumed to shield his eyes before invoking the *flash of light* and is not affected. Light-sensitive characters add +5 to the DC of their saves and suffer 1 additional round of blindness.

Flavor Shift

School illusion (glamer); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 action

Components V, S

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

Target 1 cubic ft./level of food or drink

Duration 1 minute/level

Saving Throw Will disbelief (if tasted); **Spell Resistance** yes (object)

This spell gives an edible object any sort of flavor desired by the caster. For example, oatmeal can be made to taste like rare steak or smoked flounder, and vinegar could taste just like ale or fruit juice. The spell can't change the actual nature or quality of the food or drink. Spoiled food remains spoiled, and poisoned food is still deadly, but any taste of poison or spoilage can be hidden in this fashion.

Fleet Feet

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 60 feet. This adjustment is treated as an enhancement bonus. The spell has no effect on other modes of movement such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill). You do not gain any combat bonuses as per *haste*.

Fluid Form

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 minute/level (D)

You transform your body and items carried into a liquid form. You and your equipment melt into a liquid form that has the same volume as your normal form (a Medium creature creates a 5-foot-square pool). You become amorphous, gaining immunity to poison, sleep, paralysis, polymorph, and stunning effects. If already poisoned, *fluid form* does not prevent the poison's effects. You are not subject to critical hits and, having no clear front or back, cannot be flanked.

While in this state your movement decreases by 10 feet but to no less than 5 feet. You may flow up slanted surfaces as long as the surface is relatively flat and slither between any crack and crevasse of any size.

While in fluid form, your Strength drops to 1 and any equipment carried at the time of casting is negligible as it becomes part of the new form. You may not climb or use any other Strength-based skills. You gain a +20 circumstance bonus to Escape Artist and Stealth checks.

You may not speak or attack while in fluid form. Although you gain damage reduction 5/—, magical attacks still affect you normally. While in fluid form you take double damage from cold-based spells. You cannot be divided, but may be held in a container providing that it is large enough to hold your total mass. If you are in a confined space at the end of this spell's duration, you and the container holding you automatically take 5d6 points of bludgeoning damage.

Foggy Flying Carpet

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

Casting Time 1 standard action

Components V, S

Range Caster

Duration 10 minutes/level

Saving Throw none (harmless); **Spell Resistance** no (harmless)

You conjure a supernaturally thick fog beneath your feet that lifts you into the air. You can create a carpet that ranges from 5-foot square up to 20-foot square that can carry up to 200 pounds per caster level. You choose the size at the time of casting. The *foggy flying carpet* flies at a speed of 40 feet under the mental direction of the caster (maneuverability; clumsy). The fog, though magical, can be dissipated by gale force winds (greater than 50 mph). If dissipated or dispelled, any characters or items on board plummet to earth unless they have some other means of protection from falling.

Force Corporeality

School transmutation; **Level** cleric/oracle 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a pinch of powdered lead)/DF

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

Target one incorporeal or spirit creature

Duration 1 round/level

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

You force a single creature with the incorporeal subtype to become corporeal for the duration of the spell. The creature can move and attack (its incorporeal attacks become normal slam or claw attacks). The subject cannot use any supernatural or spell-like ability or spells to alter its substance (such as *ethereal jaunt*). Once the duration expires, the creature automatically assumes incorporeal form again.

Force Wave

School evocation [force]; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Area 10 ft. + 1 ft./level radius burst outward from caster

Duration Instantaneous

Saving Throw none (see text); **Spell Resistance** yes

Force wave radiates hemispheric waves of invisible force in every direction except down. The waves of force push objects and creatures directly away from the caster, similar to the effects of a bull rush attack. Since this is a force effect, *force wave* even affects incorporeal and ethereal targets. Each creature in the area of effect is subject to a bull rush attack (see the *Pathfinder Roleplaying Game Core Rulebook*). The force wave is considered to be of Medium size, has a Strength of 12 + 1 per 2 caster levels, and uses your caster level as the base attack bonus.

Note that the caster does not move and no attacks of opportunity can be made against the caster (except the normal ones for casting spells in combat)

BOOK OF LOST SPELLS

as a result of the *force wave*'s bull rush. Attacks of opportunity may be made against those pushed back by the force wave per the normal bull rush rules.

The results of *force wave* on unattended objects within the spell's area of effect should be adjudicated by the GM. Most small items are turned over and pushed to the edge of the spell's radius. Large, heavy objects and braced objects may not be affected. For breaking down doors and such, assume the force wave has a Strength of 12 + 1 per 2 caster levels.

Forceful Crush

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

Casting Time 1 action

Components V, S, M (small steel hammer and anvil)

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

Target one creature

Duration instantaneous (see text)

Saving Throw Reflex half (see text); **Spell Resistance** yes

A shimmering hammer and anvil of force appear on either side of the target and slam together in a tremendously loud impact that does 1d8 points of damage per caster level (10d8 maximum). In addition, the target is staggered for 1d4+1 rounds. Creatures not subject to stunning cannot be staggered by this spell. The target may make a Reflex save; if successful, he takes only half damage and is not staggered.

Forecast

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

Casting Time 1 minute

Components V, S, F (a special set of dice with weather-related markings on them such as lightning bolts, suns and water drops that are worth at least 10 gp)

Range 50-mile radius

Target see text

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You accurately predict the local weather for the near future using this spell. Local weather is anything within 50 miles from the point you cast the spell. Your weather prediction extends as far as 1 day per three caster levels into the future. Each day beyond the first there is a 10% chance (cumulative) that conditions change within that period of time, making your prediction somewhat inaccurate. The GM can use the Random Weather Table in the *Pathfinder Roleplaying Game Core Rulebook* to provide the results of your *forecast*.

Forest Home

School conjuration (creation); **Level** cleric/oracle 5, druid 4

Casting Time 1 minute

Components V, S, M

Range touch

Effect 15-ft.-square underground structure

Duration 2 hours plus 1 hour/level

You create an earthen-based shelter beneath the roots of a nearby tree. You must use a handful of dirt or debris from the forest as you chant the spell and then finish by touching the ground where the door should appear. A door appears at the base of the tree, or in the ground if the tree is not wide enough. When opened, the door reveals a series of steps that head down into a wide 15-foot-square room. The caster chooses up to nine individuals that can open the door and enter the underground home, and designates the shelter's ambient temperature. While it keeps the occupants safe from storms, forest fires, and other natural hazards, the door is visible to anyone passing by the location where the spell was cast with a DC 10 Perception check, and can be forced open or destroyed. The door counts as a locked, 2-in.-thick oak door. Characters or creatures inside the shelter

when the spell ends are expelled violently as the earth closes around them and ejects them back outside (1d6 points of bludgeoning damage).

Forgebane

School transmutation; **Level** druid 2, ranger 3

Casting Time 1 action

Components V, S, DF

Range touch

Target one weapon

Duration 1 round/level

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

This spell enhances a non-metal weapon such as a cudgel or stone spear so that it ignores metal armor and other protections made of metal. Any portion of a target's AC that derives from metal armor is ignored, though magical bonuses still apply. Non-metal armor protects targets normally. If attacking a metal object, the *foregebane* weapon ignores the object's hardness rating.

Forked Tongue

School enchantment; **Level** bard 1

Casting Time 1 standard action

Components V, S, M (a bit of wool)

Range touch

Target creature touched

Duration 1 minute/level or discharge

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

You provide the creature touched with an aura of persuasiveness, making them able to be very convincing when trying to deceive another. This provides a +5 competency bonus to the next Bluff check they make involving a verbal bluff (it does not apply to attempts to feint in combat or other physical bluffs). The spell remains in effect until discharged. The bonus applies only to the first Bluff check made after the spell is cast.

Fortify Armor

School abjuration; **Level** antipaladin 2, cleric/oracle 3, paladin 2

Casting Time 1 standard action

Components V, M (the armor or shield that is being enhanced)

Range touch

Target one non-magical shield or suit of armor

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You transform a suit of armor or a shield into something of legendary make and quality for a short while. Although this only works on a non-magical shield or suit of armor, it doubles the effectiveness of the armor. For example, this spell cast on a chain shirt would cause the chain shirt to give a +8 armor bonus instead of the normal +4. This does not alter any armor check penalties or Dexterity bonus limitations.

This spell does have one unfortunate drawback, the armor affected by this spell crumbles to dust (or flakes away if leather or hide) at the end of the spell's duration. If the armor is reduced to 0 hp by a sunder attack, it crumbles to dust immediately.

Frame

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

Casting Time 1 standard action

Components V, S, M (a scrap of goatskin)

BOOK OF LOST SPELLS

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

Target one creature

Duration 1 round/level or until discharged

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

This spell transfers your bad luck to another. You nominate a creature within range to be the recipient of your misfortune. If the target fails its saving throw, the two of you are linked. While the spell is in effect, if you fail an attack roll, saving throw or skill check, you may choose to transfer that failed roll to the target and roll again. You cannot transfer more than one roll and must accept the results of your second roll. Once you have successfully transferred a bad roll to the target, the next attack roll, saving throw or skill check the target makes must use the result of your die roll before your own modifiers.

Note that the target must be within range of the spell when it is cast, but after it has taken effect, the spell lasts to its duration no matter how far away the scapegoat is.

Frame, Greater

School abjuration; **Level** sorcerer/wizard 4

As *frame*, except you may transfer multiple poor rolls to the target. The target may have only one transferred roll “in the wings” at a time; if the target has yet to take an action that would use the transferred roll (for instance, if the target chooses to move instead of attacking), you cannot transfer another poor roll to him. If the target is paralyzed, knocked unconscious, killed or otherwise rendered incapable of action, you cannot choose a second target.

You may transfer a maximum of one poor roll per three caster levels to the scapegoat by use of this spell.

Frame Other

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

Target one beneficiary creature and one scapegoat creature

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

As *frame*, except you may nominate another person to be protected by this spell and transfer her bad luck instead of your own. You select the spell beneficiary and the framed target, and both must be within range of the spell. Once the spell is cast, the beneficiary may choose which roll she would like to transfer to the *framed* target, if any.

Frame Other, Greater

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

As *greater frame*, except you may nominate another person to be protected by this spell and transfer her bad luck instead of your own. You select the spell beneficiary and the framed target, and both must be within range of the spell. Once the spell is cast, the beneficiary may choose which rolls she would like to transfer to the framed target, if any.

Fresh Seal

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

Casting Time 2 rounds

Components V, S, M (a wooden carving of a piece of food)

Range 10 ft.

Target up to 2 full meals (food and drink)/level

Duration 1 week/level

Saving Throw none; **Spell Resistance** no

This spell restores spoiled food and drink in its range to their unspoiled condition. Unlike *purify food and drink*, the affected food and drink are preserved from further spoilage.

Friendly Form

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

Casting Time 1 standard action

Components V, S, M (chalk or white flour, soot, and vermillion applied to your face)

Range personal

Target you

Duration 1 min./level

For the duration of the spell, you gain a +4 bonus on Diplomacy checks to influence an NPC's attitude. The NPC receives a Will save whenever you attempt to influence his attitude with this spell in effect. If the save succeeds, your check result is reduced by 2 points against that NPC.

Frost Shards

School conjuration (creation); **Level** bard 4, druid 3, ranger 4, sorcerer/wizard 2

Casting Time 1 action

Components V, S, M (wineskin of water)

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

Target persons targeted

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell creates one shard of ice per caster level to dance around the caster (maximum of 10 shards), granting him an enhancement bonus to AC equal to the total number of shards. As a standard action, the caster may send one or all of the shards of ice to attack any opponents within range, with each shard inflicting 1d6 points of piercing damage. Using a shard to attack destroys the shard and lowers the AC bonus by one. The caster must roll a normal ranged attack for each shard in order to hit a foe. Multiple shards may attack multiple opponents.

Frost Snap

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

Casting Time 1 standard action

Components V, S, M (a sprinkling of mercury, silver dust and pure water)

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

Target one item or creature

Duration see text

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

A creature affected by *frost snap* suffers 1d4 points of cold damage per level of the caster (10d4 maximum). In addition, the subject is staggered on the following round and suffers a –2 penalty to AC, melee attack rolls, melee damage rolls and Reflex saves during that time.

Alternatively, a single object may be hit with a *frost snap*. The object's effective hardness is halved until the end of the following round, making it easier to break or shatter.

Frost Touch

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

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You surround your hand in a shimmering blue glove of freezing ice. You must succeed on a melee touch attack to strike a target. The subject takes 1d4 points of cold damage.

BOOK OF LOST SPELLS

Frostfire

School evocation [cold]; **Level** cleric/oracle 2, druid 2, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

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

A cone of freezing ice shoots from your fingertips. Any creature in the area of the blast takes 1d4 points of cold damage per caster level (maximum 5d4).

Fugue

School enchantment; **Level** bard 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a sip's worth of wine)

Range touch

Target one person

Duration 1 day/level

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

This spell causes the target to forget who he is and where he is from. He remembers all of his skills and abilities, but cannot remember anything about his personal history. If used in combat, the target cannot remember why he is fighting, and counts as shaken until the end of the combat, although he continues to defend himself or fight against an obvious threat if such is part of his personality. The target suffers a –4 morale penalty to Sense Motive checks and Will saves while under the influence of this spell.

If the target successfully saves against the spell, the duration is reduced to 1 hour/level.

Fumble

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a small bit of solidified milk fat)

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

Target one creature

Duration 1 round/level

Saving Throw Will partial and Reflex negates (see text); **Spell Resistance** yes

A fumble spell causes the subject to become clumsy, taking a –4 penalty to Dexterity. Further, in any round the subject moves (including taking a 5-foot step), he must succeed on a Reflex save or fall prone. This save is repeated each time the subject attempts to move. The subject can move at one-half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must make a Reflex save or fall), while failure by 5 or more means it falls.

An affected creature likewise has trouble holding on to weapons, shields, and so on. Any object the subject is holding when this spell takes effect is dropped. A Reflex save must be made each round that the creature attempts to pick an object up or use an object in its hands.

A creature that succeeds on its initial Will saving throw resists the effects of this spell, but functions as if *slowed* (as the spell, no save) for 1 round/caster level.

Fusing of Bones

School transmutation; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a set of masterwork shackles)

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

Target one living creature

Duration instantaneous and permanent; see text

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

You permanently fuse and bind the bones of the subject. If the subject fails a Fortitude save, its Dexterity drops to 1. The affected creature cannot move or use Strength- or Dexterity-based skills and suffers all appropriate penalties to AC, and on Reflex saves, and so on. The subject remains in this state until a *heal*, *limited wish*, *miracle*, *wish*, or *dispel magic* (the latter cast by a spellcaster with a higher caster level than you) is used to cancel the effects of this spell. Creatures without bones (oozes and most plant creatures for example) and incorporeal creatures are immune to the effects of this spell.

Gallows Grove

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

Casting Time 1 hour

Components V, S, M (a miniature hangman's noose and a twig or nail from the selected gallows)

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

Area 20-ft.-radius circle +5 ft./level

Duration 1 week +1 week/3 levels

Saving Throw no; **Spell Resistance** no

On the surface, this spell looks like *gallows tree*, in that it causes your victims to disappear upon death and reappear on a tree or other structure. The difference, however, is that with *gallows grove* you do not cast the spell upon the individual but upon the area. Anyone who dies within the spell's range while it is in effect is immediately affected as if under the effects of *gallows tree*.

Gallows Tree

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

Casting Time 1 standard action

Components V, S, M (a miniature hangman's noose and a twig or nail from the selected gallows)

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

Target one person

Duration 1 hour + 1 hour/3 levels

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

When the person targeted by the spell dies while this spell is functioning, her body is instantly transported onto the tree or structure of your choice, and bound there appropriately.

Gaze Mirroring

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

Casting Time 1 standard action

Components V, S, M (a small silver mirror)

Range personal

Target you

Duration 1 round/level

This spell creates a shimmering veil, akin to a mirror, in the area in front of your face. The veil moves with you and you can see normally through it. Any gaze attack requiring that you meet the opponent's eyes (such as that of a medusa or basilisk) is reflected back upon the opponent and affects it normally unless the creature is immune to its own gaze attack (the creature gets a save to avoid the effects if its gaze normally allows one).

Ghostly Howl

School necromancy [fear, sonic]; **Level** bard 2, sorcerer/wizard 2

BOOK OF LOST SPELLS



Casting Time 1 standard action

Components V, S

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

Target, Effect or Area Cone

Duration Instantaneous

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

You unleash a ghastly howl that instills fear in those who hear it. Victims who succeed on a Will save are able to overcome the worst of the spell's effects, but they still fight with a –1 morale penalty to attack rolls for 2d4 rounds. Those who fail their save must roll on the following table.

Roll	Effect
0–50	Target shaken for 1d4 rounds
51–75	Target shaken for 2d4 rounds
76–85	Target stunned for 1d4 rounds
86–95	Target stunned for 2d4 rounds
96–99	Target affected as by a <i>fear</i> spell
00	Target paralyzed for 1d4 hours

Ghostly Throttle

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

Casting Time 1 standard action

Components V, S, F (a piece of knotted cloth)

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

Effect a pair of ghostly hands

Target one creature

Duration 1d4+2 rounds

Saving Throw Fortitude half (see text); **Spell Resistance** yes

Ghostly throttle creates a pair of ghostly hands that strangle a single living creature up to Large size for the duration of the spell with a successful ranged touch attack. If your attack fails, you can make another attempt next round.

The hands deal 1d4 points of damage each round the hold is maintained (Fortitude save halves the damage, and a new save must be made each round), and because it grasps its subject by the neck, a spellcaster must succeed on a Concentration check (DC 10 + damage dealt + spell level) each time he attempts to cast a spell with a verbal component. Additionally, the subject takes a –2 penalty on attack rolls, skill checks, and ability checks while being throttled.

Note: The subject must be size Small, Medium, or Large or the spell has no effect.

Giant's Potency

School transmutation; **Level** bard 6, cleric/oracle 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a few hairs from an ogre or giant)/DF

Range touch

Target creature touched

Duration 10 minutes/level

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

This spell grants the strength of a fabulous beast. The recipient receives a +8 enhancement bonus to Strength and a +2 enhancement bonus to Constitution, with all the relevant bonuses that accrue: +4 to melee attack rolls and damage, +4 on Strength-based skill checks, +1 hp/HD, and +1 to Fortitude saves.

BOOK OF LOST SPELLS

Glass House

School abjuration; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, F (a one-inch cube of glass)
Range close (25 ft. + 5 ft./2 levels)
Target 1 or more creatures (see text)
Duration 1 minute/level
Saving Throw Reflex negates; **Spell Resistance** no

You create a shimmering 10-foot-square cube of magically enhanced, transparent glass. A *glass house* can be used as a means to trap opponents that can fit within the cube (Reflex save avoids), or it can be used as a protective enclosure for the caster and any companions that can fit inside of it.

When created, the *glass house* must be supported by a solid surface below it capable of holding 500 pounds, or else the casting fails. The *glass house* has hit points equal to triple your caster level and its Break DC is 20 + your caster level. Attacks that deal bludgeoning damage do double damage to a *glass house* and decrease the Break DC by 10.

If any creatures are inside the glass house when it breaks, they take 3d6 points of slashing and piercing damage from the exploding glass walls.

Glass Window

School transmutation; **Level** sorcerer/wizard 6
Casting Time 1 round
Components V, S, M (a small piece of glass or crystal)
Range touch
Area 3-ft.-wide-by-2-ft.-high area of stone, metal, or wood
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

This spell makes a section of stone, metal, or wood as transparent as glass, allowing viewing through the material. Two possible versions of this spell exist, but regardless of which version is cast, *glass window* allows viewing through up to 4 inches of metal, up to 6 feet of stone, or up to 20 feet of wood. The viewing area created is always 3 feet wide by 2 feet high. The versions are:

Looking Glass: You (and only you) can see through the affected material. The material does not actually change to those viewing it, but does to you, allowing you to see clearly through it.

One-Way Window: You create a one-way “window” in the material that allows you and up to one creature per caster level to see through the viewing area. The affected area becomes transparent to all designated creatures. The “window” does not appear on the other side of the material, so any creatures on the other side cannot see it (and thus cannot see through it either). The created “window” has the hardness, hit points, and Break DC of the transmuted material.

Note: This spell does not work on lead, gold, or platinum.

Glass into Iron

School transmutation; **Level** sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (a small piece of glass and a small piece of steel)
Range touch
Target object touched, which cannot exceed 10 lbs. of weight/level
Duration permanent
Saving Throw none; **Spell Resistance** no

This spell allows you to alter the strength of non-magical glass or crystal to that of steel. The item does not actually change type, so it is still transparent, and appears to be normal glass or crystal in every respect but strength and durability. Spells that affect metal do not affect a *glass into*

iron object. Spells that affect glass or crystal still affect it, however. Using this spell with a glass-related Craft check allows you to fashion glass items that function as steel items. Thus, glass plate armor and glass swords can be created that are as durable as their normal steel counterparts.

Glide

School transmutation; **Level** sorcerer/wizard 2
Casting Time 1 immediate action
Components V, S
Range close (25 ft. +5 ft./2 caster levels)
Target one living creature
Duration until landing or 1 round/level
Saving Throw none; **Spell Resistance** yes (harmless)

You control your descent during a fall, including direction and speed. By spreading your arms, you are able to catch air currents and glide to a safe landing. You can move at a speed of 30 feet in a single direction during the fall but fall the same distance as you do so. You may change directions each round using the Fly skill, but you have a maneuverability of poor and are not able to gain altitude or hover once the descent begins. This spell can be cast while falling, or on a falling comrade with a simple word and gesture. Although you can still act during the round you cast this spell, you can't cast a spell in the round you cast *glide*.

Glowing Bones

School necromancy; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M
Range 20-ft.-radius burst
Target living creatures within range
Duration 10 min./level
Saving Throw Will negates; **Spell Resistance** yes

You draw upon the inner life force of creatures in the area to cause their bones to glow. The light within their bodies is enough to shine through their skins, granting a +10 circumstance bonus on Perception checks to notice hidden creatures. All bones in the area glow, including inanimate bones, as well as your own bones and those of any companions nearby. The glowing light does no damage; it just makes it easier to see creatures that are affected. A successful Will save negates the effect.

Godly Patronage

School abjuration; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target 1 creature
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You draw down your god's aura, draping that magical essence around the chosen individual. The selected individual receives a +2 sacred bonus to AC, a +4 sacred bonus on Intimidate checks, and a +2 sacred bonus on saving throws against spells. The saving throw bonus rises to +4 against spells cast by followers of rival deities.

The effects of *godly patronage* are visible as a faint aura suggestive of your deity's image.

Godsblood

School conjuration (healing); **Level** cleric/oracle 8
Casting Time 10 minutes

BOOK OF LOST SPELLS

Components V, S, M (a vial of holy water and a 10,000 gp worth of rubies, which are powdered and dissolved in the liquid)

Range 0 ft.

Effect enchants a single vial of liquid

Duration 1 day or until used

Saving Throw none; **Spell Resistance** no

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

Uses for *godsblood* are as follows:

1. If consumed, it acts upon the imbiber as if *heal* (for clerics who turn undead) or *harm* (for clerics who rebuke undead) had been cast upon him.

2. If anointed to a dead creature's lips, eyes, and chest over the heart, it acts as a *raise dead* spell. If the recipient is a faithful follower of the cleric's chosen deity, and in good standing with the church, it instead acts as *resurrection*.

3. If applied to a single weapon or up to 10 missiles such as arrows or sling bullets, the weapon bypasses all damage reduction. This effect lasts 1 minute per five caster levels.

4. If sprinkled over food or drink, it acts as a *purify food and drink* spell that affects up to four times the normal quantity of provisions.

Gossamer Webbing

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

Casting Time 1 action

Components V, S, M (a pinch of cobwebs)

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

Effect creates webs in a 20-ft. radius

Duration 1 minute/level

Saving Throw Reflex negates (see text); **Spell Resistance** yes

These flimsy creations reduce a creature's speed by 50% and cause a –1 penalty to all attack rolls while within their area of effect or against those who are in the spell's area of effect. Those located in the cobwebs are considered to have cover. If touched by open flame, the cobwebs simply explode into flames and the entire mass burns away in a single round, inflicting 1d4 points of fire damage to any within the area. Those in the area are allowed a Reflex save to avoid damage.

Grant Insight

School divination [mind-affecting]; **Level** cleric/oracle 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature

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

Saving Throw Will negates (see text); **Spell Resistance** yes

You grant the chosen subject insight into the thoughts of another. The chosen subject is able to read the surface thoughts of a second person or creature that you designate. The target whose thoughts are being read receives a Will save to resist having his thoughts read, and you must cast *grant insight* again to give the subject a second chance. The person under the effects of *grant insight* cannot choose to read the thoughts of anyone other than the second individual designated.



BOOK OF LOST SPELLS

Grave-Touched Weapon

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 action
Components V, S, F (the weapon)
Range touch
Target weapon touched
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

A weapon you touch glows with pale blue energy. If a weapon so endowed successfully hits a foe, it causes 1 point of temporary Strength damage on a failed Fortitude save, in addition to normal weapon damage. Undead suffer no Strength loss but must succeed on a Will save or be frightened of the caster for 1d4+1 rounds per caster level. The weapon remains charged with this spell for 1 round per caster level.

Greater Curse

School necromancy; **Level** cleric/oracle 7, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

This spell functions as bestow curse but is more powerful. Choose one of the following three effects:

- -12 decrease to an ability score (minimum 1) or -6 decrease to two ability scores (minimum 1).
- -8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no action.

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

The curse bestowed by this spell cannot be dispelled or removed with a *remove curse spell*, but it can be removed with a *break enchantment* (cast by someone whose caster level is higher than yours), *limited wish*, *miracle*, or *wish* spell.

Green Water

School transmutation; **Level** cleric/oracle 2
Casting Time 1 minute
Components V, S, M (a stone flask of water and green dye)/DF
Range touch
Target water in a volume of 5 ft. by 5 ft. by 1 ft.
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell changes an area of water up to 5 foot by 5 foot by 1 foot into green slime. A single 5-foot-square patch of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

Grim Harvest

School transmutation; **Level** cleric/oracle 2, druid 2
Casting Time 1 full round action
Components V, S, DF

Range long (400 ft. + 40 ft./level)
Area 1 acre/level
Duration 1 year
Saving Throw none; **Spell Resistance** no

With this spell, you demonstrate your god's wrath by visiting blight and destruction upon a farmer's crops. The selected field withers and dies almost immediately, all of its crops shriveling and rotting. Nothing grows in the field for the duration of the spell.

Grim Resilience

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a gobbet of flesh from a zombie, which is consumed upon casting the spell)
Range personal
Target you
Duration 1 round/level (D)

For the duration of the spell, you do not die from physical damage from any source. When your hit points drop to 0 or less, you are not staggered or disabled and may continue to act normally. However, while you cannot die from grievous wounds, the pain felt by them is very real. For every 2 points of damage below 0 you take, you suffer a cumulative -1 circumstance penalty to all attack rolls, saving throws, skill checks, and ability checks due to excruciating pain from the wounds. Casting spells while below 0 hp is also taxing, requiring a successful Concentration check (DC 15 + number hit points below 0 + spell level). If you have the Diehard feat, you may ignore the first 5 points of these penalties.

You still suffer 1 point of damage if you take any strenuous actions while your hit points are at 0 or below, just as you would if you were disabled. The spell does not protect against damage or effects not expressed in terms of hit point loss, including ability score damage, ability score drain, negative energy levels, death effects, drowning, and others.

Gutspout

School transmutation; **Level** druid 5
Casting Time 1 standard action
Components V, S, M (a small bundle of roots dripped with bile), DF
Range medium (100 ft. + 10 ft./level)
Target one creature (see text)
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

The target of this spell must be either an herbivore or an omnivore. On a successful save, the target simply has an upset stomach. On a failed save, all of the undigested or partially digested plant matter in the target's stomach fuses into a living mass and grows at a tremendous rate as it seeks the warmth of sunshine and nourishing soil. This causes 1d6 points of damage per caster level (maximum 15d6) to the target. If this damage is enough to kill the target, it is assumed that the writhing plant tentacles burst their roots through the victim's abdomen and sprout vines and foliage up his throat and out his mouth.

Halt Aging

School necromancy; **Level** cleric/oracle 1, sorcerer/wizard 7
Casting Time 1 action
Components V, S, M (handful of sand from an hourglass)
Range touch
Target living creature touched
Duration 1d10 years
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

BOOK OF LOST SPELLS

This spell temporarily stops all aging in the target. For 1d10 years, the target does not grow physically older. Additionally, any magical aging, such as that from a *pass the years* spell, is absorbed by *halt aging*. Absorbed years shorten the duration of *halt aging* by the number of years absorbed. A Fortitude save prevents the pause in aging.

Halt Plant

School necromancy; **Level** druid 3

Components V, S, DF

Casting Time 1 standard action

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

Targets up to four plants creatures, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates (see text); **Spell Resistance** yes

This spell renders as many as four plant creatures immobile. A non-intelligent plant creature gets no saving throw; an intelligent plant creature does. If the spell is successful, it renders the plant creature immobile for the duration of the spell (similar to the effects of *hold person*). The effect is broken if the halted creatures are attacked or take damage.

This spell dispels or counters *entangle*.

Hand of Judgment

School transmutation; **Level** paladin 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

When a paladin invokes the *hand of judgment*, he must choose which of two powers to use, for he cannot use both.

The first power, the *left hand of judgment*, provides the paladin with an immediate counterattack against any opponent who strikes him in melee. While the *left hand of judgment* is invoked, the paladin gets a single, extra attack of opportunity against any foe who damages her with a melee attack, so long as the paladin is still capable of attacking after suffering the opponent's blow.

The second power, the *right hand of judgment*, allows the paladin to simply refuse to attack during any round of combat and only defend against an opponent's blows. For every round the paladin foregoes the opportunity to attack, beginning with the round she casts *right hand of judgment*, she increases her threat range to deliver a critical hit by a cumulative bonus of +4 for when she eventually chooses to attack. However, the bonus increases only during the round the spell is cast and, thereafter, during rounds in which the paladin is within an opponent's melee threat range.

The maximum bonus that can be "stored up" is equal to the paladin's caster level, and the bonus applies only to the paladin's next attack roll. The paladin may, of course, begin storing up retributive energy again as long as the *right hand of judgment* lasts. Upon expiration of the spell, any stored bonus dissipates.

Finally, the extra threat range afforded by the *right hand of judgment* does not count toward the special critical hit effects of vorpal weapons; such powers are still invoked only if the paladin rolls within her normal critical threat range.



BOOK OF LOST SPELLS

The verbal and somatic components of this spell involve standing and holding both fists in front of one's head, while invoking the god's power to mete out justice.

Hard Water Blast

School evocation [water, force]; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range 300 ft.
Area see text
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

This attack is a stream of water that emanates from either palm of the caster. This stream strikes a target for 1d10 points of damage per 2 levels of the caster. The shot can reach a distance of 300 feet before it dissipates, still inflicting standard damage even at that range. The effect is such that even individuals who are unaffected by water still suffer half damage from the sheer force of the attack.

Hard Water Weapons

School transmutation; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Area see text
Duration 2 minutes/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell allows you to transform ordinary water into solid versions of any simple weapon. You can create up to one weapon per caster level. The weapons cause the normal damage for the weapon type they represent and inflict double damage to opponents susceptible to water-based attacks. You can let others capable of using simple weapons use your creations for the duration of the spell.

Harmonic Discord

School evocation; **Level** bard 4
Casting Time 1 standard action
Components V, S
Area 60-ft. radius from caster
Duration 1 round/caster level
Saving Throw Will negates; **Spell Resistance** yes

You create a discordant sound that makes it difficult for anyone in the area to cast spells and concentrate on what they are doing. This spell affects everyone in the area, friend or foe, unless they succeed on a Will save. You must make a Perform check to complete the spell, and the result of this skill check effects how easy or difficult it is for affected spellcasters to complete a spell. Spellcasters must make a successful Concentration check (DC 15 + spell level) to complete a spell. All affected in the area suffer a -2 penalty to attack rolls, saving throws, and skill checks. The casting of this spell requires you to use one of your Perform skills; if that skill requires you to use an instrument, you must have that instrument in your hands to complete the spell.

Harmonious Dissolution

School evocation [sonic]; **Level** bard 6, sorcerer/wizard 8
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)

Area 10-ft.-radius burst
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You create a field of intense harmonic vibrations that register audibly as a faint but intense buzz or hum emanating from the target point. The vibrations are dangerous to all forms of matter as they shake the very molecules items are made of. The caster inflicts 1d6 points of sonic damage/level (Fortitude save for half; maximum 20d6) to all creatures and objects in the area. Creatures slain, or objects destroyed, by this damage are treated as if struck with a *disintegrate* spell.

Harmony of Heroes

School enchantment (compulsion) [mind-affecting, sonic];
Level bard 2
Casting Time 1 full round
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one creature/level
Duration concentration + 2 rounds
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When a bard performs the *harmony of heroes*, he may select up to one ally per level who is within the spell's range. Affected allies who hear the song receive a +3 morale bonus to attack and damage rolls and to saving throws for as long as the bard regales them with the song (plus 2 additional rounds).

Harmony of the Gods

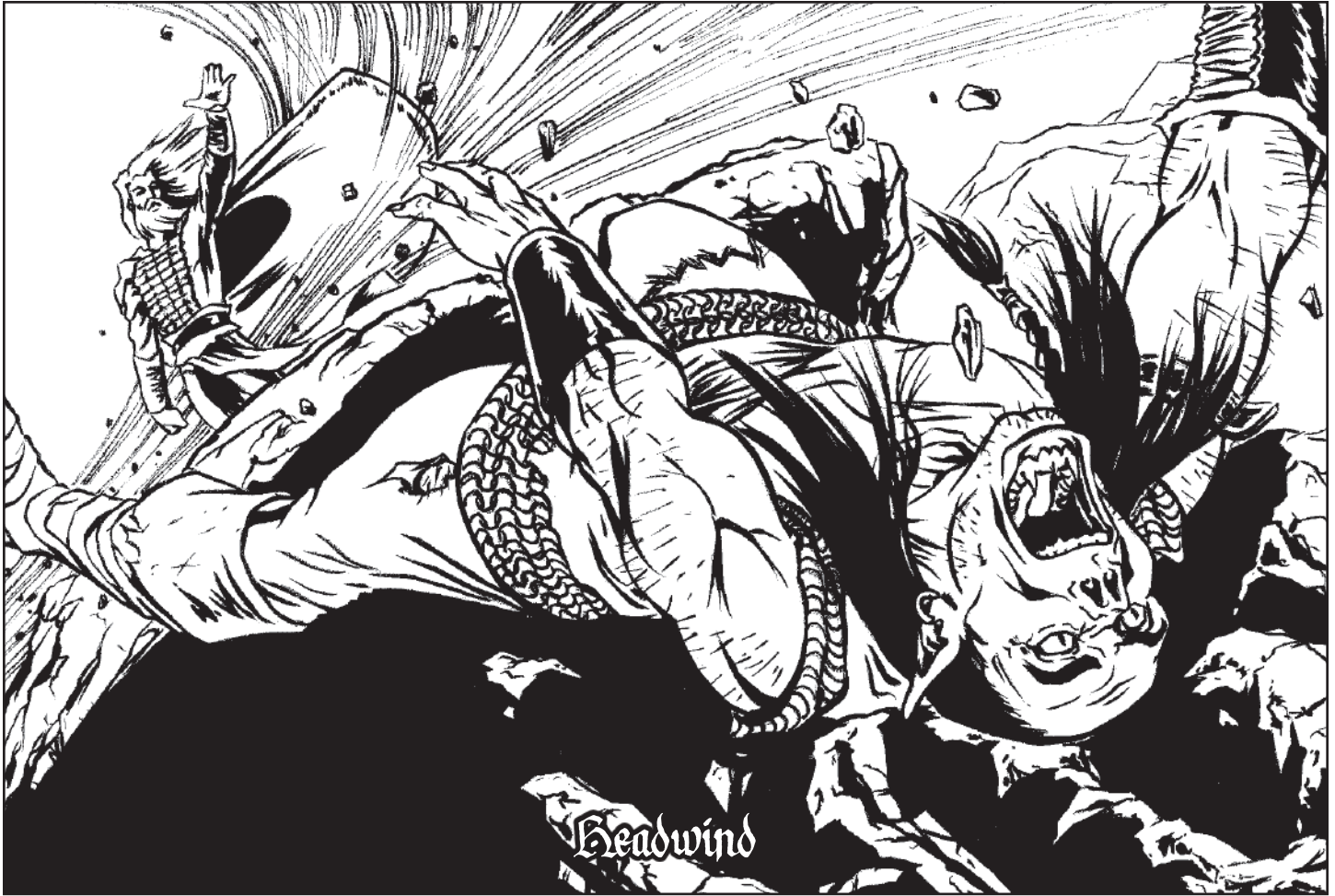
School enchantment (compulsion) [mind-affecting, sonic];
Level bard 4
Casting Time 5 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one or more living creatures
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

While the bard's religion is irrelevant to this spell, the song can affect only divine spellcasters of a single faith each time the *harmony of the gods* is sung. Those casters who hear it may begin preparing spells immediately regardless of the time of day, and they may prepare spells even if they were cast within the past eight hours (see "Preparing Divine Spells" in the *Pathfinder Roleplaying Game Core Rulebook*). No divine caster may benefit from more than one *harmony of the gods* spell per week.

Headwind

School conjuration [air]; **Level** druid 2
Casting Time 1 round
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target Single creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You conjure a tightly focused blast of wind that travels in a straight line away from your outstretched hand toward a single target. The focused blast of air acts as a bull rush against the target as if it were a Large creature with a Strength of 20 using your caster level as the base attack bonus (CMB = your caster level +6). Creatures pushed more than 10 feet are knocked prone.



Healing Draught

School transmutation; **Level** cleric/oracle 6
Casting Time 1 standard action
Components V, S, DF
Range touch
Effect see text
Duration see text
Saving Throw none; **Spell Resistance** no

You imbue wine with positive energy, transforming it into a potent healing draught. Anyone who drinks the wine heals 1d8 points of damage per caster level. The *healing draught* also cures any ability damage, disease or poison from which the target might suffer. The wine still tastes the same and is still intoxicating. You may transform enough wine to cure one person plus one additional person per five caster levels. The wine must be drunk within 1 minute of the spell's casting or else it loses its healing properties (though not its alcoholic content).

Health Transfer

School necromancy; **Level** cleric/oracle 3, paladin 4
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one living creature
Duration instantaneous
Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

When you cast this spell and lay your hands upon an injured subject, you absorb — and thereby lessen — part or all of the damage the subject

has taken. You may absorb up to a maximum of 2 hit points of damage per caster level, and the target regains 2 hit points for every hit point of damage that you accept. For example, a 6th-level cleric casts *health transfer*, enabling him to heal up to 24 points of the target's damage at the cost of 12 hit points to himself. *Health transfer* cannot heal more than 60 points of damage per casting.

This spell has no effect on nonliving targets.

Heart Rip

School necromancy [evil]; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target single living creature
Duration instantaneous
Saving Throw none (see text); **Spell Resistance** yes

With a gesture and word of power you draw the heart from a victim, slaying them instantly. The spell fails if the target has more than 100 hp. Any living creature with fewer than 100 hit points and a beating heart is instantly slain as his heart is torn from his chest and flies to your hand. The creature rises the next round as a zombie under your control.

Heat Bone

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 round
Components V, S, M
Range touch
Target one creature

BOOK OF LOST SPELLS

Duration instantaneous

Saving Throw Will negates (see text); **Spell Resistance** yes

You cause a creature's bones to begin to heat up, doing 1d8 points of fire damage per level (Will save for half; 10d8 maximum). If a being takes more than 50 points of damage from a single *heat bone* spell, it must succeed on another Will save or its bones become too brittle to support it. Excessive movements (such as running or fighting) deal 1d4 points of damage in each instance. The brittle bones can be restored by a *heal* spell or a total of 40 points of healing from various *cure* spells.

Heat Flesh

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

Casting Time 1 standard action

Components V, S, M

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

Target one creature

Duration instantaneous

Saving Throw Will special (see text); **Spell Resistance** yes

You cause a creature's flesh to heat and burn, causing 1d4 points of fire damage per caster level (8d4 maximum). If a being takes more than 30 points of total damage from a single *heat flesh* spell, it must succeed on a Will save or spontaneously combust, suffering an additional 6d6 points of fire damage.

Helpless Grief

School enchantment (compulsion); **Level** sorcerer/wizard 2

Casting Time 1 action

Components V, S, M (small onion)

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

Target one living creature

Duration 1 round/level

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

A weeping character is considered helpless (see the *Pathfinder Roleplaying Game Core Rulebook*), but can still move 5 feet per round by crawling across the floor while sobbing. A weeping character that attempts to communicate verbally must make a second Will save or be unable to speak intelligibly. Success allows the target to speak, but does not negate the spell.

Hemophilia

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

Casting Time 1 standard action

Components V, S, M (a drop of venom from an adder or cobra)

Range touch

Target one living creature

Duration 1 round/level

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

This spell causes the blood of the victim to become thin and prevents clotting. Any wounds sustained by the subject during the spell's duration from slashing or piercing weapon attacks inflict an additional 1 point of Constitution damage per blow. Living creatures that do not have blood are immune to the effects of this spell.

Heraldic Bear

School abjuration; **Level** cleric/oracle 5, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target shield touched

Duration 1 minute/level

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

This spell creates a shimmering, magical field around a touched shield. As the bear symbolizes ferocity and protection, the shield's wielder gains a +4 deflection bonus to AC and gains a 1d4+2 enhancement bonus to Strength for the duration of the spell.

Heraldic Boar

School abjuration; **Level** cleric/oracle 7

Casting Time 1 standard action

Components V, S, DF

Range touch

Target shield touched

Duration 1 round/level

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

This spell creates a shimmering, magical field around a touched shield that imparts the unbridled ferocity of the boar to the wielder. The shield's wielder temporarily gains a +8 morale bonus to Strength and Constitution, a +4 morale bonus on Will saves, a -2 penalty to AC and fast healing 1. When the wielder reaches -1 hit points, he may perform as though disabled, making either an attack action or a move action every round until taken to a negative hit point total equal to his (unmodified) Constitution or the wielder's hit points return to 1 or higher. In all other respects, the effects are like those of a barbarian's rage, save that the shield's wielder is not fatigued when the spell ends (or when he loses the shield).

Heraldic Fox

School abjuration; **Level** cleric/oracle 0

Casting Time 1 standard action

Components V, S, DF

Range touch

Target shield touched

Duration 1 round

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

This spell creates a shimmering, magical field around a touched shield. As the fox symbolizes wit in terms of its own defense, the shield's wielder gains the benefit of the Combat Expertise feat, regardless of prerequisite, for the duration of the spell.

Heraldic Horse

School abjuration; **Level** cleric/oracle 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target shield touched

Duration 10 minutes/level

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

This spell creates a shimmering, magical field around a touched shield. As the horse symbolizes readiness, the shield's wielder gains a +5 bonus on initiative rolls for the duration of the spell. In addition, the wielder retains her Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker, as the rogue's uncanny dodge ability.

BOOK OF LOST SPELLS

Heraldic Hydra

School abjuration; **Level** cleric/oracle 8
Components V, S, DF
Casting Time 1 standard action
Range touch
Target shield touched
Duration 1 round/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the hydra symbolizes conquest over a very powerful enemy, the shield's wielder adds an additional 1d6 points of damage to every successful strike he makes for the duration of the spell. This damage is not multiplied in the case of a critical hit. Each blow the wielder strikes against a construct, dragon, giant, magical beast, or outsider of more than 16 HD is increased by 2d6 points of damage instead of 1d6.

Heraldic Lamb

School abjuration; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none/Will negates (see below); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the lamb symbolizes gentleness, any creature coming within 30 feet of the shield's wielder is affected as if under the effects of a *calm emotions* spell, unless they succeed on a Will save.

Heraldic Leopard

School abjuration; **Level** cleric/oracle 4
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the leopard symbolizes hardness, the shield's wielder gains a +2 resistance bonus on all Fortitude saves and 3 temporary hit points per caster level for the duration of the spell.

Heraldic Lion

School abjuration; **Level** cleric/oracle 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the lion symbolizes courage, the shield's wielder gains a +2 morale bonus on attack rolls and saving throws against fear, with an additional +1 to the bonus for every 6 levels the caster has (maximum +5 morale bonus).

Heraldic Mastiff

School abjuration; **Level** cleric/oracle 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the mastiff symbolizes protection, the shield's wielder gains a +1 resistance bonus on saving throws, with an additional +1 to the bonus for every 6 levels the caster has (maximum +4 resistance bonus).

Heraldic Owl

School abjuration; **Level** cleric/oracle 0
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the owl symbolizes alertness, the shield's wielder gains a +3 morale bonus to Perception checks for the spell's duration.

Heraldic Ox

School abjuration; **Level** cleric/oracle 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the ox symbolizes endurance, the shield's wielder gains the benefits of the Endurance feat and a +1 bonus on Fortitude saves for the duration of the spell.

Heraldic Phoenix

School abjuration; **Level** cleric/oracle 9
Casting Time 1 minute
Components V, S, M (a ruby worth at least 1,000 gp), DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the phoenix symbolizes rebirth, if the shield's wielder falls in combat, as long as any part of his body touches the shield, he rises again within 1d6 rounds, as per the *resurrection* spell.

Heraldic Sphinx

School abjuration; **Level** cleric/oracle 0
Casting Time 1 standard action
Components V, S, DF

BOOK OF LOST SPELLS

Range touch
Target shield touched
Duration 1 round
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the sphinx symbolizes knowledge, the shield's wielder gains a +4 competence bonus to his next Int or Intelligence-based skill check.

Heraldic Tortoise

School abjuration; **Level** cleric/oracle 8
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the tortoise symbolizes invulnerability, the shield's wielder gains a +6 natural armor bonus to AC and gains DR 10/adamantine for the duration of the spell.

Heraldic Wolf

School abjuration; **Level** cleric/oracle 6
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the wolf symbolizes gain after a long siege, the shield's wielder regains 2 hp per round for the duration of the spell, up to his maximum hit points. This damage counts as fast healing, and ceases to function if the shield's bearer falls below 0 hp.

Heraldic Wyrms

School abjuration; **Level** cleric/oracle 9
Casting Time 1 standard action
Components V, S, DF
Range touch
Target shield touched
Duration 1 minute/level
Saving Throw none (harmless, see below); **Spell Resistance** yes (harmless)

This spell creates a shimmering, magical field around the shield touched. As the wyrm symbolizes power, the shield's wielder gains a +8 enhancement bonus to Strength. In addition, while the spell is in effect, the shield's bearer is treated as bestowing an improved thundering effect on any melee weapons he strikes with, including his gauntleted fist — on a successful critical hit, the weapon does an extra 3d8 points of sonic damage if its multiplier is x2, an extra 4d8 points if its multiplier is x3, and an extra 5d8 points if its multiplier is x4. Opponents dealt a critical strike by a person bearing a *heraldic wyrm* must succeed on a Fortitude save (DC 19 + the caster's Wis bonus) or be permanently deafened. Finally, the bearer of a *heraldic wyrm* is treated as striking with adamantine weapons for purposes of bypassing damage reduction.

Hesitate

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a snail)
Range close (25 ft. + 5 ft./2 levels)
Area one or more creatures within a 20-ft.-radius burst
Duration instantaneous and 1 round/level (see text)
Saving Throw Will negates; **Spell Resistance** yes

Hesitate causes a number of creatures in the area to hesitate and second-guess their actions. Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Affected creatures take a –4 penalty on their initiative. This in effect bumps them down the initiative order for one round per caster level. After the spell ends (or is dispelled), an affected creature moves back to its original place in the initiative order.

Hide the Soul

School abjuration; **Level** cleric/oracle 9, druid 9, sorcerer/wizard 9
Casting Time 10 minutes
Components V, S, M (see text), F (the animal that is to contain the subject's soul)
Range personal or touch
Target you and one creature touched
Duration permanent
Saving Throw Will negates; **Spell Resistance** no

You draw your soul (or the soul of a creature touched) from the body and store it in the body of any single animal you touch during the casting. By storing the soul elsewhere, the subject becomes immune to all spells or abilities that damage or affect the soul (such as the *trap the soul* or *soul bind* spells). Likewise, a subject whose soul is stored elsewhere cannot be affected by the *clone* spell. To free a hidden soul, the subject must bleed the animal (dealing 1 point of damage) and consume the blood. If the animal containing the subject's soul is killed, the subject must succeed on a DC 20 Constitution check or die as well (though he can now be returned to life normally). If the check succeeds, the subject's soul is returned to its body and the effects of this spell are ended.

If the subject is killed, *raise dead*, *resurrection*, *true resurrection*, or even a *wish* or miracle cannot restore life to a soulless subject. Only by bringing the focus animal within 5 feet of the slain subject's body and bleeding it (dealing 1 point of damage) during the revivification attempt can the subject be returned to life. This immediately returns the subject's soul to its body and cancels the effects of this spell. If the animal cannot be obtained or is not within range, all attempts at revivification automatically fail until the above conditions are met.

The focus animal's soul remains in its body unaffected by the caster's soul. In essence, the souls share the body of the focus animal. If a spell or power that affects or damages the soul (*trap the soul*, for instance) is cast on the focus animal while it houses the subject's soul, there is a 50% chance that the subject's soul (rather than the focus animal's soul) is affected. In such a case, the effects of *hide the soul* are immediately nullified, and the subject suffers the full effects of the spell or power in question.

A *true seeing* spell cast on the subject reveals a ghostly image of the focus animal overlaying the subject. If *true seeing* is cast on the focus animal, a translucent and ghostly image of the subject can be seen.

Material Component: A black sapphire gem (total value equal to at least 1,000 gp x the subject's character level). The gem is powdered and mixed with nine drops of blood from the subject and nine drops of blood

BOOK OF LOST SPELLS

from the focus animal. The subject consumes one half of the mixture while the focus (animal) consumes the other half.

Hives

School conjuration (creation); **Level** bard 1, cleric/oracle 1, druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (crushed leaves from poison ivy, oak, or sumac)/DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1d4 rounds; see text
Saving Throw Fortitude negates; **Spell Resistance** yes

Two versions of this spell exist. You choose the effect when you cast the spell.

Itching: You cover the target's body in an itching sensation that lasts for 1d4 rounds. For the duration, the target takes a –1 penalty on attack and damage rolls, checks, and saves, and suffers a –1 penalty to its AC if it fails a Fortitude saving throw. The creature can scratch as a standard action, thus negating the penalties for that round. Creatures with a natural armor bonus of +4 or higher are immune to this version of *hives*.

Rash: You cover the target's body in a deep red rash that appears 1d3 rounds after casting the spell. If the target succeeds on its Fortitude save, it suffers no effects of the rash. If the save fails, each day thereafter the rash becomes worse causing a –1 circumstance penalty to all Charisma-based checks made by the subject. This penalty increases by an additional point each day, to a maximum of –4 (after four days). One week later, the subject takes a –2 effective penalty to its Dexterity score.

The rash persists until *dispel magic* or *remove disease* is cast on the subject. The penalties to Charisma-checks and Dexterity disappear immediately when the rash is removed.

Holy Blazon

School abjuration; **Level** antipaladin 4, paladin 4
Casting Time 1 standard action
Components V, S, F (the paladin's shield, which must have been blessed by a ranking priest of his church)
Range personal
Target you
Duration 1 round/level

When *holy blazon* is cast, a burning representation of the symbol of your deity appears on your shield. You receive acid, cold, electricity, fire, and sonic resistance 20, your base movement is doubled, and you receive a +4 enhancement bonus to Strength.

Holy Fire Hammer

School conjuration [fire]; **Level** paladin 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Effect creates a hammer of divine fire
Duration 1 round/level

You call a hammer formed of divine fire to your hands. This functions as a +3 *returning light hammer*. The hammer deals 3d6 points of physical damage, 1d8 points of holy damage, and 1d8 points of fire damage against evil creatures, half this damage to neutral creatures, and no damage at all to good-aligned creatures. While wielding the hammer you gain fire resistance 15 and are surrounded by a *magic circle against evil*. Only the caster can wield the hammer.

Holy Infusion

School enchantment; **Level** paladin 1
Casting Time 1 standard action
Components V, S, M (a drop of holy water)
Range touch
Target your melee weapon
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You infuse your weapon with holy power, making it deal additional damage to undead. Your weapon does an additional 1d6 points of damage to undead creatures for the duration of the spell. Any one melee weapon you possess may be so infused, but if it leaves your grasp for any reason, the spell immediately ends. The weapon is treated as magical for the purpose of hitting undead creatures, but you gain no additional advantage against incorporeal foes, though this spell does stack with ghost touch effects.

Hornet Wall

School conjuration (summoning); **Level** druid 3
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area up to one 5-ft. square/level
Duration 1 minute/level (D)
Saving Throw Fortitude negates poison damage (see text);
Spell Resistance yes

A swarm of stinging hornets forms a wall-like barrier. Anyone passing through the wall is stung repeatedly for 1d4 points of damage for every 3 caster levels (maximum 5d4) with no saving throw every round that they are within the swarm wall. Additionally, the poison of the stings inflicts 1d4 points of temporary Dexterity damage immediately and another 1d4 points of temporary Dexterity damage 1 minute later. Each instance of damage can be negated by a Fortitude save. Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall, unless it makes a successful Reflex save, which negates the damage. Creatures with damage reduction, incorporeal forms or other such special defenses are immune to the non-magical damage from the hornets. It is impossible for any creature to maintain concentration or cast spells while within the wall of hornets.

The wall may stretch out in a straight line, curve into a semicircle, form a whole circle or even form a dome that can protect against aerial attacks. Once it is in place, however, it cannot be moved or changed. It must also be at least 5 feet thick. The wall can be seen through with some difficulty, and ranged attacks can be made through it, but such attacks have a 10% chance to miss due to one-quarter concealment. The caster and any of her animal followers can move through the wall freely without being stung.

The swarm can be destroyed or dispersed in the same manner as described in *summon swarm*, except the *hornet wall* absorbs 5 points of damage per caster level.

Hound's Scent

School transmutation; **Level** ranger 1
Casting Time 1 standard action
Components S, M (a sliver of dogwood)
Range personal
Target you
Duration 1 hour

You gain the scent ability (see the *Pathfinder Roleplaying Game Bestiary*) for tracking. This sensitivity is valuable only for following a trail, the concentration required to stay on the trail of your quarry prevents you from using the scent ability to notice or identify nearby opponents.



Hornet Wall

Hounds of Hell

School conjuration [summoning]; **Level** cleric/oracle 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect one to four summoned creatures
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You call upon 2d4 *hounds of Hell*, creatures made in the image of Cerberus, to attack your foes. These two-headed dogs with dark pelts and burning eyes appear where you choose, and attack the foes you designate. The hounds are treated as yeth hounds (see the *Pathfinder Roleplaying Game Bestiary*), although their alignment is neutral and they gain an additional bite attack as part of a full-round action (as both heads are able to bite at once).

Hovership

School transmutation; **Level** sorcerer/wizard 5
Casting Time 10 minutes
Components V, S, M (several eagle feathers fastened to the ship's hull)
Range touch
Target one ship touched
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** yes

A powerful and very useful spell, *hovership* grants a normal watercraft the ability to pass over land and other solid surfaces as if it were gliding through the water. This spell causes the ship to hover

5 feet above the surface of whatever medium it is crossing (land, ice, marshland, etc.). The ship behaves in all other ways as if it were in the water.

Note that while the ship is still mobile and moves at its standard speed, it can only remain in motion by force of wind or by poling along the ground; rowing is not possible while hovering. Uneven and broken ground causes the ship to move at 1/3 normal speed. If a drop of more than 5 feet occurs, the ship has a chance of rupturing its hull. The base chance to rupture is 25% at a 5-foot drop, + 5% per foot after that.

Hunter's Insight

School transmutation; **Level** ranger 2
Casting Time 10 minutes
Components V, S, M (a personal item belonging to the target, or a piece of the target itself such as a tuft of fur or a tooth)
Range 5 miles/level
Target creature to be hunted
Duration 1 day/level (0)
Saving Throw Will negates (see text); **Spell Resistance** yes (see text)

You gain great insight into the behavior and tactics of a creature you wish to hunt. You gain an insight bonus of +1 per 3 caster level (up to a maximum of +5) on all Survival, attack, and damage rolls against the creature to be hunted. You designate the intended target, which must be within the spell's range at the start of the casting, and that target gets a Will save to avoid your attempt to learn its ways. Due to the single-mindedness granted by the spell, you cannot attempt to track another creature for the spell's duration, or the spell ends. The insight bonus gained by *hunter's insight* stacks with your favored enemy bonus, if applicable.

Ice Geyser

School evocation; **Level** sorcerer/wizard 8
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area cylinder (see text)
Duration 2 rounds
Saving Throw Reflex half; **Spell Resistance** yes

Ice and freezing water spray forth high into the sky from a spot designated by you, before raining down upon the ground below. The initial effect deals 1d6 points of cold damage per caster level (max 20d6) in a 10-foot radius, 40-foot-high cylinder. One round later, the secondary effect deals half as many dice of cold damage in a 20-foot-radius, 20-foot-high cylinder. The secondary effect radiates from the same center as the initial effect. Targets within the area of effect can make a Reflex save for half damage each round.

Ice Shards

School evocation; **Level** druid 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./ 2 levels)
Target one creature
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You launch icy bolts at your enemies. You can create one bolt per 2 caster levels (one at first, two at 3rd, etc.) for a maximum of five bolts at 9th level. All of the bolts strike a single target for 1d6 points of cold damage each with a Reflex save for half damage.

Ice Sled

School conjuration [water]; **Level** druid 6, sorcerer/wizard 6
Casting Time 1 minute
Components V, S, M (a roughly shaped snow or ice ball)/DF
Range close (25 ft. + 5 ft. /2 levels)
Effect creates a caravan of sleds made of ice with 5 square ft. of cargo space per caster level. Weight capacity is 500 lbs. per caster level.
Duration 3 hours/level
Saving Throw none (harmless); **Spell resistance** no

You create one or more sleds made of ice that are capable of rapid transport over snow or ice. The sleds function only on ice or snow, but are capable of passing over small patches of exposed ground so long as at least one runner is touching snow or ice. The sleds simply halt and crumble if forced over areas without snow or ice. Each sled can carry 10 cubic feet of material or 500 pounds of material. For each 4 caster levels, you gain the ability to conjure an additional sled that is attached to the lead sled by a chain made of ice. You direct the sleds through simple mental commands of direction and speed with a maximum speed of 60 feet. The sleds are made of ice and are susceptible to fire damage and can be damaged by spells or attacks (hardness 6, hp equal to caster's).

Icebreaker

School transmutation; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, F (a miniature field plow of any material)



BOOK OF LOST SPELLS

Range see text

Area see text

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This mighty spell assists ships moving through ice-locked areas of the sea. The caster points his finger at any sheet of solid ice, and that ice shatters into tiny shards. The area affected is always a strip 35 feet wide, 15 feet deep, and 600 feet long, permitting all but the largest of vessels a safe passage. This effects ice only over a body of water, not a wall made of ice, or an icy barrier in a dungeon, and so on.

Iceform

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

Casting Time 1 action

Components V, S, M (translucent gem worth at least 50 gp)

Range personal

Target you

Duration 1 round/level

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

Upon casting *iceform*, your body appears to transform into solid ice. Your clothing and equipment remain unchanged. You gain the cold subtype for the duration of the spell. You are immune to cold damage, but take 50% more damage from fire attacks.

If you strike an opponent with a natural or unarmed attack, the opponent takes 1d6+1 points of cold damage per caster level (to a maximum of 10d6). Anyone who touches you with a natural or unarmed attack also suffers damage in this manner. *Iceform* also grants you a +10 competence bonus to Escape Artist checks due to the slippery nature of your icy skin.

Icy Hammer

School conjuration [cold]; **Level** druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

Range 0 ft.

Effect hammer-like weapon of ice

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A 3-foot-long swirling beam of ice resembling a warhammer springs forth from your hand. You wield this hammer-like beam as if it were a warhammer (you are considered to be proficient with this attack). Attacks with the icy hammer are melee touch attacks. The hammer deals 1d8 points of cold damage +1 point per two caster levels (maximum +10). Since the icy hammer is immaterial, your Strength modifier does not apply to the damage. The spell can function underwater.

Identify Tracks

School abjuration/**School** divination; **Level** druid 2, ranger 1

Casting Time 1 standard action

Components V, S, M

Range touch

Area 10-ft. radius

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine the size, creature type, direction, and age of tracks of the last 2 creatures that passed through the area immediately surrounding you. The spell can be cast only in natural terrain, and the most recent tracks are identified first. The spell reveals the information even if the tracks are not discernable. The age of the tracks can be determined up to one day per caster level.

Ignite

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

Casting Time 1 standard action

Components V, S, M (a drop of tree sap wrapped in a red cloth)

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

Target one creature or object

Duration 1d6 rounds (see text)

Saving Throw Reflex (partial); **Spell Resistance** yes

You fire a thick, wavy, orange-and-purple ray at the target as a ranged touch attack, causing an explosion of fire and flames. The target takes 1d6 points of fire damage/caster level (maximum 5d6). Besides the fire damage, a target that fails a Reflex save catches fire and burns for 1d6 rounds (1d6 points of fire damage per round). The victim can use a full-round action to automatically extinguish the flames, but this action draws an attack of opportunity. The fire can also be extinguished through the use of any magical spell that can quench a fire.

Illusionary Forest

School illusion (pattern); **Level** druid 4, ranger 4

Casting Time 1 standard action

Components V, S, M (a bit of bark and the leaf of an oak, ash, or maple tree)

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

Area one 30-ft. cube/level

Duration permanent (D)

Saving Throw none and Will disbelief (see text); **Spell Resistance** no

You create an illusionary forest in the designated area. To onlookers, the forest appears, smells, and sounds real, and is indistinguishable from a real forest. Creatures moving through the area have their movement rate slowed accordingly.

Druids, fey, centaurs, rangers, and plant creatures can make a Will save to disbelieve the illusion when they first view the illusionary forest; other creatures do not receive a saving throw unless they interact with the forest in some way. Other nature-based classes and creatures may also receive a Will save to disbelieve the *illusionary forest* on sight alone, subject to the GM's definition of "nature-based."

Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Illusory Illusion

School illusion (figment); **Level** bard 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M

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

Area 20-ft. cube + 10-ft. cube/level

Duration permanent until triggered, then 1 round/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This devious and complicated spell is intended to make real objects appear to be illusions. Anyone interacting with the affected object should make a Will save, as per the standard rules for disbelieving illusions. A successful Will save indicates that the PC senses the subtle magic of illusion covering the object, at which point he is likely to assume that the object is actually a spell such as *programmed image*. He pays the price for this assumption if the object is a creature intent on attacking him! In other words, the PC does indeed detect a real illusion, but this illusion is merely a "layer" upon a very real object. The *illusory illusion* tricks the character into assuming a certain object is an illusion.

Conversely, a failed Will save means that the PC wasn't intuitive enough to detect the faint presence of the illusion magic, so he behaves as if the object were real — which it truly is!

BOOK OF LOST SPELLS

Illusory Setting

School illusion; **Level** sorcerer/wizard 6
Casting Time 1 hour
Components V, S, M (a quill pen or paintbrush and a small vial of colored ink or paint)
Area 50-ft.-radius area, centered on caster +5 ft./level
Duration permanent
Saving Throw none; **Spell Resistance** no

With this spell, you create an imaginary setting. Usually the spell is used to make a drab hut look like a palace, or a dreary desert resemble a lovely garden, but it can be used the other way, to make a place look worse than it really is. The spell is fixed to that location, and is permanent — objects within the area can be moved about, and as long as they don't leave the spell's area they retain their altered appearance — so a crude clay jug can look like a lovely glass carafe, and can be moved about within the hut/palace, but if it is taken outside the building it reverts to being a crude jug.

Imbue Passion

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 6
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target two creatures within 30 ft. of one another
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

You imbue two targets with a powerful love or hate for one another. You select the emotion each feels. The emotions need not match — one person can love the other, who hates him in return. If one subject fails his save and the other succeeds, the spell still compels the first subject; both subjects do not have to fail their saving throws for the spell to be effective. These emotions overwhelm any normal feelings the two have for one another.

Immunity to Energy

School abjuration; **Level** cleric/oracle 9, druid 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature total immunity from damage of whichever of five energy types you select: acid, cold, electricity, fire, or sonic. This spell protects the subject's equipment as well.

Immunity to energy grants immunity to damage only. The subject could still suffer unfortunate side effects such as drowning in acid (since drowning damage comes from lack of oxygen) or becoming encased in ice.

Immunity to Fear

School abjuration [mind-affecting]; **Level** cleric/oracle 2, druid 2, paladin 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a bit of hair or flesh from a lion or tiger)/DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level

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

The subject gains an immunity to fear effects for the duration of the spell. If the subject is under the influence of a fear effect when receiving this spell, that effect is suppressed for the duration of the spell.

Impart Strength

School transmutation; **Level** cleric/oracle 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (blood from any creature whose Strength is greater than the Strength of the recipient)/DF
Range touch
Target one living creature
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target of the spell receives an enhancement bonus to Strength for every 4 levels of the caster (maximum +5). The extra Strength provides all the normal benefits to attack, damage and other uses of the Strength modifier.

Note that the actual Strength enhancement bonus received from arcane castings of *impart strength* might be limited based on the material components used for the spell. The recipient's actual Strength enhancement for arcane castings is the lesser of the caster's level (as described above) or a bonus to Strength sufficient to make the recipient's Strength match the Strength of the creature whose blood is used as the arcane material component for the spell.

Impressive Blow

School evocation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a pinch of rust and a drop of human blood)
Range touch
Target weapon touched
Duration 1 round +1 round/3 levels
Saving Throw none; **Spell Resistance** no

You instill power into a weapon so that its next blow is more impressive. The next time the weapon hits successfully, it does double the normal damage dice of the weapon. This spell functions like and does not stack with the Vital Strike feat.

Improved Senses

School transmutation; **Level** cleric/oracle 4, druid 3, ranger 3, sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (A piece of dried carrot, a pinch of pepper and a small amount of bat guano)/DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes (harmless)

The spell's recipient gains darkvision of 120 feet and a +10 competence bonus to Perception checks. Furthermore, she gains the scent ability (see the *Pathfinder Roleplaying Game Bestiary*).

Infinite Knowledge

School divination; **Level** druid 4
Casting Time 1 full round

BOOK OF LOST SPELLS

Components V, S, M (handful of loose dirt)
Range personal
Target you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You are granted blindsight in a 60-foot radius. In addition, you receive a +10 insight bonus to Perception and Survival checks.

Infirmity

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 action
Components V, S, M (ash from the body of a cremated creature)
Range medium (100 ft. + 10 ft./level)
Target 20-ft.-radius spread
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

A charnel stench arises from the ground in the affected area, causing a powerful life-sapping effect that robs all within the area of 1 point Strength damage for 2 caster levels (to a maximum of -10). Any who resist successfully suffer only half of the ability damage. In either case, the lost Strength points return at an accelerated rate of one point/hour.

Inflict Lycanthropy

School transmutation; **Level** cleric/oracle 5, sorcerer/wizard 6
Casting Time 1 full round
Components V, S, M (tuft of hair from the desired animal type and a drop of blood from the spell's intended recipient), F (silver dagger)/DF
Range personal/touch
Target self or one living creature
Duration 1 day/level
Saving Throw Fortitude negates; **Spell Resistance** yes

If cast upon yourself, you may choose what form of lycanthropy you contract, and for the duration of the *inflict lycanthropy*, you possesses all the powers of that type of lycanthrope. You can control your shape as if you were a natural lycanthrope.

If you target another creature with this spell, the recipient receives a Fortitude save to resist the affliction, but may forgo the save as normal. The recipient is afflicted with the chosen form of lycanthropy and immediately assumes whichever form you desire. The recipient of this spell can control his shape as if he were an afflicted lycanthrope.

Statistics for lycanthropes can be found in the *Pathfinder Roleplaying Game Bestiary*.

Infuse Shadow

School necromancy [evil]; **Level** cleric/oracle 5
Casting Time 1 standard action
Components S
Range medium (100 ft. + 10 ft./level)
Target one being's shadow
Duration see text (D)
Saving Throw none; **Spell Resistance** yes

Through the use of this spell, you imbue energy from the Plane of Shadow into the natural shadow cast by any living being. This normal shadow then becomes a shadow (as described in the *Pathfinder Roleplaying Game Bestiary*) if the targeted shadow is cast by a bipedal being, or becomes a shadow mastiff (also in the *Pathfinder Roleplaying Game Bestiary*) if the creature is anything other than bipedal. While the shadow is under

your control, its only possible action is to attack the being to whom it is attached (the being from whose shadow it was formed).

The shadow created by this spell possesses all the statistics of a creature of its type, but its hit points are increased by 1 hp/caster level (maximum increase 20 hp).

The energy that imbues the subject's shadow fades in any of these three cases: 1) you dismiss the spell; 2) the shadow is slain; or 3) its target is slain.

Anyone killed by an imbued shadow becomes a shadow or shadow mastiff permanently under your control. This transformation is complete in 1d4+1 rounds. You may control up to 2 HD of shadow creatures per caster level at any one time, and if you also control animated dead (per the *animate dead* spell), then the total HD of undead plus shadow creatures cannot exceed the 2HD per level maximum.

Infuse Weapon

School evocation; **Level** sorcerer/wizard 3
Casting Time 1 hour
Components V, S, M (a drop of the caster's blood and a sliver of steel)
Range touch
Target one non-magical weapon
Duration 1 day + 1 day/3 levels
Saving Throw none; **Spell Resistance** no

You channel part of your life force into your weapon. You lose 10 hp, and in return, the weapon becomes magical for purposes of bypassing damage reduction. Additional properties may be purchased for 10 hp each. It takes one hour to imbue each property (so adding two extra properties means the spell takes three hours to cast), and lasts only for the standard duration (from the time the spell is finished). Other properties include: +1 on attack rolls +1 to damage Keen Bonded to the owner (+2 against attempts to disarm, and +2 to the DC of anyone trying to steal the weapon).

Inner Storm

School evocation [electricity]; **Level** druid 5
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 2 rounds/level
Saving Throw Reflex half; **Spell Resistance** yes

Anyone who makes a successful attack on you must succeed on a Reflex save or take electrical damage. Unarmed attackers, or those using metal melee weapons, take 1d6 points of electrical damage per caster level (maximum 10d6). If the attacker is wearing metal armor, the damage increases to 1d8 points of damage per caster level. A successful Reflex save halves this damage. Attackers using non-metal weapons are immune to the spell's effect.

Insomnia

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range touch
Target one living Creature
Duration 1 day + 1 day/3 levels
Saving Throw Will negates; **Spell Resistance** yes

You steal away a creature's ability to rest or sleep. The target of this spell cannot sleep for the duration of the spell, accruing penalties for fatigue in addition to being unable to heal naturally. Even creatures such

BOOK OF LOST SPELLS

as elves that normally do not sleep are unable to get a proper rest with which to re-energize to gain spells or heal naturally. This spell can be countered by a *sleep* spell and it can be used to counter a *sleep* spell or other magical means of inducing sleep.

If a *sleep* spell is cast upon an elf or any other creature with immunity to magical sleep that has been affected by this spell, it counters the *insomnia* spell but does not put the target to sleep.

Instant Exit

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

Casting Time 1 standard action

Components V, S, M (a small silver door embedded with chipped rubies that total at least 500 gp in value)

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

Target you and touched objects or other willing creatures

Duration 1 round; see text

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

Resistance no and Yes (object)

This spell causes a door to suddenly appear on a wall or other flat surface within range. Creatures that step through the door are instantly teleported to a random location within 1,000 feet of the door. You can bring along objects as long as their weight doesn't exceed your maximum load. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You have no control over where you or any other creatures are transported but all creatures stepping through the door are transported to the same location. There is no chance you arrive off target but there is a 5% chance this spell malfunctions and dumps all affected creatures into the Ethereal Plane.

Instant Fluency

School divination; **Level** bard 3, cleric/oracle 4, sorcerer/wizard 4

Casting Time 1 full round

Components V, S

Range touch

Target Living creatures touched

Duration 1 week (see text)

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

By means of this spell, you gain knowledge of any one language you have heard or read within the last day. You can touch any number of creatures during the casting to grant them the same ability (divide the duration evenly among all creatures touched during the casting.) The language you choose could be one you already know, in which case you do not need to consider yourself one of the targets.

This magic grants a recipient complete fluency in the language learned during the duration of this spell. This spell does not allow creatures that cannot speak to talk. Barbarians and other illiterate creatures still gain the ability to read the language granted during the duration of the spell. Only one language can be known by this spell at a time. If one uses this spell again while it is still active from a preceding casting, the second language overwrites the older incantation and removes the earlier language. Use of *instant fluency* also grants the temporary use of 2 ranks Linguistics skill. If the recipient already has 2 or more ranks in the Linguistics skill, it does not receive this benefit.

Interdiction

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

Casting Time 1 round

Components V, S, M (a pinch of diamond dust worth at least 500 gp)

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

Target one arcane caster whose HD is equal to or less than yours

Duration 1 round/level

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

This spell suppresses the subject's ability to cast arcane spells for the duration of the spell. This spell affects only an arcane caster whose Hit Dice/level is equal to or less than yours. It does not affect the subject's ability to use divine spells or spell-like abilities.

Interrogate the Dead

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

Casting Time 1 standard action

Components V, S, M (a bowlful of sheep's blood)

Range 30 ft.

Area 30-ft.-radius emanation centered on the caster

Duration 10 minutes/level

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

With this spell you command an intelligent undead of any sort to speak truthfully and to withhold nothing. The spirit can resist, but if it fails it must answer any questions the caster asks, and answer fully and honestly. Undead who fail their saving throws cannot leave the area while this spell is effect, or until you dismiss them. This spell does not prevent them from attacking you, however.

Interrogation

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 5, cleric/oracle 5

Casting Time 1 full round

Components V, S

Range touch

Target one creature

Duration 10 minutes

Saving Throw Will partial (see text); **Spell Resistance** yes

This spell may be used to gain truthful answers from the most stubborn creatures. So long as the creature touched can understand the caster (i.e., speaks the same language), then the affected creature must answer three questions put to it by the caster. In order to resist the spell, the creature must succeed on a Will save. Success means he can resist answering that question but must save again for the next. As soon as a Will save is failed, the creature is allowed no more saves and must answer the remaining questions. Note that the subject must answer truthfully, but he can answer only the truth as he knows it. If he has no pertinent information with which to answer a posed question, he is compelled to say as much.

At the end of 10 minutes or after three questions have been asked and answered, the spell ends.

The caster and the subject must be in a reasonably calm environment when the spell is cast. Additionally, the subject must be restrained in some way or he gains a +2 bonus to his Will saves, and the first success means that the spell is broken and no more questions may be asked.

Questions posed must be direct and simple, such as yes/no questions or questions answered with a name, a time, a place, a command word, etc. Asking multipart or elaborate questions uses 2 or all 3 allowed questions toward satisfying the spell's compulsion, and the caster may receive only partial answers to the full question posed.

Intimate Knowledge

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 5

Casting Time 1 standard action

Components V, S, DF

Range personal

BOOK OF LOST SPELLS

Target you
Duration 10 minutes/level

You choose one creature within your line of sight and gain an immediate understanding of how that creature thinks and moves. You gain a +4 insight bonus to AC against attacks by that creature (becoming able to anticipate how the subject attacks and when) and a +4 bonus on attack rolls against the creature (you can take advantage of the subject's combat weaknesses). This spell cannot be used to gain bonuses against mindless creatures, as there are no thoughts to anticipate.

Inverted Compass

School illusion; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one person
Duration 1 round + 1 round/3 levels
Saving Throw Will negates; **Spell Resistance** yes

This spell makes the target believe that directions are reversed in his immediate area, for purposes of movement — he goes left when he should be going right, or rides south when he should ride north. The target is not otherwise affected; if in melee, for instance, he does not swing to his right or hit a target standing to his left.

Invigorate

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 5, paladin 4

Casting Time 1 standard action
Components V, S, DF
Range 100 ft.
Area all allies within 100 ft.
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes (harmless)

Your allies gain a morale bonus of +3 on their attack rolls and a morale bonus of +4 on saving throws against fear effects.

Invigorating Touch

School conjuration (healing) [good]; **Level** cleric/oracle 6, druid 5, paladin 3
Casting Time 1 action
Components V, S, M (handful of fresh soil), DF
Range touch
Target one creature
Duration 1 round/2 levels
Saving Throw none; **Spell Resistance** yes

With a touch, this spell instantly removes the effects of any disease or poison and also grants the target fast healing 3 until the spell's duration ends. This spell works just the opposite on undead, causing them to suffer 3 points of damage per round, with no saving throw possible.

Iron Bones

School necromancy; **Level** sorcerer/wizard 4
Casting Time 1 round
Components V, S, M (1 lb. of iron per skeleton)



Iron Judgment

BOOK OF LOST SPELLS

Range close (25 ft. + 5 ft./2 levels)
Target skeletons with total HD equal to 1 HD/level
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

One or more skeletons within range with total HD equal to 1 HD/caster level gain damage reduction of 10/magic, which stacks with the skeleton's existing DR.

Iron Core

School abjuration; **Level** cleric/oracle 4, paladin 4
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one living creature
Duration see text
Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

The recipient of this spell receives a +5 resistance bonus that can be distributed among any desired Fortitude or Will saving throws. The recipient may, for example, choose to add +1 to his next five saving throws, or +2 then +3 to two rolls, or +5 to a particularly critical roll. The player declares what amount of the bonus is being used before rolling the saving throw. The bonus lasts until the recipient uses it up — that is to say until the entire +5 bonus is expended, even if the bonus isn't used for days or weeks. A recipient can have only one *iron core* spell cast on him at any one time.

Iron Judgment

School evocation; **Level** paladin 4
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes (see text)

Your touch shows an evil creature for what it truly is. Calling upon the powers of your god, you touch an evil creature and outline it in flickering holy flames that inflict 2d6 points of holy damage per round, while also negating any invisibility the creature may have and making it impossible for the creature to hide. This potent spell also acts as a *dimensional anchor* on creatures that have the magical or supernatural ability to teleport or use similar abilities. The holy fire can be of any color based on the god you worship.

If you attempt to use this on a creature that is not evil, the spell simply fails.

Ironrope

School transmutation; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a bit of iron powder sprinkled on the rope to be enchanted)
Range touch
Effect 100-ft. rope or 100 square ft. of rigging/level
Duration 1 day
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

This spell changes the strength and hardness of normal rope to that of forged iron. The rope gains the toughness of iron (hardness 10; hit points 10; Break DC 27), but the rope also gains the rigidity of iron as well. The new *ironrope* is no longer as supple and flexible as normal rope, although

it does flex and bend to some degree.

This spell is invaluable on long voyages where fire and use occasionally damage rigging and moorage ropes. The ropes are usually fastened in their working positions and the spell is then cast.

Ironshot

School conjuration (creation); **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M
Range personal
Effect one iron shot per 2 caster levels
Duration 1 round/level
Saving Throw Reflex (see below)

You conjure forth one 2-in.-diameter ball of iron per two caster levels (max 5). They appear and float in the air next to you. You may grasp and throw one ball per round at any target as a ranged touch attack with a range increment of 20 feet. The iron balls strike with enough force to deal 1d6 points of damage and force a Reflex save to avoid being knocked prone. Unused iron balls disappear at the end of the spell's duration.

Itemize

School divination; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components 5
Range close (25 ft. + 5 ft./2 levels)
Area 10-ft. radius
Duration instantaneous
Saving Throw none; **Spell Resistance** no

The spell allows you to instantly know the quantity of any items of similar nature within the spell's area of effect. The spell only counts what would be obvious to you. For example, you could use this spell to quickly determine the number of bottles of wine in a wine rack but not which bottles are of different varieties of wine since this would require you to open the bottles and smell/taste the contents. You can, however, calculate the amount of copper coins in a pile even if you cannot see every coin.

Judicious Invisibility

School illusion; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S
Area 25-ft.-radius area centered on caster + 5 ft./2 levels
Duration 1 minute/level
Saving Throw Will disbelieves; **Spell Resistance** yes

As with *judicious silence*, except all senses are obscured. You must designate those involved while casting, and those selected can see one another normally. To everyone else within range the individuals are invisible. Note that the spell effects only those within range, so someone watching from a tower on the other side of the courtyard would still see the nobles conversing, but if he went downstairs and walked toward them they would disappear as soon as he entered the spell's area. The spell also makes only the individuals and those items on their person invisible. Thus, if three nobles affected by the spell were standing around a table talking, no one nearby would see them but they would still see the table, and the three glasses of wine set upon it. The subjects can break the spell by attacking, as with *invisibility*.

Judicious Silence

School illusion; **Level** sorcerer/wizard 4
Casting Time 1 standard action

Components V, S

Area 25-ft.-radius area centered on caster + 5 ft./level

Duration 1 minute/level (D)

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

With this spell you can ensure that only certain people can hear what is said. You must designate a set of people when casting the spell — the most common options are knights, nobles, or members of a particular household. Those so designated can speak as normal to one another. Anyone else cannot hear what those people are saying, as long as the speakers stay within the area of the spell. This spell does not prevent lip-reading.

Jungle Cry

School enchantment (charm) [mind-affecting]; **Level** druid 2, ranger 1

Casting Time 1 standard action

Components V, S

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

Target all animals within range

Duration instantaneous

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

You utter a loud, echoing scream throughout the trees of any large forest, agitating and possibly enraging all animals within range. Use of this spell is potentially as dangerous to the caster as it is to others. All animals that hear the *jungle cry* become more agitated than normal. Predators that normally would avoid humanoids now believe any creature they sense is a threat and should be attacked. Other animals cry in fear at the sight of any humanoids or magical beasts and flee without making any attempt to be quiet. Larger beasts receive a Will save to maintain their normal behavior.

The agitation these animals feel gives all spells or effects used to calm or charm animals a –4 circumstance penalty to save DC values or to wild empathy checks.

Agitated animals can help reveal the location of hiding targets and help locate others through the noise they make as well as possible attacks. The caster suffers an equal danger at the hand of agitated animals as the animals draw no special distinction for the one who cast the spell over others they see or find in the area.

Keen Ears

School transmutation; **Level** druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

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

Range touch

Target creature touched

Duration 1 min./level (D)

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

The subject gets a +10 enhancement bonus on Perception checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Kiss of the Nereid

School conjuration (creation) [water]; **Level** druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a few drops of water)

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

Target one living creature

Duration instantaneous



Jungle Cry



Saving Throw Fortitude partial (see text); **Spell Resistance** yes

You conjure water in the form of a nereid that seems to kiss a target and force itself into its lungs. Onlookers see the brief watery form of the nereid as it appears to dive inside the victim. Since the target's lungs fill rapidly with water, holding its breath does no good. If the target succeeds on his saving throw to resist this spell, he is nauseated for 1 round plus 1 round per 4 caster levels as he coughs and spits up water. If the save fails, the subject falls unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying. On the third round, the subject drowns.

Know the Mark

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

Casting Time 10 minutes

Components V, S, F (spirit doll [see *spirit doll enchantment* spell] marked to the target)

Range unlimited

Target one creature marked to the spirit doll focus

Duration instantaneous

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

By casting this spell, you learn the general condition and location of the target, who is also the mark for the spirit doll focus (see *spirit doll enchantment* spell for details). Injuries (unharmful, minor wounds, severe wounds, near death) and status (disabled, dying, poisoned, etc.) become known. Any spells or spell-like abilities affecting the target (but not the target's equipment) are further divined. The final piece of information gained is the general direction and approximate distance of the target from your current position. If the target is on another plane, the spell fails since the link from the spirit doll is suppressed for that time.

Landslide

School conjuration (summoning) [cold]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 full round

Components V, S, M (a handful of snow)

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

Effect moving wall of snow, 10-ft. square/level (see below)

Duration 1 round/level

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

Landslide can be cast only in snowy, mountainous regions. It creates a fast-moving wall of snow, 20 feet high and occupying an area equal to 10 square feet per caster level. The avalanche has a movement rate of 60 feet. You determine its initial direction, but it must always move downhill. At the beginning of each round, so long as you maintain concentration and stay within range, you can cause the avalanche to turn up to 45 degrees.

Anyone struck by the avalanche takes 8d6 points of damage. This damage can be halved with a successful Reflex save, but those who fail this initial save must make another Reflex save (DC +1) to avoid being buried (see the *Pathfinder Roleplaying Game Core Rulebook*, Chapter 13, "Cave-Ins and Collapses"). If the avalanche stops moving downhill or moves out of range, or if you cease concentrating, the spell's effects end. Those in its area of effect must then make a Reflex save (DC +4) to avoid being buried.

Lasting Breath

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

Casting Time 1 standard action

BOOK OF LOST SPELLS

Components V, S

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

Target one living creature/level

Duration instantaneous; 1d4 rounds +1 round/level (see text)

Saving Throw Yes (harmless); **Spell Resistance** yes (harmless)

This spell increases the amount of time a subject can hold its breath by 1d4 rounds +1 round per caster level. This spell must be cast on a creature already holding its breath, and the subject is never aware of how long the duration is (in other words, the subject doesn't know how much additional time is granted from this spell).

Leaf Fall

School evocation; **Level** druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 round

Components V, S, M

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

Target leaves or pine needles in a 10-ft.-radius spread.

Duration instantaneous

Saving Throw none; **Spell Resistance** no

The caster causes all of the leaves or pine needles within range to wither and fall from a tree, leaving the branches bare and possibly exposing any creature's hiding within the foliage. The falling leaves also provide concealment (light foliage) to anyone beneath them for one round (20% chance of an attacker missing). Leaves dry and drop from the tree over a period of one round. Pine needles become brittle, and pine cones split and drop to the ground. The tree goes dormant but sprouts leaves when spring arrives.

Leaf Tide

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

Casting Time 1 standard action

Components V, S, M (a significantly large pile of leaves)

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

Target pile of leaves

Duration instantaneous

Saving Throw Reflex avoids; **Spell Resistance** no

You cause a pile of leaves to rise up in a wave that charges forward to slam a foe. The temporary mass and speed of the leaf pile helps it inflict 1d4 points of damage per level (8d4 maximum). The tide heads in a straight line away from you until it reaches the spell's maximum distance or hits an obstacle or creature. Once it strikes something, the leaves swirl to the ground again. This spell can be cast only in a forested area.

Liar's Remorse

School transmutation; **Level** cleric/oracle 1

Casting Time 1 full round

Components V, S, DF

Range touch

Target 1 creature

Duration 1 day/level (D)

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

The target of *liar's remorse* receives a Will save to resist the spell; otherwise, the subject is cursed such that any intentional lie he speaks has the immediate effect of grotesquely swelling his tongue until it bulges his cheeks and issues forth from his mouth by a few inches. Liars so afflicted cannot speak coherently, so they cannot cast spells with verbal components or pronounce command words. Neither can they eat or drink properly. The swelling recedes in 1d4 minutes provided the victim does not continue to lie.

The curse cannot be dispelled, but it can be removed with a *break en-*

chantment, limited wish, miracle, remove curse or *wish* spell. For *remove curse* to be effective, the caster must be of equal or higher level than the caster of *liar's remorse*.

Life Leech

School necromancy; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

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

Area 10-ft.-radius spread

Duration instantaneous

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

Once cast, *life leech* generates a shimmering purple haze that spreads in a 10-foot radius around the spell's target point. All living creatures (other than the caster himself) within the *life leech* take 1d6 points of damage per two caster levels (maximum 20d6) or half that amount if they make their Fortitude save.

Each point of damage inflicted by the *life leech* is added to the caster as temporary hit points. These absorbed hit points first heal the caster to his normal maximum, and then any additional hit points become temporary hit points that remain for up to one hour. A caster may not absorb temporary hit points in excess of his normal maximum hit points, so a caster with 40 hit points can absorb only up to 40 temporary hit points on top of his normal 40 hit points. Even if the caster cannot absorb more hit points, however, targets still take full damage. A caster cannot absorb more hit points from any one victim than they have to offer (the victim's current hit points plus 10 if they are killed by the spell's damage).

If any undead are caught within the area of *life leech*, the caster himself takes damage (Fortitude save for half damage, which the caster may voluntarily fail if he desires). All undead in the *life leech* split evenly as a curing effect any damage that the caster takes. This effect can cure them up to their full normal hit points, but it does not provide them with any temporary hit points beyond their normal maximum. The caster takes this damage before he absorbs any hit points from living creatures that are also caught by the spell, and if the damage reduces the caster to less than 0 hit points, he does not absorb hit points from the living targets as normal.

Life Leech Weapon

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

Casting Time 1 action

Components V, S, F (the weapon)

Range touch

Target one touched weapon

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

You must touch a weapon while casting the spell. Half the damage inflicted by the touched weapon against a living opponent is then gained as temporary hit points by the wielder. These temporary hit points disappear at the end of combat.

Life Shot

School necromancy; **Level** cleric/oracle 6

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level (see text)

You may choose to give up some of your life force in order to inflict additional damage with a bow. Each time you fire an arrow while this spell is in effect, you may choose to take a hit point of damage to add an additional 1d6 to your arrow damage. You must decide whether to sacri-

BOOK OF LOST SPELLS

five hit points in this way before you make your attack roll, and cannot spend more than 3 hit points on any single shot. This hit point loss cannot be negated by any means; if any spell or effect would prevent you from taking the damage yourself, the extra damage is not added. If you are magically healed during the spell's duration, the spell ends. Should you score a critical hit while under the effects of *life shot*, the additional damage dice are not multiplied.

Lifebread

School transmutation; **Level** cleric/oracle 2
Casting Time 1 full round
Components V, S, DF
Range touch
Target one 2-lb. loaf of bread
Duration instantaneous
Saving Throw none; **Spell Resistance** no

A 2-pound loaf of bread is blessed with healing magic. The bread must be of good quality and touched by the caster. The bread is automatically divided into four quarters, each with the abilities listed.

Consuming a quarter of the loaf as a standard action sustains a Medium creature as if it was a full meal for a day and heals 1d8 points of damage +1 per caster level.

Light Control

School transmutation [darkness, light]; **Level** cleric/oracle 4
Casting Time 1 standard action
Components S, F (a ring of white gold and black adamantine fashioned into a spiraled double helix. The total

cost of the item is at least 5,000 gp), DF

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

Area 5 ft./level emanation centered on a creature, object or point in space

Duration 2 rounds/level (D)

Saving Throw none; **Spell Resistance** no

Within the area of effect, you may vary the light from full daylight to complete darkness. Each round, beginning with the round control light is cast, you may take a free action to adjust the level of light by 25%. So, it would require four rounds and four free actions to adjust the level of light from full daylight to darkness.

Other spells that affect light within the area of the spell do not completely function. These include *light*, *darkness* and *daylight*. Each such spell affects the quality of the light in the affected area and causes a shift of 50%. For example, a 50% shadowy area can be turned completely dark by a *darkness* spell, although the caster of *light control* could begin to readjust the lighting level with his next action.

Lightning Bug

School transmutation (light); **Level** cleric/oracle 2, druid 2, ranger 1

Casting Time 1 action

Components V, S, DF

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

Target one creature

Duration 10 minutes/level

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

The target glows with a bright yellow-green light, providing a +10 cir-



Lightning Wheel

BOOK OF LOST SPELLS

cumstance bonus to all Perception checks against the creature. The effect is equivalent to a *light* spell. The effect can be reduced by throwing on a cloak, a cloth, or more clothing. A cloak or other body-covering garment reduces the bonus to +3, while improvised coverings (random cloth, branches, dirt) reduce the effect by 1d6.

Lightning Storm

School evocation [electricity]; **Level** cleric/oracle 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a piece of fur, a glass rod and a lump of clay)/DF

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

Area cylinder (20-ft. radius, 60 ft. high)

Duration 1 round/6 levels

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

The *lightning storm* strikes from the heavens, creating a column of raging electrical energy. The spell does 1d6 points of damage per caster level (maximum 15d6) to all caught within the area of effect. You can move the *lightning storm* by up to 20 feet per combat round (concentration required). Every round of the storm, targets within its area of effect may make a Reflex save to halve the damage caused by the storm that round.

Objects within the *lightning storm* are subject to the same damaging effects caused by a lightning bolt. All creatures within the storm are considered to have one-quarter concealment because of reduced visibility. This spell is only usable outdoors.

Lightning Wheel

School evocation [electricity]; **Level** druid 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration 1 round/level or until discharged (D)

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

A 3-foot-diameter disc of crackling lightning appears at your fingertips, awaiting your command to strike. You may direct it through the air toward a target or allow it to hover in place next to you. As a standard action, you may direct it to strike a single target. It streaks toward the target, moving past, over, or around items or creatures in its way to strike, dealing 1d6 points of electrical damage/level (maximum 15d6) followed by a loud but harmless clap of thunder. You may dismiss the spell at any time before detonation as a free action.

Link Perception

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

Casting Time 10 minutes

Components V, S, F (spirit doll [see *spirit doll enchantment* spell] marked to the target)

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

Target one creature marked by the spirit doll focus

Duration concentration, up to 1 minute/level (D)

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

You can see, hear, and smell everything the mark experiences for the spell's duration. The spell gives you no ability to understand what is sensed nor does it grant control or communication of any kind — you merely become a silent observer to the target's experiences.

Once the spell is cast, the distance between you and the target does not matter as long as you both remain on the same plane. You can switch

from the target's senses to your own as a free action, though this ends the spell immediately.

Any gaze or sonic effects that affect the mark can also affect you since you share the same senses. If the effect allows a saving throw and the mark is affected, you must make a saving throw as if you were there as well but with a +4 circumstance bonus to the save.

Note that you are unaware of the spell's effects, thus the GM should secretly roll the target's initial saving throw for this spell.

Liquid Fire

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

Casting Time 1 standard action

Components V, S, M (a small amount of pitch mixed with sulphur)

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

Area 20-ft.-radius burst

Duration instantaneous

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

Liquid fire creates a burst of a fiery, sticky substance that detonates with a roar and deals 1d6 points of fire damage per 2 caster levels (maximum 10d6) to all creatures in the area. Unattended objects also take this damage.

Any creature or object that fails its initial saving throw takes additional damage on the following rounds (during the caster's initiative order), as the tar-like substance continues to burn. The target takes half the initial damage (rounded down) on the second round, and half again as much on the third round. After that, the *liquid fire* burns out and does no further damage. Anyone so affected may spend a full round action clearing the substance from himself, which effectively halves the damage he takes on the next round (quartering the damage from the previous round). Anyone near a burning victim may take a similar full round action, although anyone attempting to clear the burning tar with bare hands (other than the victim himself) takes 2d6 points of fire damage. Submerging in water or magically extinguishing the flames immediately ends any residual fire damage.

Little Tiger Feet

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

Casting Time 1 standard action

Components S, F (a rabbit's foot)/DF

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

The spell adds a +2 insight bonus per level of the caster (maximum +18) to any Stealth checks to move silently.

Locate Fish

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

Casting Time 1 standard action

Components V, S

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

Area 100-ft. diameter

Duration concentration up to 2 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You determine the species, range, number, and depth of all fish in the local area. If you continue concentrating, you can learn their general swimming patterns and which direction the various fish are moving in. This adds a +2 bonus to survival checks when attempting to find food by fishing.

BOOK OF LOST SPELLS

Locate Water

School divination; **Level** bard 0, ranger 1, sorcerer/wizard 0
Casting Time 1 full round
Components S, M (a forked stick)
Range personal
Effect see text
Duration concentration
Saving Throw none; **Spell Resistance** no

This cantrip has two forms. First, it can detect the nearest potable water on the surface if it lies within Long range (400 ft. + 40 ft./level). You can also search for subterranean water within close range (25 ft. + 5 ft./2 levels). The caster holds the fork of the stick in his two hands. The stick twists to point at the nearest water within the spell's range (assuming there is any water). The cantrip lasts as long as you concentrate upon maintaining the spell.

Lock Form

School abjuration; **Level** cleric/oracle 4, sorcerer/wizard 4
Casting Time 1 full-round action
Components V, S, M (a clove of wild garlic), DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You fix the target's true appearance and attributes in place. While the spell lasts, the subject gains spell resistance equal to 12 + your caster level against all spells of the transmutation school, beneficial or harmful. The subject cannot choose to lower this protection voluntarily.

Locust Leap

School transmutation; **Level** druid 3
Components V
Casting Time 1 standard action
Range personal
Target you
Duration 2 rounds/level (D)

You gain incredible leaping ability as well as the ability to cling to most surfaces. You gain a +15 enhancement bonus to Acrobatics checks made to jump, and no longer need a running start before a jump (all Acrobatics check DCs are as if you were running). Penalties for encumbrance and armor still apply. This spell does not function as long as you are heavily encumbered. You cannot jump farther than your movement, and the bonus does not stack with other magical movement bonuses, such as the *longstrider* spell. You always land on your feet after a leap.

You may leap onto walls, ceilings, trees or anything else within your movement range provided the surface is not perfectly smooth. While this spell does not provide for movement along these surfaces, you may leap to another part of the surface. You need not have your hands free to stand on any surface. If the spell ends while you are on a vertical surface or suspended upside down, you plummet to the ground, taking appropriate damage.

Lost Wanderer

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric/oracle 6, druid 6
Casting Time 3 rounds
Components V, S, F (a set of ivory counters or bones that you break during the casting)

Range touch
Target creature touched
Duration 10 min./level
Saving Throw none or Will negates (harmless); **Spell Resistance** no or yes (harmless)

The recipient of this spell becomes completely lost and cannot find its way. Unless led (by another creature or a map, for example), the creature wanders aimlessly about seeking its destination (which it remembers; it just can't remember how to get there) for the duration of the spell. Any destination an affected creature seeks is lost to it for the duration, not just one it may have had in mind when this spell took effect.

This spell is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians). *Lost wanderer* counters and dispels *find the path*. Likewise, *find the path* counters and dispels *lost wanderer*.

Lower Spell Resistance

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a broken iron or silver rod)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

This spell enables you to reduce the subject's spell resistance. The target does not get a save against the effect, and you gain a +4 competence bonus to your caster check to beat its spell resistance. If successful, the subject's spell resistance is reduced by a number of points equal to one half your caster level (maximum 10 points, caster level 20th).

Luck of the Saints

School enchantment; **Level** cleric/oracle 2, druid 2, paladin 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 min./level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell functions like *guidance*, but it instead provides a luck bonus of +1 per 3 caster levels to a single attack roll, saving throw, or skill check. Use of the bonus must be declared before making a roll.

Lucky Cloak

School enchantment; **Level** bard 2, cleric/oracle 3, druid 3, sorcerer/wizard 3
Casting Time swift action (see text)
Components V, F (a cloak owned and worn by the character through at least one adventure that must be worn at the time of casting)
Range personal
Target you
Duration see text

You grant yourself a luck bonus that can be used in one of several ways. This spell grants you one of the following options, which must be chosen at the time of casting:

A +1 luck bonus to AC for every three caster levels (may be used only in response to an attack roll against you that has not yet been determined a hit). Create an amount of gold equal to your HD times four (usable 1/ month).

BOOK OF LOST SPELLS

- A +1 luck bonus to hit for every three caster levels (may be used only before a hit is determined a success)
- A +1 luck bonus to damage on your next damage roll for every three caster levels (must be used in response to confirmed hit).
- A +10 luck bonus to speed for one round

You can trigger the luck bonus at any time within 10 minutes of casting. Bards gain a special benefit of 1d10 points of healing upon casting this spell.

Luna's Glare

School illusion (shadow); **Level** cleric/oracle 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a small white or silver pearl of no less than 100 gp in value, which is destroyed with the casting of the spell)

Range sight

Area 100-mile radius

Duration 1 hour/ 4 levels

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

You create a quasi-real image of the moon in the sky that can be seen from as far away as 100 miles. What effects might arise from the presence of this faux moon cannot be fully anticipated, but two outcomes are well known:

Lycanthropy: Any creatures that change shape based upon the appearance of the moon must succeed at a Will save or forcibly alter form. If the save succeeds, the lycanthrope must attempt another save

each hour the moon is present in the sky, with the DC increasing by 1 for each subsequent attempt.

Tidal Effects: The casting of *luna's glare* has similar effects on the waters in the area, as if the moon had risen normally. The tide immediately begins to change, moving toward the false moon. If cast near a river, the moving water is concentrated into a fast-moving wave of 1d8 feet in height. Waves of this height and speed are capable of capsizing smaller vessels and damaging those tied to stationary docks. The first effects of *Luna's glare* are seen after a period of 1d12 rounds. The tide is pulled toward the moon when it appears, and thus the caster can use this spell to aid ships leaving harbor against the tide, to mire approaching enemies in a trackless swamp, or to flood a dry area with the resulting wave.

Lustful Gaze

School enchantment (charm) [mind-affecting]; **Level** sorcerer/wizard 2

Casting Time 1 action

Components V, S

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

Target one creature

Duration 1 hour/level

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

You make a gaze attack on the target (see *Pathfinder Roleplaying Game Bestiary*, Universal Monster Rules, "Gaze Attacks"). The target can negate the attack with a successful Will save, but if he fails, he is then captivated by your gaze and can take no further actions other than shuffling meekly after you at half speed for the spell's duration. The victim is considered



BOOK OF LOST SPELLS

helpless (see *Pathfinder Roleplaying Game Core Rulebook*, Appendix 2, “Conditions”) and may be attacked with the appropriate bonuses, but this immediately ends the spell, and the victim may react and fight normally on the following round.

Magic Circle Against Spirits

School abjuration; **Level** cleric/oracle 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a little powdered iron with which you trace a 3-ft.-diameter circle on the floor around the creature to be warded)/DF

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no (see text)

All creatures within the area gain the effects of a *protection from spirits* spell. This spell is not cumulative with *protection from spirits* and vice versa.

Magic Circle Against Undead

School abjuration; **Level** cleric/oracle 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (dirt from a cemetery with which you trace a 3-ft.-diameter circle on the floor around the creature to be warded)/DF

Range touch

Area 10-ft.-radius emanation from touched creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** no (see text)

All creatures within the area gain the effects of a *protection from undead* spell. This spell is not cumulative with *protection from undead* and vice versa.

Magma Eruption

School conjuration (creation) [fire]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a bit of lava rock)

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

Area 100-ft.-radius spread (S)

Duration 1 round/level

Saving Throw Reflex half (see text); **Spell Resistance** yes

You cause the ground in the affected area to explode and spew forth a geyser of molten rock that quickly covers the area of effect. Creatures in the area when the geyser erupts take 10d6 points of fire damage and 10d6 points of bludgeoning damage. A successful save halves the damage.

Creatures and objects remaining in or entering the area take 2d6 points of fire damage per round of exposure from the magma (no save). Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 points per round). At the end of the spell, the geyser ends, and 1d3 rounds later, the lava melts away into the ground, leaving behind scorched earth.

An immunity or resistance to fire serves as immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning in the *Pathfinder Roleplaying Game Core Rulebook*).

Malicious Intent

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V

Range 60 ft.

Area all creatures in a 30-ft.-radius spread centered on you

Duration 2 rounds/level (D)

Saving Throw none; **Spell Resistance** yes

Malicious intent causes all subjects in the area of effect to take a –1 penalty on all saving throws. Alternately, you can select a single school of magic and cause all subjects in the area to take a –2 penalty on saving throws against spells from that school.

Malicious Intent, Greater

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

This spell is identical to the *malicious intent* spell, except the subjects take a –2 penalty on all saving throws, or a –4 penalty on saving throws if you select a single school of magic.

Maligned Performance

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

Casting Time 1 full round

Components V, S, M (A broken mirror and an asp's tongue)

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

Target one performer

Duration concentration +2 rounds

Saving Throw Will disbelief; **Spell Resistance** no

Maligned performance has two major effects. The first part of the spell increases the DC of the target's Perform check by 1 per caster level. In addition, since the target of *maligned performance* thinks that the audience is responding favorably to his performance, he is not allowed to use a retry on his Perform check. People under the effect of this spell continue to believe that the performance is going well so long as they are not directly confronted with evidence to the contrary, such as a mass departure by the audience or a rain of rotten tomatoes.

Mangling Foot

School evocation (force); **Level** sorcerer/wizard 7

Casting Time 1 full action

Components V, S

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

Effect large foot (10 ft. by 10 ft.)

Duration 2 rounds/level (concentration) (D)

Saving Throw none; **Spell Resistance** yes

You create an enormous glowing blue-white foot that stomps or kicks where you direct it to attack. The foot may take one standard action per round for attacks. It hovers automatically, and flies through the air at a movement rate of 60 feet (perfect). The foot has a Strength of 24. The foot has a base attack bonus equal to your level. You have several options while controlling the foot, each of which is a standard action. You may direct it to stomp on someone by rolling an attack roll with a bonus equal to your caster level –1 (size modifier) +7 (Strength). A stomp deals 2d6+14 points of damage. If you successfully hit, you can immediately attempt to pin a Medium or smaller target to the ground with a successful CMB check with a bonus equal to your caster level +8 (size bonus plus Strength bonus). Once the foot pins a creature, it can make no other actions without

BOOK OF LOST SPELLS

releasing its hold. You may also use the foot to Bull Rush an opponent using the Strength, speed, and other bonuses described above. You may also use it to provide cover or to block a passage (the foot can occupy a 10-foot square).

Mantle of Dread

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, sorcerer/wizard 5
Casting Time 1 round
Components V, S
Range personal
Area 60-ft. radius centered on the caster
Duration 1 minute per level
Saving Throw Will negates; **Spell Resistance** yes

This spell inflicts an overwhelming sense of despair on all those who can see you. Any creature in the spell's area of effect must succeed on a Will save or suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. In addition, victims will not voluntarily attack or take offensive action against foes, but fight without penalty if attacked. The effects of this spell fade one minute after a target leaves the area of effect; however, should a creature re-enter the area of effect, it must make a new Will save.

Mark of Exile

School abjuration; **Level** cleric/oracle 7, druid 8
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration permanent (see text)
Saving Throw none (see text); **Spell Resistance** yes

You draw an indelible mark on the subject and declare some area or named location taboo. If the subject subsequently enters the specified area, it is instantly and irrevocably destroyed (no save). The specified area can be no larger than 1 square mile per caster level. If the target is already in the specified area when the spell is cast, nothing happens, but if the target leaves the area and attempts to return, the baneful effects of *mark of exile* are triggered. A creature can be affected by only one *mark of exile* at any given time.

The spell leaves an invisible mark upon the target. The target can always sense when it is within 100 feet of the borders of the forbidden area. *Mark of exile* cannot be dispelled, but it can be removed with a *remove curse*, *break enchantment*, *limited wish*, *miracle*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your *mark of exile* caster level.

Mark of Fire

School necromancy [fire]; **Level** sorcerer/wizard 5
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target 1 HD of animated corporeal undead/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Undead creatures animated by the caster are imbued with a burning sigil that floats just above their heads. The body of the creature radiates heat, and its eye sockets smoke and burn with orange flame. The spell affects a number of HD of animated undead equal to the caster level.

Undead with the *mark of fire* gain the fire subtype, granting them fire immunity and exposing them to double damage from cold except on a successful save. Additionally, undead affected by the *mark of fire* inflict

an extra 1d6 points of fire damage when they strike with a natural weapon. Creatures touching or striking the sigil-bearing undead with a natural weapon also suffer this damage.

Mark of fire does not stack with other sigil spells.

Mark of Ice

School necromancy [cold]; **Level** sorcerer/wizard 5
Casting Time 1 action
Components V, S, M
Range medium (100 ft. + 10 ft./level)
Target 1 animated corporeal undead/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Undead creatures animated by the caster are imbued with an icy sigil that floats just above their heads. The body of the creature radiates cold, and its eye sockets glow with blue energy. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead with the *mark of ice* gain the cold subtype, granting them cold immunity and exposing them to double damage from fire except on a successful save. Additionally, undead affected by the *mark of ice* inflict an extra 1d6 points of cold damage when they strike with a natural weapon. Creatures touching or striking the sigil-bearing undead with a natural weapon also suffer this damage.

Mark of ice does not stack with other sigil spells.

Mark of Ooze

School necromancy [acid]; **Level** sorcerer/wizard 6
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target 1 animated corporeal undead/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Undead creatures animated by the caster are imbued with an undulating sigil that floats just above their head. The body of the creature drips with thick grayish slime, and acid oozes steadily from its eye sockets. The spell affects a number of hit dice of animated undead equal to the caster's level.

Undead affected by the *mark of ooze* inflict an extra 1d6 points of acid damage when striking with a natural weapon. Creatures touching or striking the sigil-bearing undead with a natural weapon also suffer this damage. The creature's acidic touch deals 20 points of damage per round to wood or metal objects. Armor and clothing dissolves and becomes useless immediately unless it succeeds on a DC 19 Reflex save. The acid cannot harm stone. A metal or wooden weapon that strikes a sigil-bearing undead creature also dissolves immediately unless it succeeds on a DC 19 Reflex save. Additionally, undead under this spell have acid, cold, and fire immunity.

Mark of ooze does not stack with other sigil spells.

Mark of Ownership

School abjuration; **Level** sorcerer/wizard 4
Casting Time 10 minutes
Components V, S, M (a drop of the designated owner's blood)
Range touch
Target one item
Duration permanent
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You mystically mark a given item as "claimed" by a person of your choice. The spell causes the item to accept only the designated person as

BOOK OF LOST SPELLS

its owner, and to buck and twist in the hands of anyone else. Anyone save the designated person who attempts to use the item suffers a –5 penalty on any relevant attack rolls or skill checks, and in their hands the item feels as if it weighs twice as much as normal. This spell is most often cast upon weapons, but it can also be applied to other objects such as chariots or clothing.

Mark of the Archer

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 5, druid 4, ranger 4
Casting Time 10 minutes
Components V, S
Range touch
Target creature touched
Duration permanent until activated
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You draw an indelible mark on the subject worthy of the blessings of the god or goddess of the hunt. You designate some behavior on the part of the subject that activates the mark, such as acting selflessly to protect a forest or save another from a wild animal. When activated, the mark blesses the subject with *archer's grace*, as if cast by a cleric of your level.

A *mark of the archer* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. These restrictions apply regardless of whether the mark has activated.

This spell may be cast only by a cleric, druid, or ranger dedicated to a god or goddess of the hunt.

Mark of the Dancer

School enchantment (compulsion) [mind-affecting]; **Level** bard 4
Casting Time 10 minutes
Components V, S
Range touch
Target creature touched
Duration permanent until activated
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You draw an indelible mark on the subject and designate some behavior on the part of the subject that activates the mark, such as singing along to a particular song in battle. When activated, the mark blesses the subject with *dancer's grace*, as if cast by a bard of your level.

A *mark of the dancer* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. These restrictions apply regardless of whether the mark has activated.

Mark of the Tactician

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 5, paladin 4
Casting Time 10 minutes
Components V, S
Range touch
Target creature touched
Duration permanent until activated
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You draw an indelible mark on a worthy subject. You designate some behavior on the part of the subject that activates the mark, such as acting selflessly to save others. When activated, the mark blesses the subject with *wise defense*, as if cast by a cleric of your level. The minimum AC bonus granted by the *wise defense* triggered by this spell is 5.

A *mark of the tactician* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. These restrictions apply regardless of whether the mark has activated.

Mass Arboreal Illusion

School illusion (glamer); **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a handful of bark chips)
Range medium (100 ft. + 10 ft./level)
Area one or more creatures, no two of which can be more than 30 ft. apart
Duration concentration
Saving Throw Will negates (see text); **Spell Resistance** yes (see text)

You instantly change the appearance of the subjects so they appear as normal trees and maintain that appearance for the spell's duration. The subjects look, feel, and smell just like real trees. If attacked, the illusion is negated on that creature (and that creature only), unless it's you, in which case you must succeed on a Concentration check (DC 14 + damage taken) to maintain the spell. If your check fails, the spell ends, revealing all glamered subjects. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will saves to disbelieve to see through the glamer, but spell resistance doesn't help.

True seeing reveals a glamered creature for what it truly is.

Mass Berserk

School enchantment (charm) [mind-affecting]; **Level** cleric/oracle 3, sorcerer/wizard 3
Casting Time 1 full round
Components V, M (fang of a predator)
Range touch
Target 1 creature/level
Duration 1 round/level
Saving Throw Will (harmless); **Spell Resistance** no

When cast, *mass berserk* turns a number of people equal to the caster's level into raging berserkers. The caster must be able to touch the subject of the spell and may touch one subject per round. The rage begins when the subject is so touched and grants all the benefits, limitations, and other details according to the barbarian's rage special ability (see *Pathfinder Roleplaying Game Core Rulebook*, Chapter 3, "Classes").

Only willing subjects may be affected by this spell.

Mass Polymorph

School transmutation; **Level** druid 8
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Targets 1 Medium or smaller humanoid/3 caster levels within a 30-ft. radius
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

This spell functions like *baleful polymorph*, except you effect a mass transformation of your enemies into harmless animals. You can transform 1 Medium or smaller humanoid for every 3 caster levels you possess. All of the targets must be within a 30-foot radius. Targets that fail the Will save are transformed for 1 hour/level. The targets retain their memories and experiences (as well as their hp) but their equipment is subsumed into their new form (which is Small or smaller).

BOOK OF LOST SPELLS

Druids and other creatures or classes that are capable of shapechanging can simply transform back into their normal form as a free action on their turn. Other creatures must have this magic dispelled through a *dispel magic*, *break enchantment*, or similar spell or wait until the magic fades.

Megalomania

School enchantment (charm) [mind affecting]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

You force a creature to believe that their skills are so much better than they really are so that their overconfidence causes them to act rashly and without forethought. The target begins to make wild swings, confident in his ability to overwhelm an opponent. Spellcasters confidently step into battle believing they can't be struck before completing a spell. If the creature fails a Will save, it suffers a -4 competence penalty to attack rolls and skill checks and a -2 penalty to damage rolls and Will saves.

Melt

School transmutation; **Level** druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a few rock salt crystals and a pinch of soot)
Range close (25 ft. + 5 ft./2 levels)
Area up to one 5-ft. square/level
Duration instantaneous (see text)
Saving Throw Fortitude half (see text); **Spell Resistance** yes (see text)

You raise the temperature in the area of effect enough to melt ice and snow. Melted ice and snow transforms into water in a single round. (Results of such an occurrence, such as flooding or the like are left to the discretion of the GM.) The temperature remains above freezing for 1 round per caster level, after which time the temperature returns to normal and any water begins to refreeze (at the normal rate).

Alternately, you can target creatures with the cold subtype in the area of effect (up to one creature per caster level, maximum 10 creatures). An affected creature takes 1d4 points of damage +1 point per caster level (maximum +20). A successful Fortitude save reduces the damage by half.

Memento

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 hour
Components V, S, M (a drop of your blood)
Range touch
Target one item (up to 10 lbs.)
Duration permanent (D)
Saving Throw none; **Spell Resistance** no

You bind a particular item to you. The item affected by this spell cannot be lost, and cannot be separated from you by more than 10 feet; if you move farther than 10 feet from the item, it drags after you as if attached by an invisible and intangible cord. The item's effective hardness is increased by 2, and its hit points are increased by 50%. This spell can affect only one item per person and does not work upon magical items. Wizards often use this spell on their spellbooks, though some select other precious items such as signet rings or family heirlooms. You may cancel the spell's effects at will if you want to select some other item as your *memento*.

Menacing Aura

School illusion (glamer) [fear, mind-affecting]; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell creates a subtle but very real *menacing aura* around you. You seem larger, fiercer, and more imposing while this spell is in effect. You gain +1 competence bonus to Intimidation checks per caster level, to a maximum of +10.

Merciful Soul

School transmutation; **Level** paladin 4
Casting Time 1 round
Components V, S, DF
Range personal
Target you
Duration 1 round/level

Upon imbuing yourself with the *merciful soul*, you gain immediate enhancing bonuses and abilities when dealing nonlethal damage. First, you do not suffer the normal -4 penalty to attack when you are dealing nonlethal damage with normal weapons. Second, you gain a +3 morale bonus to attack and damage rolls during a round when you are specifically attacking to subdue. Finally, when you attack for nonlethal damage, you may deliver critical hits even with a normal weapon, and your threat range is increased by +4. (For example, a longsword normally threatens a critical on a 19-20, but you would threaten a critical on 15-20 while under the effects of *merciful soul* and attacking to subdue.) This increase to the critical threat range does not stack with the keen weapon ability or the Improved Critical feat.

Once you defeat an opponent using *merciful soul*, you cannot attack or otherwise harm the creature. Should you take advantage of a subdued creature in this way, you are immediately guilty of committing an evil act. Note, however, that you may bind a subdued creature or take other kinds of non-damaging, harmless steps to restrain the enemy. Should the creature awaken from unconsciousness, you may re-subdue the creature if necessary. Similarly, you must insist that no other creature (including allies who fought with you against a subdued foe) harm a subdued enemy. It is up to the GM's discretion to determine whether a paladin goes far enough in defending a helpless, subdued creature in this way. A paladin who fails to adequately prevent others from taking advantage of a foe she has subdued is likely guilty of an evil act.

The verbal and somatic components of this spell involve standing and holding one's hand with palm outward toward a foe while invoking the god's power to grant mercy to the opponent. Neither of the verbal and somatic components is directed at any one foe, but rather are ritualistic. You may choose to use the powers of the *merciful soul* upon any opponents while the spell's duration lasts.

Mercurial Smite

School evocation [see text]; **Level** cleric/oracle 1, paladin 1
Casting Time 1 standard action
Components V, S, DF
Range personal
Target your weapon
Duration Discharge (D)
Saving Throw none; **Spell Resistance** no

When you cast *mercurial smite* you must designate what you are smiting — evil, good, chaos or law. The spell then becomes magic of that type.

BOOK OF LOST SPELLS

You cannot choose to *mercurial smite* anything of your own alignment.

Once invoked, the caster's weapon glows with aligned illumination (white light for smiting evil, a twisting darkness for smiting good, constant blue light for smiting chaos, and multicolored, shimmering hues for smiting law) until you make your next melee attack with that weapon or until the weapon leaves your hand. If the caster's next attack with the weapon is against an appropriate target, you add your relevant ability bonus (Wisdom for clerics, Charisma for oracles and paladins) to your attack roll and your class level to the damage roll. If the target is not of the appropriate alignment for the *mercurial smite*, then the spell ends with no effect.

Merge into Art

School transmutation; **Level** antipaladin 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

You step into a painting, tapestry, or fabric mosaic large enough to encompass your height. Magic items, such as a magic painting, repel your efforts to merge. Your shape and form is woven into the picture or tapestry as if it were part of the original work, changing your coloration and form slightly if necessary. Someone studying the work of art may make a Perception check (DC = 15 + caster level or DC = your Stealth skill check).

You are aware of your surroundings as if watching through a window, but anything taking place beyond the borders of the artwork are beyond the scope of your vision. You cannot speak or cast spells while merged, but you can exit the spell at any time during the spell's duration. If you wait until the spell ends, you are forced out of the picture. Damage of any type done to the tapestry or painting immediately forces you out and deals 1d6 points of damage and leaves you dazed for 1 round.

Message, Greater

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

Casting Time 1 standard action

Components V, S, F (a piece of gold wire worth at least 50 gp)

Range 1,000 miles

Target one creature/level

Duration 1 min/level

Saving Throw none (see text); **Spell Resistance** no

Functions as the spell *message* but it does not require line of sight to cast. The caster must know the target(s) well and the targets must be willing. You utter the name of the target, and if they are awake and willing, they hear your words, and you theirs. An unwilling target can remove himself from the conversation or refuse to hear a message without requiring a saving throw. The caster cannot make strenuous actions such as combat or spellcasting while sharing a message with a distant friend or friends. At the same time, the spell enables the caster to have a short conversation with one or more individuals from a great distance.

Message Cache

School illusion (glamer); **Level** ranger 1

Casting Time 1 standard action

Components V, S

Range touch

Target one written message

Duration see text

Saving Throw none; **Spell Resistance** no

Choose a natural hiding place, such as the hollow of an old tree, beneath a mossy rock, or down an abandoned mole hole. You may then



BOOK OF LOST SPELLS

cast *message cache* on it to hide a message of 10 words plus one word per caster level. For up to 1 week per caster level, your message is invisible, undetectable and not harmed by inclement weather or local conditions short of magic. You may designate one person plus one more per three caster levels who can find the cache if they look for it. When they get within a hundred feet, they automatically become aware of the location. The cache is visible to them, allowing retrieval of the note. Once someone takes out the message, the magic ends. If nobody retrieves the note before the spell ends, the message and the material it was written on remain in the cache spot but are no longer magically protected and invisible.

Mighty Steed

School transmutation; **Level** paladin 3

Casting Time 1 standard action

Components V, S

Range touch

Target your mount

Duration 1 minute/level

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

Your special mount is infused with righteous power, preparing it for battle. For the duration of the spell, it enjoys a +4 enhancement bonus to Strength, Constitution, Dexterity, and natural armor. This spell works only on your own special mount and does not work on any other creature, including yourself.

Mind Carve

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

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

Effect ray of negative energy

Target one living creature

Duration instantaneous

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

You point your finger while uttering the verbal components of this spell and release a ray of silver, crackling energy at one target. You must make a ranged touch attack to hit. If the attack succeeds, the target takes 1d6 points of Intelligence and Wisdom damage. This spell cannot reduce an ability score below 1. If the save succeeds, the creature avoids the ability damage but is stunned for 1 round per four caster levels (maximum 5 rounds).

A creature that has its Intelligence score reduced below 3 cannot speak. A spellcaster whose relevant ability score is reduced to less than 10 cannot cast spells. Ability damage can be healed normally.

Mind Link

School divination; **Level** cleric/oracle 3

Casting Time 1 standard action

Components V, S, DF

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

Target two willing creatures, who cannot be more than 30 ft. apart

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

This spell links two creatures' minds together — they can communicate telepathically regardless of language, and can read each other's surface thoughts. Each of the subjects must have an Intelligence score of at least 3. Once the bond is formed, it works over any distance as long as both linked minds are on the same plane.

A *mind link* can be made permanent with a *permanency* spell.

Mind Meld

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

Casting Time 1 round

Components V, S, M (two small gems worth at 500 gp each and a bit of glue)

Range 30 ft.; see text

Targets you and one other arcane caster within 30 ft. that is at least 2 levels lower than you.

Duration 1 min./level (D)

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

Mind meld fuses your mind with that of another arcane spellcaster within 30 feet who is at least 2 levels lower than you. When the spell takes effect, the other caster has his caster level increased by one-half the difference between your caster level and his unchanged/normal caster level. Additionally, your caster level increases by +1. For example, a 10th-level caster melds with a 6th-level caster. The 6th-level caster casts all spells as an 8th-level caster (one-half of four levels difference between the caster and his target). Additionally, your caster level increases by +1.

An increase in caster level does not allow either spellcaster to cast spells they couldn't cast otherwise; neither you nor the target gain access to spells of a higher level than you could cast nor do you gain more spells of a certain level.

For the duration of the *mind meld*, all spells cast by you or the other caster function at the increased caster level. For example, the 6th-level caster now casting as an 8th-level caster could cast *fireball* and it would function in all respects as if cast by an 8th-level caster.

Any spell you or the other caster have in effect before you cast *mind meld* is unaffected by this spell.

Spells in effect (either on you, the other caster, or some other target or area) cast while the *mind meld* is functioning end when this spell ends.

If either caster is damaged while *mind meld* is in effect, the caster taking damage must succeed on a Concentration check (DC 10 + damage taken) or this spell ends. In such a case, both casters linked by this spell must succeed on a Will save (DC 15 + damage taken by the caster attacked) or suffer the effects of confusion.

If either caster moves more than 30 feet from the caster he is linked to, this spell ends. If either caster is knocked unconscious or killed, the spell ends as well, and the other caster (unless he is killed or knocked unconscious in the same round) must succeed on a DC 20 Will save or suffer the effects of *confusion* for 1d6 rounds.

Molten Strike

School evocation [fire]; **Level** druid 2, sorcerer/wizard 1

Casting Time 1 action

Components V, S, M (a volcanic stone weighing at least 1 lb.)

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

The caster holds a piece of volcanic stone and causes it to release all of the heat and energy that went into its formation, blazing forth as a potent burst of magma. This blast of molten stone strikes a single target within range, requiring a ranged touch attack and causing 2d8 points of fire damage if it hits.

Moon Servant

School conjuration (creation); **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

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

Target one Medium servant

BOOK OF LOST SPELLS

Duration 5 hours

Saving Throw none; **Spell Resistance** no

You call upon the forces of nature to create a short-lived, unintelligent servant. This spell is similar to the *unseen servant* spell with several exceptions. The servant is formed from the palest moonlight (even on a cloudy evening), giving it a faint humanoid outline. The servant can perform simple, menial tasks at your command (see the *unseen servant* spell). It cannot attack anything or act as a guard or alarm because it makes no sound. The servant remains active for as long as 5 hours or until daylight. Created from the energy provided by the moon and stars, the moon servant cannot exist during the day.

Moonbeam

School evocation [light]; **Level** druid 3

Casting Time 1 standard action

Components V, S, M (a piece of moonstone and a few seeds from any moonseed plant)/DF

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

Area cylinder (10-ft. radius, 60 ft. high)

Duration 1 min./level

Saving Throw none (see text); **Spell Resistance** no

You create a beam of moonlight that strikes downward and illuminates a 10-foot-radius area within range. The moonbeam provides shadowy illumination in the area. Creatures that take penalties in bright light do not take them while within the radius of this light. On your turn, you can direct the moonbeam to a different area within range. A lycanthrope must leave the moonbeam within 2 rounds or be forced to change forms if it fails a Will save. A successful Will save allows the lycanthrope to remain in control of its form.

Moonbeam counters and dispels any *darkness* spell (one with the darkness descriptor) of an equal or lower level.

Morph the Shadow

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

Casting Time 1 standard action

Components S

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

Target one shadow

Duration 10 minutes/level (D)

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

This spell may be used to change the shape of any natural shadow with such a high degree of control that you can depict any outline of your choosing accurately as long as the new shadow has no more than 50% more or less surface area than the original. Therefore, the shadow of a boulder could be changed into that of an ogre in order to frighten or confuse the unwary. If the light source is brought closer to the boulder, it causes an even larger shadow to be thrown, allowing the shadow to be transformed into a small dragon. This spell can be effective in combination with *distort shadow*, especially against those unfamiliar with such magic.

Finally, *morph the shadow* can cause 1d6 points of damage/level (maximum 5d6) against any one shadow-based creature or illusion that fails its Will saving throw, as you rend the creature's form.

Mortal Mask

School transmutation; **Level** cleric/oracle 4, sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, M (a bit of the provider's hair or flesh), DF

Range touch

Target two willing humanoid creatures

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes

This spell requires two people, one designated as a provider and one designated as a recipient. The provider is used as a mask for the recipient, who polymorphs into the provider's form as if by the *polymorph* spell. The recipient gains the provider's Strength, Dexterity and Constitution scores, and all extraordinary special attacks possessed by the provider. In addition, a portion of the provider's personality is imbued in the recipient. The recipient gains a +1 competence bonus to all skill checks for skills that the provider is trained in. The recipient also gains a +5 circumstance bonus to all Bluff checks and a +15 circumstance bonus to all Disguise checks made to convince others that he is in fact the provider.

The provider falls into a deep, coma-like sleep for the duration of the spell. If he is somehow awakened, the spell ends.

Mortal Mask, Forced

School transmutation; **Level** cleric/oracle 6, sorcerer/wizard 6

Casting Time 10 minutes

Components V, S, M (a bit of the provider's hair or flesh), DF

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

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

As *mortal mask*, save that the provider is not a willing participant (though he must be within range of the spell). The provider does not fall into a coma, but suffers a –2 penalty to all attack rolls and skill checks. This spell is obviously most frequently used when the provider has been restrained or even rendered unconscious.

Mucilage

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

Casting Time 1 standard action

Components V, S, M (a piece of pine sap)

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

Area a 10-ft.-by-10-ft. square

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

This spell covers a surface with a layer of viscous, sticky fluid that restricts movement and adheres to most objects, preventing them from moving or being separated. Any creature that enters the area of effect must succeed on a Reflex save or become temporarily stuck in place.

A character that becomes stuck suffers a –2 penalty to attack rolls and loses her Dexterity modifier to AC until she frees herself. To become unstuck requires a successful DC 20 Strength or Escape Artist check. Note that the fluid is extremely adhesive and that any brittle objects or fragile materials forcefully removed from it may be damaged or broken during their removal.

Additionally, the fluid is flammable and, if lit, inflicts damage similar to that of alchemist's fire. The fire burns for 1d3 rounds and deals 1d6 points of damage each round to any creature confined within the area or that attempts to pass through it.

Finally, the spell's adhesive properties may be neutralized with the application of alcohol.

This spell counters and dispels the *grease* spell.

Muck

School conjuration (creation); **Level** cleric/oracle 3, druid 4

Casting Time 1 standard action

Components V, S, M (a drop of glue and a clod of dirt)

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

Effect 15-ft.-radius spread



Duration 1 min./level

Saving Throw Reflex negates (see text); **Spell Resistance** yes

Using this spell, you create an adhesive and sticky ooze-like substance under the feet of your foes. A creature in the area when the spell takes effect must make a Reflex save. If the save succeeds, the creature is stuck, but can still move. If the save fails, the creature is stuck and can't move from its space, but can break loose by spending 1 round and making a DC 22 Strength check or a DC 27 Escape Artist check. A stuck creature takes a –2 penalty on attack rolls and a –4 penalty to effective Dexterity.

Once loose (either by making the initial Reflex save or a later Strength check or Escape Artist check), a creature remains stuck, but may move through the muck slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. A creature moves 5 feet for each full 5 points by which the check result exceeds 10.

On your next turn after casting this spell, the muck sprouts tentacles and attempts to grapple any creature stuck in it. The muck has an attack bonus equal to your caster level + your Wisdom modifier, +6 for its Strength score (22). The tentacles hold, but do not harm a creature. A grappled creature cannot move until it breaks free.

The muck is susceptible to cold. Any cold-based spell or effect freezes a 5-foot square and allows a creature in that area to automatically escape (whether the creature was stuck or grappled).

Mucus Mask

School conjuration (creation) [acid]; **Level** cleric/oracle 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (phlegm)

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

Target one creature

Duration permanent (see text)

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

A glob of mucus is hurled through the air at the intended victim. The caster must succeed at a ranged touch attack to hit. If successful, the glob hits the target in the face and quickly covers the subject's entire head.

The mucus has three effects. First, it is caustic and burns out the victim's eyes (causing permanent blindness until cured).

Second, the mucus seals the ears, deafening the target until the mucus is removed (see below).

Third, the creature begins to suffocate. A character can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must succeed on a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

It requires two minutes (20 rounds) for the creature to remove enough mucus to breathe. Two people can remove enough mucus in one minute (10 rounds) to allow breathing. Three people (the subject plus two allies) can remove enough mucus in 8 rounds to allow breathing. No more than two people can assist the victim.

Mud Slam

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

Casting Time 1 standard action

Components V, S, M

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

Target 1 creature

Duration instantaneous

Saving Throw Reflex half (see text); **Spell Resistance** yes

You cast a ball of mud at your enemies that grows into a wall that slams

BOOK OF LOST SPELLS

into them, potentially knocking them back. The mud slams into the target, doing 1d6 points of damage per caster level (Reflex half; 10d6 maximum). A Medium or smaller target that fails its Reflex save must then make an Acrobatics check opposed by your caster level check (1d20 + your caster level). If they fail that check, they are knocked prone.

Muddy Appearance

School illusion; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one person or object
Duration 1 round/level
Saving Throw Will disbelieves; **Spell Resistance** yes

This spell causes the target to blur slightly, obscuring the details of its appearance. The illusion is a subtle one, and observers are more prone to think of themselves as not seeing clearly than of a magically blurred thing.

Multiple Contingency

School evocation; **Level** sorcerer/wizard 9
Casting Time At least 10 minutes (see text)
Components V, S, M, F (a statuette of yourself carved out of jade and decorated with diamonds worth at least 5,000 gp)
Range personal
Target you
Duration 1 day/level or until discharged

This is a more-powerful form of *contingency*, functioning much like that spell, save you may prepare up to three companion spells of up to 8th level, and these spells are not limited to spells that affect your person. In other words, you may prepare between one and three spells of any level of 8th level or lower and set them to activate upon a certain trigger, as per *contingency*. For example, the caster may set a trigger condition to discharge *pyrotechnics*, *fireball*, and *mirror image* simultaneously. The multiple contingency otherwise performs as per *contingency*. Refer to that spell description for further information.

You cannot have a *multiple contingency* and a *contingency* spell active at the same time. Only the most recently cast spell remains in effect, the previous spell is lost upon the casting of the new spell.

Multiple Shot

School divination; **Level** cleric/oracle 4
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 round/level

You compel your body to remember its previous stance and angle in order to repeat a successful shot. The spell does not take effect until you successfully hit a target with an arrow. Once that happens, however, the caster knows how and where to stand in order to hit the target again. All subsequent shots at the same target receive a +4 insight bonus on the attack roll.

Mundane Dweomer

School illusion (glamer); **Level** bard 3, sorcerer/wizard 3
Casting Time 1 action **Components** V, S, M (A ruby, an emerald, and a diamond, each worth at least 500 gp)
Range touch
Target a single magic item

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

This spell must be cast during the creation of a magic item. All future *detect magic* attempts show that the affected item is non-magical. An *identify* spell, however, reveals the item's magic qualities.

Musical Mimicry

School conjuration; **Level** cleric/oracle 9
Casting Time 1 standard action
Components V, S, F (masterwork musical instrument)
Range personal
Target you
Duration see text
Saving Throw see text; **Spell Resistance** see text

This spell allows you to duplicate the bard spell of your choice, chosen at the time of casting. The chosen spell is cast as a 9th-level cleric spell; the DC for any saving throws (if applicable) is equal to 19 + your Wisdom modifier.

Musical Mural

School illusion [phantasm]; **Level** bard 3
Casting Time 1 standard action
Components V, F (musical instrument)
Range 60 ft.
Area 60-ft. radius emanating from the caster
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

Music can paint a scene, but yours goes beyond that. Your music actually creates a clear image, transferring that image to the mind of anyone listening as if they had been there themselves. This is an illusion, but is experienced internally rather than externally — anyone watching but too far away to hear the music (or who makes their saving throw) does not experience the image. The illusion may be frightening, beatific, whatever you choose. Those affected by the *musical mural* are at –10 on all Perception checks as they lose track of their physical surroundings. Those who actively try to resist the illusion may make Will saves every round to attempt to shake off the spell, although any saving throws after the initial failure suffer a –2 penalty (not cumulative). If the people affected by the *musical mural* are attacked, they are freed from the spell's effects.

Mystic Bond

School divination; **Level** sorcerer/wizard 5
Casting Time 1 hour
Components V, S, M (a candle and a small, clear crystal)
Range 10 ft.
Target one person, place, or object
Duration 3 hours + 1 hour/3 levels
Saving Throw Will negates; **Spell Resistance** yes

You link yourself to a particular person, place, or thing. Once the spell is complete, you can sense the subject's approximate location (within a hundred yards), general condition, and even (for living things) general emotional state. The subject suffers a –3 penalty to the Will save to resist your attempts to use *scrying* to watch them.

Mystic Bond, Greater

School divination; **Level** sorcerer/wizard 7
Casting Time 3 hours
Components V, S, M (a candle, a small clear crystal, and a drop of the target's blood for a living creature, or a pinch of

BOOK OF LOST SPELLS

its dirt or water for a location)

Range 10 ft.

Target one person, place, or object

Duration permanent

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

As the spell *mystic bond*, except that the link is permanent. It can be severed only by potent magic (such as a *wish*), or by the target's death. Even then, you can still locate the subject's body, and know if it is ever defiled or moved.

Mystic Fortification

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

Casting Time 1 hour

Components V, S, M (a 1-inch square of adamantine and a diamond worth at least 100 gp)

Range touch

Area 20-ft. square of wall/structure + 10 square ft./level

Duration permanent

Saving Throw none; **Spell Resistance** no

Wizards cast this spell to protect a wall or structure from magical attack. The wall gains spell resistance 15 against any harmful magic, and has double the normal hardness when taking damage from a magical attack (such as *burning rain*). This spell does not provide any additional defense against normal attacks.

Mystic Negation

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

Casting Time 1 round

Components V, S, M

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

Effect a floating orb that absorbs magic

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell creates a darkly pulsing sphere of power 1 foot in diameter that attempts to negate any magic near itself. The sphere generates a continuous area dispel effect in a 30-foot radius, as per *dispel magic*. The dispel check of a *mystic negation* is 1d20 +1 per caster level (maximum +10) against a DC of 11 + the spell's caster level.

The *mystic negation* also attempts to counterspell, as per *dispel magic*, any spell cast within its area of effect. The sphere may attempt only to counterspell a target once per round. Any spell cast outside the *mystic negation's* area of effect that targets an area or creature within the area of effect is also subject to a counterspell attempt.

The sphere may be directed to move once per round at the rate of 60 feet (perfect) by the caster as a free action. The caster's spells and effects are also subject to the effects of the *mystic negation*, but the DC for the dispel check is 13 + the caster's level.

Mystic Sapper

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

Casting Time 1 hour

Components V, S, M (a miniature shovel or pick and a pinch of dirt)

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

Area 40-ft.-square section + 5 square ft./level

Duration 1 day

Saving Throw none; **Spell Resistance** no

This spell emulates and improves upon the role of the sapper, a medieval siege expert who specializes in tunneling under and weakening castle walls. You target a wall, and this spell weakens that section's foundations,

making the wall easier to topple or shatter. The wall's hardness is reduced by 5 and its hit points by 25%.

Mystic Seal

School transmutation; **Level** cleric/oracle 4, sorcerer/wizard 4

Casting Time 1 full round

Components V, S, M (powdered diamonds worth at least 50 gp), F (a signet ring)/DF

Range touch

Target one lock, door (40 square ft./level), or chest, or scabbard

Duration permanent

Saving Throw Will (object); **Spell Resistance** yes (object)

This spell holds closed a single door (no more than 40 square feet per caster level), chest, lock or scabbard until a condition set at the time of casting is met. Conditions include speaking a command word or short phrase (four words at most), the touch of a specific race, being struck by a specific object or the presence of a descendant of someone who was present during the casting. The seal cannot determine class, ability score, alignment, or any other trait not listed above. Note that the seal can be keyed to only one condition. The effect can be dispelled by *dispel magic* or suspended by a *knock* spell only if the caster's level is higher than that of the one who placed the seal. Skill and ability checks made to force open a door under this spell are at +15 DC over the normal difficulty.

Naïveté

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

Casting Time 1 action

Components V, S

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

Target one or more creatures, no two of which can be more than 30 ft. apart

Duration 1 hour/level

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

Creatures affected by this spell become more susceptible to coercion and deceit. Until the spell expires, each creature receives a –2 penalty to saving throws against enchantment and illusion spells. A creature's newfound trusting nature also causes this –2 penalty to apply to any rolls made against the following skills: Bluff, Diplomacy, Disguise, Linguistics checks made to create forgeries, and Intimidate.

Nap

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 2

Casting Time 1 round

Components V, S, DF, M (a feather and a pebble, the latter of which the caster must have carried on his or her person for one week)

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

Target one living creature/level

Duration 1 hour

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

Nap causes a magical slumber to come upon subjects who then sleep for 1 hour. Upon waking, the subject feels refreshed as if he had slept a full night. A subject recovers hit points and ability damage as if he rested for a full night. Spellcasters regain lost spell slots or can prepare spells just as if they had rested for eight hours.

Note: *Nap* can be cast only on a willing creature. Additionally, a creature can be affected by a *nap* spell only once per week.



Nature's Aura

School transmutation; **Level** druid 2, ranger 2
Casting Time 1 standard action
Components V, S
Target you
Duration 10 minutes/level

You are surrounded by a calming, natural aura that helps put animals and sentient plants at ease. During the duration of the spell, you receive a +3 bonus per 5 caster levels on all wild empathy checks as well as Handle Animal skill checks and related skills and abilities. This spell enables powerful druids and rangers to put even the most ferocious and violent natural beasts into a calm and peaceful state.

Nature's Repast

School transmutation; **Level** cleric/oracle 3, druid 2, ranger 2
Casting Time 1 round
Components V, S
Range personal
Target you
Duration 1 day/level
Saving Throw none; **Spell Resistance** no

You call upon the power of the earth itself to sustain you, claiming divine affinity through your god. You do not need to eat or drink for the duration of the spell. You must remain in direct contact with the earth for the spell to work, however; if contact is broken for more than one round, the spell ends.

Nature's Strength

School transmutation; **Level** cleric/oracle 3, druid 3, ranger 3
Casting Time 1 full-round action
Components V, S, DF
Range personal
Target you
Duration 1 minute/level

You summon the power of the earth to add to your strength. You gain an enhancement bonus to Strength equal to half your caster level for the duration of the spell. For the spell to work, however, you must be barefoot and remain in contact with the earth. If you lose skin contact with the earth (or stone or rock) for a full round or longer, the spell ends.

Nature's Support

School conjuration; **Level** cleric/oracle 7, druid 6
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 10 minutes/level or until discharged

With this spell, you petition the earth to protect you by absorbing your wounds. You receive damage reduction 10/— against physical attacks while you stand barefoot on the earth. Damage absorbed by this spell is transferred to the earth around you — a powerful spear thrust might cause a furrow in the ground nearby. You must remain in direct contact with the earth for the spell to work, however; if you lose contact with the earth for a full round or more, the spell ends. *Nature's support* can absorb a maximum of 10 points of damage per caster level (maximum 150 points of damage) before the spell's effect ends.

Nearsighted

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration 1 round/level (see text)
Saving Throw Will negates; **Spell Resistance** yes

You alter a creature's vision so that it can no longer focus on anything beyond 30 feet away. If the target fails its Will save, everything beyond 30 feet has concealment for the purposes of ranged weapons or spells. The victim can use a full-round action to clear its vision, which grants an additional Will save. Once a Will save is successful, the spell's effects end.

Necrotic Feast

School necromancy [evil]; **Level** cleric/oracle 1
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target up to one fresh corpse/level
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell allows you to feed on the residual life force of the recently deceased. The spell cures the caster of 1d4 points of lost hp per affected corpse. Dead bodies used in this way shrivel up and become unusable for anything else, including animation.

Only the corpses of Small or larger living creatures can be used in this way. For example, the corpses of rats, constructs or undead are worthless, as are corpses more than an hour old.

BOOK OF LOST SPELLS

Necrotic Touch

School necromancy; **Level** cleric/oracle 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (several pieces of flesh from a corpse)/DF
Range touch
Target living creature touched
Duration instantaneous (see text)
Saving Throw Fortitude negates; **Spell Resistance** yes

You inflict tremendous pain on the target by making a successful melee touch attack. The target takes 1d6 points of damage per caster level (maximum 10d6) and 2d4 points of Strength damage.

Negative Energy Armor

School necromancy; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a bit of flesh from a corpse)
Range personal
Target you
Duration 1 round/level

A crackling black aura of negative energy engulfs your form. Creatures attacking you unarmed or with natural weapons take 2d6 points of negative energy damage each time one of their attacks hits. *Negative energy armor* does not render you immune to attacks; you still take damage from a successful unarmed or natural attack. Melee weapons and ranged weapons deal damage to you normally and the attacker doesn't take damage from this spell. Your unarmed or natural attacks do not deal this damage to a foe; death armor is strictly defensive. Only when a creature attacks you unarmed or with natural weapons is this spell's effects triggered.

Unarmed and natural attacks from undead creatures do not trigger the effects of this spell.

Negative Energy Mantle

School necromancy; **Level** sorcerer/wizard 6
Components V, S, M (powdered black opal that is worth at least 500gp and a bit of flesh from an undead creature)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area living creatures within a 20-ft.-radius burst
Duration instantaneous; 10 minutes/level (see text)
Saving Throw Fortitude negates; **Spell Resistance** yes

Negative energy mantle creates a shimmering aura of negative energy that negates all healing (including fast healing), regeneration, and curative magic and effects on affected creatures for 10 minutes per caster level (this includes spells that heal ability damage and drain, nonlethal damage, and restore lost limbs).

Nervous Tension

School transmutation; **Level** cleric/oracle 1
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one person
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

You befuddle and distract the subject of this spell, who becomes unable to clearly focus on you. The subject suffers a –10 penalty on Bluff, Intimidate, Sense Motive, and Sleight of Hand checks made against you.

Net

School conjuration (creation) [water]; **Level** druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a strand of woven seaweed)
Range medium (100 ft. + 10 ft./level)
Effect One 20-ft.-diameter net
Duration 10 minutes/level
Saving Throw Reflex negates; **Spell Resistance** no

This spell is very similar to the 2nd-level arcane spell *web*, except that it creates an underwater net of very supple and strong strands to snare victims. The strands are slightly barbed, and engulfed creatures are stuck fast.

The spell creates a 20-foot-diameter net at the desired range that entangles up to 4 Medium creatures, unless a Reflex save is made. Any creature stuck in a net suffers a –2 penalty to attack rolls, a –4 penalty to Dexterity, and cannot swim or move. Ensnared spellcasters attempting a spell must succeed on a DC 15 Concentration check or lose the spell.

The net is quite strong; a DC 20 Strength check is required to break the bonds of the net once the targets are engulfed. Ensnared targets can also make a DC 20 Escape Artist check to wriggle free. The strands can also be cut, and require a slashing weapon doing 15 points of damage to release one subject. The net is immune to fire.

Null the Soothing Touch

School necromancy; **Level** cleric/oracle 4
Casting Time 1 Full round
Components V, S, M (powdered bone from a dead man's skull, mold from a graveyard, and a drop of a dead man's blood)
Range touch
Target one living creature
Duration permanent
Saving Throw Fortitude negates; **Spell Resistance** yes

Victims struck by this touch attack spell must make a Fortitude save or become immune to the effects of magical healing for the duration they are condemned. This affliction persists until a *remove curse* spell is cast upon the target. However, binding wounds and natural healing are still effective.

Nullifying Cloak

School evocation; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a bit of lead)
Range medium (100 ft. + 10 ft./level)
Target one spellcasting creature
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You cloak a single creature in a faint, silvery, shimmer of light that suppresses any spellcasting ability (including spell-like abilities) and deals 2d4 points of damage whenever the subject attempts to cast a spell (or use a spell-like ability). The target must make a successful DC 20 caster level check each time it attempts to cast a spell or use a spell-like ability. If the check fails, the spell fizzles away just as if it had been cast (or the spell-like ability fails to work) and the target takes 2d4 points of damage. If the check succeeds, the target is still damaged, but the spell or spell-like ability takes affect normally. Inherent spell-like abilities that are "always on" and spells that are permanently in effect on the target are not affected by this spell.

BOOK OF LOST SPELLS

Nymph's Aura

School transmutation; **Level** bard 6
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level

You take on some of the unearthly beauty and presence of a nymph, giving you +8 enhancement bonus to your Charisma. Your enhanced Charisma bonus is added to all of your saving throw rolls and as a deflection bonus to your AC for the duration of the spell as well as applying to any skill checks or magic spells.

Obliterate Soul

School necromancy [evil]; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a pinch of bone dust)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Fortitude partially negates; **Spell Resistance** yes

Upon casting, the conjured spirits pass through the victim, causing a total of 3d6+3 points of Constitution damage. A successful Fortitude save reduces this effect to 1d6+1 points of Constitution damage. If the victim is drained below zero, her soul is ripped from her body and dragged into the lower planes as the other spirits return from where they came. Victims slain in this fashion cannot be restored to life with *raise dead*, although *reincarnation* or *resurrection* works. Unless they are buried in hallowed ground, victims of *obliterate soul* are likely to return as undead (GM's discretion).

Ogre's Transformation

School transmutation; **Level** sorcerer/wizard 9
Casting Time 1 round
Components V, S, M (a drop of ogre blood and a drop of the target's blood)
Range 10 ft.
Target one person
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

As with the spell *ogre's visage*, except the change is permanent. The change can still be reversed by magical means, although a *remove curse* or *break enchantment* is insufficient.

Ogre's Visage

School transmutation; **Level** sorcerer/wizard 6
Casting Time 1 round
Components V, S, M (a drop of ogre blood)
Range 10 ft.
Target one person or creature
Duration 3 days + 1 day/3 levels
Saving Throw Will negates; **Spell Resistance** yes

This specialized transformation changes the subject, making him larger, stronger, tougher — and dumber. On humans, the process basically turns them into ogres, hence the name, but it can be used on any animal or humanoid. The subject grows one size category (with all the relevant shifts in modifiers to AC, Stealth checks and the like) and gains +3 to

AC (natural armor). The new “ogre” also gains +4 enhancement bonus to Strength, +4 enhancement bonus to Constitution, but –2 to Dex and –6 to both Int and Wis. The “ogre” also suffers a –10 penalty on Will saves made against the caster.

One with the Earth

School conjuration (teleportation); **Level** cleric/oracle 6, druid 5
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 hour/level or until expended; see text

This spell is a dwarven version of the druid spell *tree stride*, although in this instance the caster moves from one large block of stone, dune, section of earth, or boulder to another. Each stone must be freestanding (i.e., a stretch of flat farmland would not suffice, but a barrow of packed earth in that field would permit passage) and at least somewhat greater in size and weight than the caster. Upon entering the stone, the caster knows immediately the location of all other sufficient stones, mounds, or dunes within the range listed below. You can choose to pass to any stone or portion of earth of the appropriate kind within the transport range as shown on the table below.

Type of Stone	Transport Range
Natural stone	3,000 feet
Worked stone	2,000 feet
Earthen mound	1,000 feet
Sand dune	500 feet

Each transport takes a full round action. You can move into a boulder, dune, section of earth, or block of stone up to one time per caster level (passing from one to another counts only as moving into one stone). The spell lasts until the duration expires or until you exit a boulder, dune, section of earth, or block of stone. You can opt to remain within the stone without transporting, but you are forced out when the spell ends.

Ooze Bolt

School conjuration (creation); **Level** cleric/oracle 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (dried gray ooze and saliva), F (a crossbow bolt)
Range close (25 ft. + 5 ft./2 levels)
Effect one ooze bolt
Duration instantaneous (see text)
Saving Throw none; **Spell Resistance** no

A bolt of gray ooze springs from your hand and flies toward the target. You must succeed at a ranged touch attack to hit. The bolt deals 2d6 points of acid damage with no splash damage. For every three caster levels you possess (up to caster level 15th), the acid, unless somehow neutralized, lasts for another round, dealing another 1d6 points of acid damage for that round.

Open Trail

School transmutation; **Level** druid 2, ranger 1
Casting Time 1 standard action
Components V, S
Range special (see text)

BOOK OF LOST SPELLS

Area special (see text)
Duration concentration

This spell enables you to open a narrow 20-foot opening through thick underbrush and heavy growth. The opening is 5 feet wide and 20 feet long and starts from the casting point and moves in a direction indicated by the caster. The opening then moves along with the caster while he walks, providing a safe, moving path through even the thickest growth. Plants move or bend away from the opening and then close behind it, leaving no sign that anyone passed through. One of the main benefits is the ability for a party to travel at normal speed through thick undergrowth for the duration of the spell. It is as useful for opening trails as it is for covering them up. Anyone attempting to track people who passed through the wilderness using an *open trail* spell suffers a –10 penalty on all Survival checks. If the caster takes any damage, the concentration required to maintain the spell is broken and vegetation begins to slowly close over the area of the path over a period of rounds equal to 1d4+1/caster level, potentially leaving the PCs trapped in brush and undergrowth during a battle.

Otter's Grace

School transmutation; **Level** cleric/oracle 1, druid 1, ranger 1
Casting Time 1 action
Components V, M (a fish bone)
Range touch
Target creature touched
Duration 5 rounds/level
Saving Throw none; **Spell Resistance** yes (harmless)

The subject of this spell gains a +15 competence bonus to all Swim checks and may hold his breath for twice as long as specified in the *Pathfinder Roleplaying Game Core Rulebook* (see Chapter 13, "Drowning").

Outside of Time

School transmutation; **Level** sorcerer/wizard 8
Casting Time 1 full round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

For whatever duration you desire up to the spell's maximum, you push the target creature and its carried gear (or any one object Medium or smaller size) out of time. The target vanishes immediately, and it no longer exists in the world's normal time stream while the spell lasts. If the target is a caster, any spells or effects the target was maintaining are affected as though the target just died.

During the period in which it is outside of time, the target cannot be located with *scry* or similar divinations. Not even a *wish* or *miracle* can bring the target back earlier or dispel the *outside of time* since no magic remains within the normal flow of time to dispel.

When the spell ends, the target returns to the same location from which it disappeared. If some other object occupies that space, the target is harmlessly shunted into the nearest open space. For the target, no time has elapsed. The targeted creature has effectively been transported into the



BOOK OF LOST SPELLS

future from its perspective. When the target returns, any timed phenomenon such as poison onset or the duration of abjuration spells continue from the stage or duration point such effects were at before the target's departure from normal time, since these effects skipped through time with the creature.

Paeon of Greater Glory

School enchantment (compulsion) [mind-affecting]; **Level** bard 4
Casting Time 1 standard action
Components V
Range 100 ft.
Area 100-ft. radius around you
Duration concentration up to 2 rounds/level (see text)
Saving Throw Will negates; **Spell Resistance** yes

You fill the air with a powerful song of glory that inspires your allies and bolsters their spirits while planting the seeds of doubt in your enemies. Allies able to hear your song gain a +4 morale bonus on attack rolls, damage rolls, and skill checks as well as a +2 morale bonus on saving throws and a +2 deflection bonus to their AC. Meanwhile, enemies who fail a Will save suffer a –2 morale penalty to all skill checks, saving throws, and attack rolls. You must continue singing for the effects to remain and this song requires your full concentration. You can take a single move action during a round while maintaining the song and any damage you take forces a Concentration check (DC 15 + damage taken) to continue the song. Any attempt on your part to cast a spell or make an attack immediately brings the spell, and all of its effects, to an end.

Paeon of the Holy

School enchantment (compulsion) [mind-affecting]; **Level** paladin 4
Casting Time 1 standard action
Components V, S, DF
Range 40 ft.
Target all allies and foes within a 40-ft.-radius burst centered on you
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

You call favor to yourself and your allies through the loud proclamation of joy and faith in your god. This proclamation calls down favor from your god that can be used in one of several different manners listed below:

Paeon of Glory: +3 dodge bonus, and +2 circumstance bonus to Will saves for all allies.

Paeon of Judgment: All allies' weapons do an additional 1d6 points of holy damage and are treated as "good" for damage reduction.

Paeon of Blessing: Allies gain +3 bonus to attack and damage rolls.

Paeon of Light: Allies gain a +4 circumstance bonus to all saving throws while enemies suffer a –2 penalty to all saves. You must choose one, and only one, of the above and a *paeon of the holy* can be cast only once per day. These songs of power do not stack, but two casters can sing songs granting different powers simultaneously.

Paeon of the Unholy

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 4
Casting Time 1 standard action
Components V, S, DF
Range 40 ft.
Target all foes within a 40-ft.-radius burst centered on you
Duration 1 round/level
Saving Throw Will negates, see text; **Spell Resistance** yes

Your loud proclamation of faith in your dark god draws power down to plague your adversaries with failing confidence and fear. Adversaries in the area of effect are permitted a Will save to avoid the effects of the spell. Anyone with fewer than 8 HD that fails his save is affected as if by a *fear* spell; those above 8 HD that fail suffer a –4 circumstance penalty to all saving throws and a –2 penalty to all attack and damage rolls.

Pain of Giving

School transmutation [evil]; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 3
Casting Time 1 action
Components V, S, M (eye of a crow that was sacrificed under a full moon)
Range touch
Target creature touched
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

This spell manifests itself every time the subject performs a good act such as healing or curing, showing kindness, acts of generosity or mercy, or any conduct that shows the virtues of good. When performing any such act, the subject feels a painful clutching at his heart as if it was being crushed from the inside by the burning band of a fiend. The subject takes 1 point of damage and must succeed on a Fortitude save or be nauseated for 1d6 rounds (see *Pathfinder Roleplaying Game Core Rulebook*, Appendix 2, "Conditions"). The damage is from unholy power and cannot be averted by any form of energy resistance or damage reduction.

Pain of giving can be dispelled, or it can be removed by a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*.

Paper Tigers

School illusion (shadow); **Level** bard 4
Casting Time 1 round
Components V, S, M (10 gp worth of black paper and gold foil)
Range close (25 ft. + 5 ft./2 levels)
Effect several semi-real creatures
Duration 1 minute/level (D)
Saving Throw Will disbelief (if interacted with, varies, see text); **Spell Resistance** yes

You fold 1d4 origami tigers plus 1 per 2 caster levels (up to a maximum of nine) from the material components of the spell. They immediately appear somewhere within range, grow to the size of real tigers, and spring to life to fight under your complete control for the duration of the spell. Only one of the tigers has substance, however, and the rest are no more solid than a *mirror image*.

Each round, at the beginning of your action, you may select one of the origami tigers to be the real tiger, having the statistics of a tiger; it can be a different tiger each round. You may also ready an action to select a tiger to be the real tiger as a standard action. All the fake tigers function as tigers except that their attacks deal no damage and even a single successful attack instantly destroys them.

Damage to the real tiger carries over from round to round even if a different tiger is selected to be the real tiger; if it is destroyed, the spell ends.

Paralyze

School illusion (shadow) [mind-affecting]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area several living creatures within a 20-ft.-radius burst

BOOK OF LOST SPELLS

Duration 1 minute/level (D)

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

This spell convinces a number of creatures in the area whose combined Hit Dice do not exceed twice your caster level that they are paralyzed. Creatures that fail their save believe themselves to be paralyzed and stand rigid and unmoving, unable to take any action for the duration of the spell. A creature receives only one save against this spell when it first takes effect. *Dispel magic*, *break enchantment*, *wish*, or *miracle* negate this spell.

Paranoid Flight

School enchantment (compulsion) [Fear, Mind-Affecting];

Level bard 4, cleric/oracle 5, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (drop of nightshade)/DF

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

Target one humanoid

Duration concentration + 1 round/level

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

A creature under the spell's effects immediately realizes that his allies are actually deadly enemies and tries to fight his way out as if his life depended on it. He uses the best attacks, weapons or spells available to him until he has a clear escape route and then moves directly away from his erstwhile allies and the caster until the duration ends.

Pattern Grass

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, M

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

Target 20-ft. radius

Duration 1 hour

Saving Throw none; **Spell Resistance** no

You temporarily flatten grass, cane or other soft-stemmed plants to reveal opponents attempting to hide in the area (+15 circumstance bonus to Perception checks). The soft-stemmed plants recover after the spell is over but the flattening of the plants makes tracking through the area very difficult. Survival checks for tracking in areas affected by this spell receive a -10 circumstance penalty.

Peacebinding

School enchantment (compulsion)[law, mind-affecting];

Level paladin 4

Casting Time 1 standard action

Components V, S

Range 80 ft.

Target all creatures with an Int of 3 or higher within range that are aware of you and your actions

Duration 1 minute/level (see text)

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

This spell can be cast only when you have one or more weapons drawn. As you cast this spell, you must sheathe or otherwise put away all weapons you currently wield. This can be done simultaneously. Once you do so, all targets must succeed on a Will save or be compelled to put up their weapons for the duration of the spell, philosophically as well as literally.

Creatures affected must put up any weapons they are wielding and refrain from attacking any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on your character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an affected creature can open doors, talk,

eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth.

If you attack any creature, or draw your weapons, the spell immediately ends for all targets. Any creature affected by this spell that is attacked by any means is immediately released from its effect.

Pepper's Purpose

School enchantment (compulsion) [mind-affecting]; **Level**

bard 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components S, M (a pinch of pepper)

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

Target one creature within range.

Duration 1 round

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

Causes target to sneeze loudly unless he succeeds on a Fortitude save.

Phantom Accompaniment

School illusion [figment]; **Level** bard 2

Casting Time 1 round

Components V, S, M (a small, lit candle)

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

Area audible within normal hearing range

Duration concentration + 1 minute

Saving Throw Will save partial; **Spell Resistance** no

You use this spell to enhance your performances, summoning a ghostly band to play along with you. The band can only play pieces you are already familiar with, but the selection of instrumentation is entirely up to you, including choral voices. The use of this spell gives you a temporary +4 circumstance bonus to skill checks when using any of your bardic music abilities. A listener making a successful Will save is not affected by this bonus.

Phoenix Cloak

School abjuration; **Level** cleric/oracle 9

Casting Time 1 minute

Components V, S, M (a ruby worth at least 1,000 gp), DF

Range 50 ft.

Area The caster and all allies within a 30-ft.-radius burst centered on the caster

Duration 1 minute/level (D)

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

This spell cloaks you and your allies in a fiery, warm light. If any subject should die during the duration of the spell, they rise again within 1d6 rounds, as per the *raise dead* spell. A creature can be raised only once by the *phoenix cloak*; anyone brought back to life by the spell is no longer considered protected by it.

Piercing Vision

School divination; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round + 1 round/3 levels

You can see through metal, wood or leather within 50 ft. plus 5 ft./level, up to a thickness of one inch.

BOOK OF LOST SPELLS

Piercing Vision, Greater

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round + 1 round/2 levels

As with *piercing vision*, but you can now see through metal, wood, or stone within 50 ft. plus 5 ft./level, up to a thickness of 10 feet.

Pilfer Sleep

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target 1 creature

Duration instantaneous

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

The target of this spell receives whatever need for sleep the caster had at the time of casting. This effect may make the target naturally drowsy or even fatigued. Fatigued creatures suffer a –2 to Strength, –2 to Dexterity, and they cannot charge or run. If this spell is successful, the caster is treated as having gotten eight hours of sleep, although this effect does not substitute for the rest time needed for spell recovery.

The spell is ineffective if cast upon targets such as elves or undead who do not sleep normally.

Extended use of this spell causes a temporary loss of 2 Constitution points per casting after the first. Lost points can be regained at a rate of 1 point per night of normal rest.

Plague

School necromancy [evil]; **Level** cleric/oracle 7, druid 7, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S

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 Fortitude negates; **Spell Resistance** yes

This spell functions like *contamination*, except that it affects multiple creatures. The same disease affects all subjects.

Plant Aura

School transmutation; **Level** druid 6

Casting Time 1 standard action

Components V, S, F

Target you

Duration 10 minutes/level (D)

You convert yourself into a plantlike creature for the duration of the spell. As a plant creature, you are immune to critical hits, immune to poison, sleep effects, paralysis, *polymorph*, and stunning. While you do not gain complete immunity, you do gain a +4 circumstance bonus on saving throws against mind-affecting effects. In addition, the spell provides a natural armor bonus exactly the same as a *barkskin* spell. This spell converts your body, but not any of your equipment, leaving you

with the same items and proficiencies as normal. You can cast spells in this form, but you cannot wildshape or use similar polymorph or shape-changing abilities.

Casting the spell requires a small jade statue of the caster created by a master artisan that is used as a focus. The statue costs at least 150 gp and can be used only for the caster for which it was created.

Plant Enlightenment

School transmutation; **Level** druid 9

Casting Time 24 hours

Components V, S, M (500 gp worth of ebony per HD of the enlightened creature, minimum 2,500 gp, the ebony becomes part of the new creature), DF

Range touch

Target animal touched

Duration instantaneous

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

You use your divine knowledge of plants and plant growth combined with some of your life energy to convert an animal or magical beast into an enlightened, plant-type creature. Similar to *awaken*, you must succeed on a Will save (DC = 10 + HD of the converted creature) in order for this spell to take effect. If successful, the “plant-imbued” template is added to the creature, making it a plant-type creature and giving it additional characteristics. The newly enlightened creature is friendly toward you, but you have no special empathy or connection with it. Plant-imbued creatures have their own free will and decide whom they want to associate with, and what they wish to do; at the same time, they always view you as a friend unless you attack them.

Creatures created with this spell gain the ability to speak Sylvan, as well as other languages known by the caster based upon their Intelligence bonus. Plant-imbued creatures cannot serve as familiars or animal companions, although they might choose to travel with someone for a while on their own.

Plant-Imbued

Plant-imbued creatures are animals or magical beasts that have been magically converted to a plant-type creature through the use of the powerful druidic spell *plant enlightenment*. These creatures gain some of the characteristics and abilities of plants, and also gain additional Wisdom and Intelligence. While they can be found in a variety of different locations, they are almost never found underground or in areas that get little sunlight. These mystical creatures are often in the company of druids, or found in areas where powerful druids reside. Once created, their additional Wisdom and Intelligence gives them the free will to go where they wish and learn new things about the world around them. Those plant-imbued creatures that do choose to learn more of the world can eventually become almost fey-like as they age.

Creating a Plant-Imbued Creature

“Plant-Imbued” is a template that can be added to any animal or magical beast. The creature’s type changes to “plant” and uses all of the base creature’s statistics and abilities except as described below.

Challenge Rating: 2–8 HD, base creature +2; 9+ HD; base creature +1
Alignment: Any

Size and Type: The base creature’s type changes to plant, and it gains the augmented subtype. Do not recalculate its base attack bonus, saving throws, or skill points.

Senses: Plant-imbued creatures gain tremorsense 60 ft. as long as they are in contact with a natural surface (soil, unworked stone, etc.); they cannot be flanked or surprised and gain Uncanny Dodge as if they possessed rogue levels equal to their total hit dice. Plant-imbued creatures gain darkvision 60 ft. if the base creature did not already possess darkvision. If the base creature already possessed darkvision, that ability is extended by an additional 30 ft.

Armor Class: A plant-imbued creature gains a +4 bonus to natural armor. This stacks with the innate natural armor, if any.

BOOK OF LOST SPELLS

Hit Dice: Change all current racial Hit Dice to 1d8. If the base creature is less than 2 HD, advance it to 2 HD. Plant-imbued creatures heal wounds more quickly than normal creatures and gain fast healing 5 as long as they are in contact with a natural surface. Plant-imbued creatures no longer advance by racial HD, but instead advance by character class. Most plant-imbued creatures choose to become druids, rangers, or oracles (life, lore, nature, and wood are common mysteries for plant-imbued oracles).

Armor Bonus: Add an additional +4 natural armor bonus to the base creature's natural armor, if any.

Defenses Plant-imbued creatures gain DR based on their total racial HD and levels. As plant creatures, they are immune to critical hits, mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning. Plant-imbued creatures gain spell resistance equal to their CR + 11.

Plant-Imbued Damage Reduction

Racial Hit Dice	Damage Reduction
1–10	5/magic
10–15	10/magic
16+	10/magic cold iron

Speed: Same as base creature. Plant-imbued creatures can move through any sort of undergrowth at their full movement rate without taking any penalties or suffering any damage as if they had the woodland stride class ability. Magical enchantments designed to impede movement still affect them.

Special Attacks: Plant-imbued creatures retain all of the base creature's special attacks and natural weapons.

Spell-like Abilities A plant imbued creature gains the ability to cast the following spells as a 9th-level druid: at will—*freedom of movement*; 3/day—*entangle*, *magic fang*; 1/day—*sunburst*, *tree stride*.

Special Qualities: A plant-imbued creature retains all of the special qualities of the base creature.

Plant Type: Immune to critical hits, mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning, don't need to sleep.

Damage Reduction: Plant-imbued creatures can resist, or instantly heal, damage caused by some types of weapons based on their total number of hit dice and levels.

Abilities: The plant-imbued creature has the same Strength, Dexterity, and Constitution scores of the original creature but the other abilities are altered as follows: Intelligence is replaced with a new score generated by rolling 3d6; a new Wisdom score is generated by rolling 1d6 and adding the result to the base creature's Wisdom score. Finally, base creatures with a Charisma score less than 10 roll 2d6 and add the result to the original score; base creatures with a Charisma score of 11–14 roll 1d4 and add the result to the base score; base creatures with a Charisma score of 14+ retain their original Cha score.

Skills: Plant-imbued creatures retain the base creature's class skill list. Plant-imbued creatures receive a +4 racial bonus to Stealth checks made in natural terrain. This bonus is in addition to any bonuses the base creature might have.

Feats: Same as base creature, with the possible addition of a feat due to new hit dice.**Environment:** Any aboveground or sunlit areas

Challenge Rating: 2–8 HD, base creature +2; 9+ HD; base creature +1

Treasure: same as base creature

PLANT-IMBUED GRIZZLY BEAR

CR 6

XP 2,400

N Large plant (augmented animal)

Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +12

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)
hp 42 (5d8+20); fast healing 5 (in contact with natural surface)

Fort +8; **Ref** +5; **Will** +2

Defensive Abilities uncanny dodge, plant immunities;



Plant Enlightenment

BOOK OF LOST SPELLS

DR 5/magic; SR 17

Speed 40 ft.; woodland stride

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 9th):

At will—*freedom of movement*

3/day—*entangle* (DC 12), *magic fang*

1/day—*sunburst* (DC 19), *tree stride*

Str 21, **Dex** 13, **Con** 19, **Int** 13, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +12, Survival +9, Swim +13; **Racial Modifiers** +4 Stealth in natural surroundings

Creatures created with this spell gain the ability to speak Sylvan, as well as other languages known by the caster based upon their Intelligence bonus. Plant-imbued creatures cannot serve as familiars or animal companions, although they might choose to travel with someone for a while on their own.

Plant Portal

School transmutation; **Level** druid 4, ranger 4

Casting Time 1 standard action

Components V, S, M (a piece of bark from an ash or oak tree)

Range personal or touch

Target you or one creature touched

Area 10 ft. wide by 10 ft. high by 10 ft. long/level

Duration 10 minutes/level

Saving Throw none (harmless); **Spell Resistance** no (harmless)

Plant portal enables you to open a magic portal through trees, undergrowth, and other such growths — including magical varieties (such as a *wall of thorns*). The path opened is 10 feet wide, 10 feet high, and up to 10 feet long per caster level. The *plant portal* allows you, other druids, rangers, and dryads to pass safely through it. Other creatures cannot see or use the *plant portal*. You cannot use this spell to pass through plant creatures.

An alternate version of the spell allows you to enter a solid tree trunk (much like a *meld with stone* spell allows the caster to enter stone or a *rope trick* spell allows the caster to enter an extradimensional space). The tree must be large enough to accommodate your body in all three dimensions. While inside a tree, you are undetectable by normal means. Even magical means of detection don't give you away though the tree you are hiding in radiates magic. Dryads can detect your presence with a successful DC 15 Wisdom check if they come within 10 feet of the tree.

If the tree is cut down or burned while you are inside, you must escape before the tree falls to the ground or before it is completely consumed in fire. If still inside when either happens, you must succeed on a DC 15 Fortitude save or die.

Player Instrument

School conjuration (calling); **Level** bard 3

Casting Time 1 round

Components V, S, F (a musical instrument)

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

Target one musical instrument

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You are able to make a musical instrument play as if you were physically playing it, without having to be in contact with the instrument. You must make a Perform check to determine the quality of the playing.

The instrument continues to play until you are out of the spell's range or the duration expires. You may use this to spell to use your bardic music abilities, but doing so requires a Concentration check each round (DC 13 + damage sustained if any) and counts as a move action.

Player, Instrument, Greater

School conjuration (calling); **Level** bard 5

Casting Time 1 round

Components V, S, F (a musical instrument)

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

Target one musical instrument

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell functions like *player instrument* except it has a greater duration and the Concentration check to use the instrument for your bardic abilities is reduced to DC 10 + damage sustained.

Pocket Paradise

School conjuration (creation); **Level** bard 6

Casting Time 1 minute

Components V, S

Range 30 ft.

Effect extradimensional paradise, up to 30 ft./level radius area

Duration 10 minutes/level (D)

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

To cast this spell, you must render a performance in song, oration, or music that evokes the image of a lush paradise. As the casting continues, your description grows more vivid in the minds of the subjects, until after one minute all subjects find themselves physically transported to the location you've described.

At first glance, the paradise may seem similar to that created by a *mage's magnificent mansion* spell. However, the pocket paradise is much more opulent and pleasant. The exact design is left to the bard in question, but typical paradises resemble balmy tropical islands, silk-strewn seraglios, or crystal towers atop craggy mountains. Whatever the appearance, the actual total area of the paradise is a 30-foot-radius per caster level.

Those within the paradise find themselves the subject of pampered treatment at the hands of a staff of illusory servitors; again, the exact design of these servitors is left to you.

Although delicious food and sweet drink are plentiful, all of this is illusion, and provides no sustenance. Further, any rest gained while in the paradise is fleeting, and those exiting find themselves just as fatigued as they were when they went in. Time spent here cannot be used to apply to the eight hours of rest a spellcaster needs to regain spells.

However, the paradise has a soothing effect on the minds of those within it. Those who rest at least 10 minutes in the paradise find themselves cured of the following conditions: cowering, dazed, dazzled, fascinated, frightened, nauseated, panicked, shaken, sickened, and stunned. In addition, they are allowed to make a new save against any other mind-affecting effects they suffer from when they first enter the *pocket paradise*.

A subject of the spell may opt to leave the paradise at any time before the spell's duration expires. Once someone leaves, they cannot return. If you leave, the spell ends and everyone remaining inside is ejected as well.

Pollen Cloud

School conjuration (creation); **Level** druid 2

Casting Time 1 standard action

Components V, M (pinch of pollen or sawdust)

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

Effect 20-ft.-radius, 10-ft.-high cloud

BOOK OF LOST SPELLS

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** no

You create a cloud of pollen, floating seeds, and other airborne particles by tossing a pinch of pollen or sawdust into the air. The 20-foot-radius cloud is 10 feet high. Those caught within the cloud must succeed on a Fortitude save to breathe properly in the dusty air. Those that fail have difficulty breathing and suffer a –1 penalty to all attack and damage rolls. Spellcasters are forced to make a Concentration check (DC 15 + spell level) to cast any spells with a verbal component. This effect continues for 2 rounds after leaving the cloud.

The cloud can be dissipated by a gust of moderate wind or if the air temperature is reduced by 15 degrees Fahrenheit for a full round. A steady rainfall also pulls the particles out of the air.

Portrait

School divination; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (the item upon which the spell is cast)

Range touch

Target one object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You obtain a mental image of the last creature that touched the targeted item. Any creature that touched the item with an intelligence score of 3 or below is not revealed. You can see the last intelligent creature to touch the item within a number of days equal to your caster level. If the item hasn't been touched for a number of days greater than your caster level, you obtain no image at all. For example, a diviner investigating a murder can cast this spell on an item found at the murder scene to receive a mental image of who touched it last in hopes of identifying the killer.

This spell can be fooled with illusions. For example, if a diviner cast this spell on a silver coin last touched by an elf that was polymorphed to look like a halfling, a mental image of the halfling with the silver coin in hand would be revealed. In addition, if the last person to touch the item was wearing a mask at the time he touched it, you see only his masked face, although you still get an idea of his general size and shape.

Precision of Arms

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

Casting Time 1 standard action

Components V, S, M (the severed finger of a professional assassin), DF

Range personal

Target you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Precision of arms increases the caster's weapon critical threat range and multiplier by one. This does not stack with the keen weapon quality or the Improved Critical feat.

Predict Weather

School transmutation; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, M (the leaf of a maple or oak tree)

Range touch

Target creature touched

Duration 1 minute/level (D)

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

The subject gets a +10 enhancement bonus on Survival checks when

used to predict the weather. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th. The GM can make use of the Random Weather Table (see the *Pathfinder Roleplaying Game Core Rulebook*, "Environments") to provide you with your forecast.

Prey's Scent

School transmutation; **Level** druid 5

Casting Time 1 full round

Components V, S, DF

Range touch

Target one creature

Duration 6 hours/level

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

The caster of *prey's scent* must make a melee touch attack against the target of the spell. The target is then allowed a Will saving throw. The subject suffers a –4 penalty to his Will save if he has recently committed especially heinous crimes against nature such as killing a sacred animal or unnecessarily destroying a forest. If the spell is successful, predators in the region detect the subject as if he was their most favored prey animal and immediately begin to stalk him.

All meat-eating animals, lycanthropes, magical beasts, and monstrous humanoids gain a +10 divine bonus on any Perception or Survival checks related to noticing or tracking the subject of this spell and relentlessly pursue him until the spell ends. Creatures with a keen sense of smell may be drawn to the trail from up to a mile away. Intelligent creatures may recognize the spell for what it is, but likely still pursue the subject because they know it makes hunting easier and *prey's scent* affects even the taste of whomever it is cast on.

The spell does not change the behavior of any familiars or the target's animal companions. Normal pets and captive animals, hunting or riding dogs, pursue the subject unless their owners make a successful DC 20 Handle Animal check. The exact type and number of predators attempting to consume a target affected by this spell depends on the terrain, but it can be assumed that in all but the most lifeless regions he will be hounded almost continuously until the spell ends or some form of safe haven is reached.

Primal Beat

School enchantment (compulsion) [mind-affecting]; **Level** bard 4

Casting Time 1 standard action

Components V, S, F (musical instrument)

Range 60 ft.

Area 60-ft.-radius spherical emanation, centered on you

Duration concentration

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

Your music forces those nearby to listen to it and to tap their feet to its rhythm. Thinking becomes difficult as the music insinuates itself into the minds of those hearing it. Anyone within range suffers a –4 penalty on all Intelligence and Wisdom checks, related skills, Will saves, and Concentration checks for casting spells.

Primeval Seal

School abjuration; **Level** cleric/oracle 8, sorcerer/wizard 7

Casting Time 1 minute

Components V, S, M (a handful of dust from limbo and a snowflake obsidian set in a necklace made from the metal of a hero's shield worth at least 5,000 gp; the necklace is not consumed in the casting)

Range touch

Target one location (up to a 20-ft. cube/level)

Duration 1 hour/level

BOOK OF LOST SPELLS

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

This potent spell hedges out all aberrations, outsiders, and undead. You quickly trace a visible seal upon a surface, doorway, arch, or similar structure. The seal cannot be used for personal protection or inscribed on an item to be carried around. The *primeval seal* forces creatures of the designated type to feel an overpowering urge to leave the area. A compulsion forces them to abandon the area, shunning it and never willingly returning to it while the spell is in effect. A creature that succeeds on its Will save can stay in the area but feels uncomfortable doing so and is sickened for as long as it remains within the area of effect.

The seal cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, or *wish* spell.

Profane Link

School necromancy [evil]; **Level** cleric/oracle 4

Casting Time 1 full round

Components V, S, DF

Range touch

Target one non-living creature

Duration 1 hour/level (D)

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

This spell allows you to establish a *profane link* with undead creatures. Thereafter, you may cast inflict spells through the *profane link* to heal the undead recipient of the channel.

If the caster of *profane link* is also undead, any cure spells cast upon the caster or the channel's recipient has a 50% chance of damaging either one of them regardless of whether the caster or the recipient was the actual target of the spell. This effect is similar to the side effect of *holy channel*.

Progressive Curse

School necromancy [evil]; **Level** sorcerer/wizard 7

Casting Time 10 minutes

Components V, S, M (hair, blood, or bit of flesh from the spell's subject. The component must have come from his body within no more than 1 day per caster level)

Range unlimited, on same plane only

Target one creature

Duration permanent (D)

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

Using materials from the target's body and incense and other materials (value of at least 1,000 gp), you call upon dark powers to inflict a horrible, growing curse on your victim. The curse can be lifted only by a *remove curse* or *break enchantment* spell (or similar effect) cast by someone whose caster level is at least equal to yours when you placed the curse. Alternately, you may dismiss the curse at any time.

The effects of this curse start out mild, but grow progressively worse with each day that passes. In the first day, the subject suffers a -1 luck penalty to all attack rolls, saving throws, skill checks, and ability checks. This penalty increases by 1 for every week the spell has been active.

On the fifth day, the subject suffers 1 point of ability score drain from a random ability. Every five days, the subject suffers another point of ability drain.

On the 10th day, and every 10 days thereafter, you may cast a spell you know with a range of touch and have it affect the subject, so long as you and the subject are on the same plane. The spell cast can be no higher than third level.

After the first month, and every month thereafter, the subject suffers a terrible stroke of ill fortune. The exact nature of the disaster is determined by the GM (not by you); possible effects include but are not limited to: death of a loved one, major financial loss, or destruction of a prized possession.

Projectile Link

School conjuration; **Level** cleric/oracle 5

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

For the duration of the spell, you can cast touch spells through your arrows. You must still cast the spell as usual (as a standard action that provokes an attack of opportunity), but instead of completing the spell by making a touch attack, you complete the spell by firing a single arrow at the target. You may deliver a touch spell through a *projectile link* if the target is within 60 feet; you may attack targets as usual if they are beyond that range, but the *projectile link* cannot carry a spell that far.

When casting a touch spell through a *projectile link*, you have two options: to deliver the spell as a ranged touch attack or as a standard attack. If you choose to deliver the spell as a ranged touch attack, you add your usual bonuses for firing a single arrow; if you succeed at the ranged touch attack, the spell is delivered, but the arrow causes no damage. If you choose to deliver the spell as a standard attack, the spell is wasted if you miss your attack, but a successful strike inflicts arrow damage as usual as well as delivering the spell.

Projectile Link, Greater

School conjuration; **Level** cleric/oracle 9

Components V, S, DF

As *projectile link*, but you may deliver touch spells beyond the 60-foot range. In addition, whenever delivering a touch spell through a *greater projectile link*, the attack is always treated as a ranged touch attack, but inflicts arrow damage as well as delivering the spell.

Prophet's Eye

School divination; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (a glass eye worth at least 400 gp)

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

Target you and one living creature

Duration 1 hour

Saving Throw Will negates (see text); **Spell Resistance** yes

You gain an immediate insight into the target's bodily experiences. You see what they see, experience what they experience, hear what they hear and even taste what they taste for the duration of the spell. You do not take damage if the target takes damage, nor do you heal damage if the target heals. An unwilling target that fails the saving throw knows only that some sort of magic has passed through them, not what it was. If the target creature begins to do or say something that would normally be kept secret, they are allowed a second Will save. If this save is successful, they get an uneasy feeling that someone is watching them but have no idea who or how.

During the duration of the spell, you see what the target sees in addition to what you normally see. This overlapping of images and sounds can make it very difficult to perform complex tasks, giving you a -4 circumstance penalty on all skill checks and forcing a Concentration check (DC=15 + spell level) to cast a spell.

Protection from Oozes and Slimes

School abjuration; **Level** cleric/oracle 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a mixture of rare salts with which you

BOOK OF LOST SPELLS

trace a 3-ft. -diameter circle on the floor or ground around the creature to be warded)/DF

Range touch

Target creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no (see text)

This spell wards a creature from attacks by oozes and slimes. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by oozes and slimes. The protection against amorphous creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protection from Paralysis

School abjuration; **Level** cleric/oracle 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a bit of cloth from a cleric's robe)/DF

Range touch

Target creature touched

Duration 1 minute/level

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

The warded creature gains immunity to paralyzing effects or related magic such as the *hold person* spell, *slow* spell, and *ghoul touch*. The spell does not grant immunity to damage (so a ghoul's claw would still damage the warded creature but wouldn't paralyze him). If the subject is under the influence of a paralysis effect when receiving this spell, that effect is suppressed for the duration of the spell.

Protection from Pressure

School abjuration [water]; **Level** druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a carefully constructed 1-inch iron sphere worth at least 50 gp)

Range touch

Target creature touched

Duration 1d10 minutes + 10 minutes/level

Saving Throw none (harmless); **Spell Resistance** no (harmless)

Those who seek to travel the ocean depths need protection against the extreme pressures that might otherwise crush their humanoid bodies. You protect yourself, or another creature you touch, from the crushing pressure deep beneath the ocean's surface. This spell negates any pressure effects so long as they are water-related (in other words, it can't prevent you from being flattened by a boulder!). A deep diver protected by this spell can dive and surface as quickly as he wishes without suffering from the "bends."

Protection from Undead

School abjuration; **Level** cleric/oracle 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (dirt from a cemetery with which you trace a 3-ft.-diameter circle on the floor around the creature to be warded)/DF

Range touch

Target creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no (see text)

Similar to *protection from evil*, this spell wards a creature from attacks by undead creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures.

Second, the barrier blocks any attempt to possess the warded creature (by a *magic jar* attack, for example) or to exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects that grant the caster ongoing control over the subject, such as *dominate person*). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from undead effect. If the protection from undead effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

The *protection against undead creatures* ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Protective Shield

School conjuration (creation) [force]; **Level** cleric/oracle 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 minutes/level or until discharged (D)

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

An invisible but tangible field of force surrounds the subject of *protective shield*, providing DR 2/— to the creature touched.

This shield entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *protective shield* is made of force, incorporeal creatures can't bypass it the way they do normal armor. Once the spell has absorbed a total of 5 points of damage per caster level, it is discharged.

Prowess of the Prophet

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

Casting Time 1 standard action

Components V, F

Range touch

Target you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You create an insight pool that you can draw from to raise your attack rolls. Upon casting the spell, you gain an insight pool equal to 3/level (max 60) that you can split among any number of attacks, using a maximum bonus of your caster level. Use of a bonus must be declared before making an attack roll. The bonus applies to attacks with ranged spells and touch attack spells as well as with weapons.

For example, an 8th-level wizard casting this spell receives 24 points to attack with. This wizard could make 3 attacks at +8, 6 attacks at +4, or 2 attacks at +8 combined with 2 attacks at +4, etc. The caster can use the insight pool in any manner he wishes so long as he declares the number of points he is using before his attack and does not use more points than his caster level. Points that remain unused at the end of the spell's duration are lost.

BOOK OF LOST SPELLS

Pummel

School transmutation; **Level** druid 1
Casting Time 1 standard action
Components V, S, M
Range medium (100 ft. + 10 ft./level)
Target single creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You use fallen or dead branches as projectiles, launching them at a target as a ranged touch attack. The flying limb can strike a single target and inflict 2d4 points of bludgeoning damage with an additional 1d4 points of damage for every two caster levels (maximum 6d4).

Pungent Scent

School illusion (glamer) **Level** bard 2, sorcerer/wizard 2
Casting Time 1 full round
Components V, S, M (a sample of something that has the same scent as the spell is intended to produce)
Range touch
Target one creature or object
Duration 1 hour/level (D)
Saving Throw Will disbelief; **Spell Resistance** yes

The target radiates a particular scent chosen at casting. The effects of the scent depend on how strong the caster makes the odor and how sensitive the noses of those near the target are. Anyone who has reason to and, therefore, attempts to disbelieve the effects of *pungent scent* may do so normally with a Will save.

Potential uses of *pungent scent* include:

1. Providing an appropriate fragrance to give a target creature a +3 circumstance modifier to Charisma-based skill checks.
2. Masking the odor of foul-smelling creatures such as troglodytes or masking the target's odor to make him more difficult to track (+ 2 DC to Survival rolls for tracking) and to prevent creatures with the scent extraordinary ability from detecting or tracking him.
3. Granting the target a foul-smelling odor that affects foes as the troglodyte stench extraordinary ability. Victims who have no reason to disbelieve the illusion or who fail to disbelieve it and are within 30 ft. of the target must make Fortitude save versus the DC for *pungent scent* or be nauseated. The nausea lasts 10 rounds and deals 1d6 points of temporary Strength damage. The caster is not affected. The caster's allies may get a +4 bonus on their Will save to disbelieve, provided they know of the spell and the tactic, but if they fail, they must make a Fortitude check as above.

Purifying Bath

School transmutation; **Level** sorcerer/wizard 4
Casting Time 1 hour
Components V, S, F
Range close (25 ft. + 5 ft./2 levels)
Target one creature marked to the spirit doll focus
Duration see text
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

By washing the doll and mark during the casting of this spell, the caster creates a magical bond between the two. The doll and its mark must be within 5 feet of each other while this takes place. Once this spell is completed, any conjuration (healing) or *protection from evil/good/law/chaos* spells cast on the doll take effect on the target as if cast directly onto him.

Once the spell is cast, the distance between the target and the caster is irrelevant. This spell lasts as long as the spirit doll remains in one piece, that is, once the spirit doll's enchantment ends so does this spell. Refer to

the *enchant spirit doll* spell for details on that spell's duration.

Focus: Spirit doll (see *enchant spirit doll* spell) marked to the target, and enough clean water to bathe the target and the spirit doll during the casting.

Purloin

School conjuration (summoning); **Level** bard 0, sorcerer/wizard 0
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one object within range
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

This cantrip makes an object of Diminutive size or less vanish and then reappear in your hand. If the object is not within sight, you must know the exact location and nature of the object to be *purloined*. A thief who has seen his victim pocket a valuable ruby, for example, knows where it is located and therefore is able to use this spell. *Purloin* cannot be used to steal magical items.

Purple Haze

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 7
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target all creatures in a 20-ft.-radius burst
Duration 1 minute/level
Saving Throw Will partial; **Spell Resistance** yes

You fill the target area with a faint purple mist that has an intoxicating effect on all those it touches. All creatures within the spell's area of effect are sickened. In addition, targets who fail their saving throw are confused for the spell's duration. Those who make their saves are not confused, but are still sickened.

Push

School evocation [force]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a small pinch of powdered brass)
Range close (25 ft. + 5 ft./2 levels)
Target single creature or object
Duration instantaneous
Saving Throw none (see text); **Spell Resistance** no

An invisible blast of force pushes a single creature or object within range back 10 feet. You can push up to a total weight of 25 pounds per caster level (maximum 250 pounds at 10th level). Movement is along a horizontal plane only (i.e., you cannot use this spell to move an object or creature up a wall for example). You must succeed on an attack roll to hit the target, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Creatures who fall within the weight capacity of the spell can be pushed, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell. If a creature is pushed against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points of damage).

Pushed weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Putrefy Food and Drink

School transmutation; **Level** cleric/oracle 1, druid 1

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target 1 cubic ft./level of food and water

Duration instantaneous

Saving Throw Will negates (object) and Fortitude negates (see text); **Spell Resistance** yes (object)

This spell spoils and poisons food and liquids and makes them unsuitable for consumption. A creature consuming such food or drink must succeed on a Fortitude save or take 1 point of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another point of Constitution damage.

Holy water and similar food and drink is spoiled by *putrefy food and drink*. This spell has no effect on any type of creature or magical potions. *Putrefy food and water* counters and is countered by *purify food and water*.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Quash Summoning

School abjuration; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 round

Components V, S, M/DF

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

Area 30-ft. radius

Duration 1 round/level

Saving Throw special (see text); **Spell Resistance** yes

You use this potent spell to prevent adversaries from using any summoning spell within the area of effect for the duration of the spell. Creatures summoned outside the area of effect must succeed at a Will saving throw to enter the area; if they fail, they cannot enter the area. If they succeed, they can enter the area but suffer a –1 penalty to all attack, damage, and saving throw rolls. Spellcasters attempting to summon within the area of effect can make a Spellcraft check with a DC equal to the save DC of the spell to recognize that it won't work and be able to abandon casting without losing the spell. Summoned creatures already within the area of effect are forced to make a Will save; those that fail are forced to flee the area of effect while those that succeed can remain but suffer a –1 penalty to all attack, damage, and saving throw rolls. The caster must make a caster level check to affect summoned creatures with spell resistance. While quite potent, this spell has only a short duration and does not prevent the use of *gate* spells or any form of teleportation spell. It is also non-selective; it affects all summoned creatures, even those summoned by allies of the caster or the caster himself.

The main limitation on this spell is that it only works outdoors, or in vast underground caverns, not in the smaller interior of buildings or structures. This limitation can be turned into an advantage; if cast immediately outside a structure, the area of effect can surround the structure, while the interior of the structure remains unaffected.

Quell the Wild

School illusion (glamer); **Level** druid 0, ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

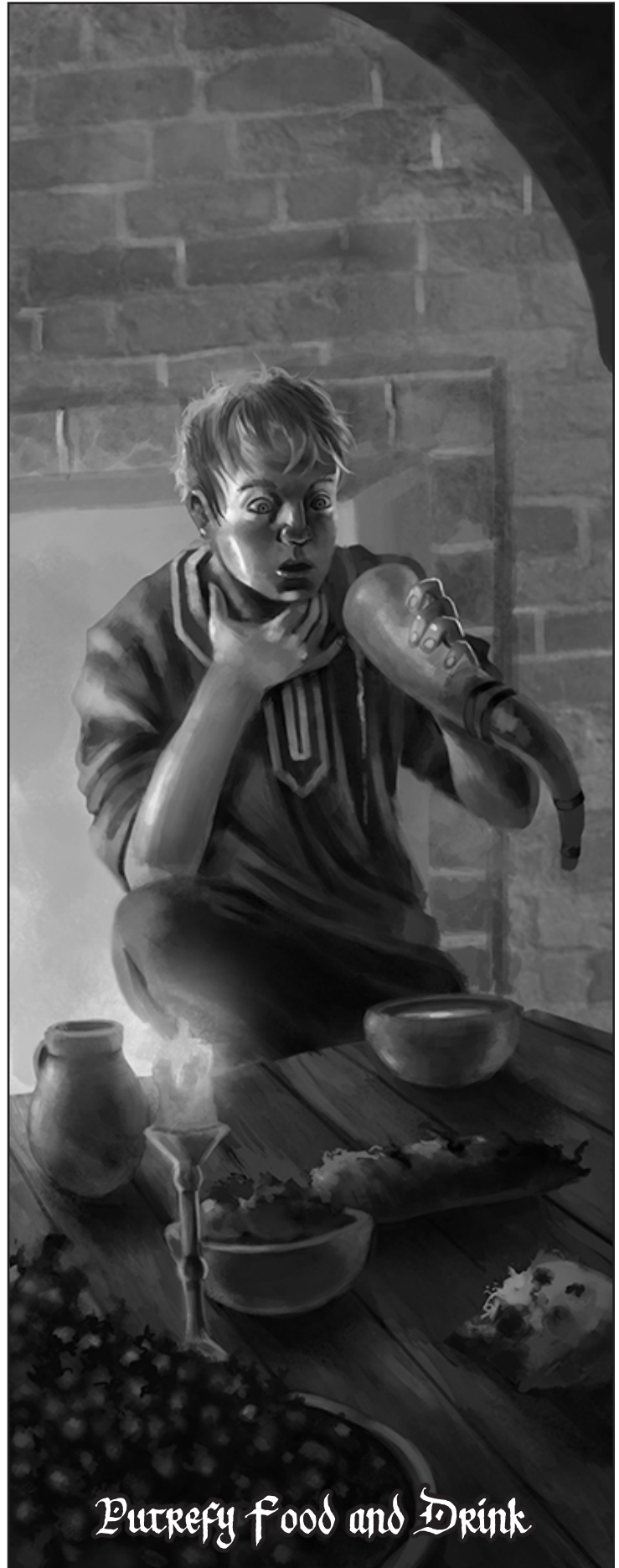
Range close (25 ft. + 5 ft./2 levels)

Target wildlife within area

Duration 1 round + 1 round/3 levels

Saving Throw none; **Spell Resistance** no

All natural wildlife within the area goes silent for the duration of the



Putrefy Food and Drink

BOOK OF LOST SPELLS

spell — no chirping, barking, twittering, and no sound from their movement. This spell does not compel animals to fall silent; it merely suppresses the noise they make.

Quick Change

School transmutation (teleportation); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 action

Components V, S, F (the exchanged clothing)

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

Target one or two creatures wearing clothing (see text)

Duration instantaneous

Saving Throw Will negates (see text); **Spell Resistance** yes

The caster can choose to switch her own clothing with another set of clothing that she can see and that is within range. She may also use it to exchange the clothing worn by two other individuals within range. If a target is unaware of the spell or is resisting, he receives a Will saving throw. If he succeeds, the spell fails. If the caster is attempting to exchange the clothing of two other individuals, the spell fails if either individual succeeds at his Will save.

All non-magical worn items are exchanged, including cloaks, rings, backpacks, sheathed weapons, etc. Drawn weapons are not exchanged, nor are magical items. Non-magical armor can also be exchanged or quickly donned using this spell. The GM should adjudicate the consequences for switching items that are the wrong size: armor that is too small falls off and is useless; clothing that is too large hinders movement and provides a Dex penalty; rings that are the wrong size may break, fall off, or cause discomfort, etc. Physical damage is never taken due to exchanged item being the wrong size.

Quicken Assassin

School illusion (shadow); **Level** sorcerer/wizard 9

Casting Time 4 hours (see text)

Components V, S, M (some portion of the creature to be duplicated and 50,000 gp worth of raw materials to help form the clone)

Range touch

Target duplicate creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create a near-perfect clone of an individual you want killed and replaced. After working with base materials for several days (1 day/level of creature to be cloned) you spend an exhausting 4 hours magically shaping the clone and finally bringing it to life, or “quicken” it. The clone has no true soul, but it does become a living, breathing copy of the person it is meant to represent. It has all of the skills, feats, and abilities of the creature it is meant to represent as well as enough of the memories and personalities to impersonate the intended victim (+25 to all Bluff checks).

The creature has just enough of its target in it to know that it is a mere duplicate, and stops at nothing to eliminate its target and assume its life. The quickened assassin’s goal is to kill the creature it was cloned from and assume its identity in order to better serve you, the person that graciously brought it to life.

You have a telepathic link that you can exercise through concentration to communicate with the assassin, who remains loyal to you as long as it lives. A powerful wizard could use this spell to replace a king or other ruler with a clone that is completely loyal to him in every way.

Unlike normal living creatures, a quickened assassin has no soul to give it the extra will to survive after being reduced to 0 hit points. Once reduced to 0 hit points, it is destroyed and cannot be brought back to “life” with anything short of a *wish*, *miracle*, or similar magic.

Quicksand

School transmutation; **Level** druid 4

Casting Time 1 standard action

Components V, S, M (a small amount of water and sand)/DF

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

Area 5-ft. square/2 levels

Duration 1 hour/level (D)

Saving Throw Reflex (see below); **Spell Resistance** no

You transform a normal dirt, sand, or stone floor into quicksand. Creatures standing on the affected surface receive a saving throw to escape the area before the transformation is complete. Those that succeed are forced to move out of the area on their next turn. Creatures with nowhere to escape automatically fail the save. Those that fail the save sink into the quicksand. Creatures in the quicksand are permitted DC 10 Swim check to remain near the surface or a DC 15 Swim check to move 5 feet in any direction desired (see “Marsh Terrain” in the *Pathfinder Roleplaying Game Core Rulebook*, “Environments”). The spell covers a 5-foot square per 2 levels and is 1 foot deep per level. It is possible to cause floors in underground passages to collapse into the area below if the thickness is covered in the spell’s area.

At the end of the duration, the affected area becomes fine sand and dirt.

Quicksilver Vault

School transmutation; **Level** sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, M (the spell requires a silver coin and a small key), F (any mirror can be used, but its dimensions limit the size of items that one can place within it)

Range touch

Effect one mirror

Duration one access/2 levels

Saving Throw none; **Spell Resistance** no

Similar to a *bag of holding*, this spell creates an extradimensional space beyond the surface of a mirror. This extradimensional space is able to hold materials up to 100 lbs. per caster level. You can access the space freely up to one access per two levels. During the casting, you can set directions that allow access to the safe and the items protected within. The “combination” to open the safe can be as simple as a command word to anything as complicated as the conditions needed to fulfill a *magic mouth* activation. Each access opens the safe for a period of up to five minutes. If the spell runs out of access uses, it ends, and any items remaining within the mirror stay within the extradimensional space. The mirror continues to radiate a slight magical aura. Any caster may recast this spell to gain access to the space once again.

A successful *dispel magic* ends the duration of *quicksilver vault* but the items stored in the safe remain there. *Break enchantment*, *limited wish*, *miracle*, and *wish* all break the *quicksilver vault*, which ejects all items within it and destroys the mirror. A mirror may have only one *quicksilver vault* cast upon it at any given time, and it may link to only one extradimensional space at any given time.

Living matter can be placed within the safe. Anything inside the *quicksilver vault* can exit the safe freely and leave the extra-dimensional pocket regardless of whether the *quicksilver vault* is still active or not. If the spell is active, such an exit uses up one access of *quicksilver vault*.

Quill Skin

School transmutation; **Level** druid 1

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 2 rounds/level (D)

BOOK OF LOST SPELLS

Hundreds of thin, pointed quills instantly erupt from your skin. The quills effectively serve as armor spikes and you are treated as if you are proficient with them. These quills cover the majority of your body and do not harm you, hinder movement or any other actions. The quills sprout out of natural and leather armor but remain harmless under other types. The quills are fine enough as not to cause damage to clothing or other items worn.

Creatures swallowing you immediately take 3d6 points of damage each round while you remain swallowed.

Radiance

School transmutation [fire]; **Level** cleric/oracle 2, druid 2

Casting Time 1 standard action

Components V, S, DF

Range close (5-ft. radius)

Duration 1 round/level (D)

Saving Throw none and Reflex half (see text); **Spell**

Resistance no

You sheathe your body in glowing yellowish-orange fire. This does not harm you or any objects or items in your possession. The fire sheds light in a 10-foot radius. Creatures coming within 5 feet of you or touching you (or creatures you touch) take 1d6 points of fire damage. A successful Reflex save halves the damage.

Rain of Missiles

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

Casting Time 1 action

Components V, S, M (masterwork arrow, bolt, sling, or bullet)

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

Area cone

Duration instantaneous

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

When cast upon a single missile such as a bolt, arrow, or sling bullet, this spell causes the missile to transform into a mass of conjured replicas, striking targets within its area of effect. The spell is not effective on thrown weapons — only missiles that are launched from a bow, sling, or similar device. Each target in the area suffers a single automatic hit from a missile identical to the original. Targets are allowed a Reflex save to avoid damage. Each of these projectiles is considered to be a +1 magic weapon for purposes of overcoming damage resistance, but the actual damage is not increased. The duplicate weapons vanish with the spell, but the original missile may be retrieved as normal.

Rainbow Spear

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

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect rainbow-colored shortspear

Duration see text

Saving Throw see text; **Spell Resistance** see text

You focus energy to create a shortspear of a specific color and effect that is thrown as a ranged touch attack. The caster must choose what color to make the spear, with each color having a different special effect. The caster can create one spear for every 5 caster levels (maximum 4 spears) but can throw only one spear per round. Spears must be used within 10 rounds of their creation and can be used only by the caster. A successful hit deals 1d6 points of piercing damage plus the following special effects:

Color	Effect
Red	1d4 +1 per caster level (max +20) points of fire damage (Reflex save for half)
Orange	1d8 +1 per 2 caster levels (max +10) points of acid damage (Reflex save for half)
Yellow	Slowed as per the <i>slow</i> spell (Will save negates)
Green	Poisoned, initial and secondary damage 1d6 Con (Fortitude save negates)
Blue	1d4 +1 per caster level (max +20) points of electricity damage (Reflex save for half)
Indigo	Stunned for 1d4 rounds (Will save negates)
Violet	1d8 +1 per 2 caster levels (max +10) points of sonic damage (Reflex save for half)

Rainbow Staff

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

Casting Time 1 standard action

Components V, S

Range 0 ft.

Target rainbow-colored staff

Duration 1 round/level

Saving Throw see text; **Spell Resistance** see text

You conjure a shimmering, ever-shifting, rainbow-colored staff of energy. Each attack with the staff is made as a touch attack and deals 1d6 points of bludgeoning damage along with the damage based on the color of the staff conjured. The staff changes colors each round so additional effects and damage likely varies from round to round.

1d8	Color	Effect
1–2	Red	2d6 points of fire damage (Reflex save for half)
3	Orange	2d8 points of acid damage (Reflex save for half)
4	Yellow	Slowed as per the <i>slow</i> spell for 2 rounds (Will save negates)
5	Green	Poisoned; initial and secondary damage 1d4 Con (Fortitude save negates)
6	Blue	2d6 points of electrical damage (Reflex save for half)
7	Indigo	Stunned for 1d4 rounds (Will save negates)
8	Violet	2d8 points of sonic damage (Reflex save for half)

Raise Island

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

Casting Time 5 rounds

Components V, S, M (a piece of granite thrown into the sea)

Range up to 300 yards from caster (see text)

Area 50 square ft./level

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You conjure an island of bare stone upon the completion of this spell. The island can appear only on saltwater. It floats on the surface for the duration of the spell, but cannot be moved.



Raise Shipwreck

School evocation [force]; **Level** sorcerer/wizard 8
Casting Time 3 rounds
Components V, S, M (a shipwreck)
Range 100 ft./level
Area one ship
Duration 20 minutes/level (D)
Saving Throw none; **Spell Resistance** no

A powerful tool for those who make their homes on the high seas, this spell allows the caster to cause any sunken ship to rise from the seabed at a speed of 10 feet per round. You can raise only a single ship, but that ship may be of any size. The distance the ship rises is limited to 100 feet per caster level. Furthermore, the caster must be able to see the wreckage to raise it. In other words, he can't cause a shipwreck to rise while he remains on the surface; he must be down in the depths, within sight of the heap, to make the spell function properly. Once on the surface, the wreck floats for the spell's duration before sinking again.

Random Pain

School transmutation; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, DF, F (the weapon to be affected)
Range close (25 ft. + 5 ft./2 levels)
Target one melee weapon
Duration 1 round/level

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

Random pain warps the fabric of cause and effect around a single weapon. This spell affects only a melee weapon, not natural weapons or missile weapons of any kind. On a successful hit with the affected weapon, it deals damage normally but not to the target of the attack. Rather, damage is dealt to the wielder or to one of his companions (including any additional effects such as extra damage from a critical hit, fire or cold damage, and so on). The GM randomly determines who is affected by this weapon. No damage is dealt (to anyone) if the weapon misses on an attack roll.

This spell targets and affects a weapon, not the wielder, so the wielder can simply discard the weapon for the duration of this spell and avoid the effects of random causality.

Rat's Nose

School transmutation; **Level** druid 1, ranger 1, sorcerer/wizard 2
Casting Time 1 full round
Components V, S, M (rat droppings and a small quantity of grain)
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw none; **Spell Resistance** No

The subject of this spell gains the scent ability. This ability allows the subject to detect approaching enemies, sniff out hidden foes, and track by sense of smell. The subject can identify familiar odors just as humans do familiar sights.

BOOK OF LOST SPELLS

Ravaging Fire

School evocation (Earth, Fire); **Level** druid 9
Casting Time 1 round
Components V, S, M (a carving of a volcano made of obsidian and worth at least 12,500 gp)/DF
Range long (400 ft. + 40 ft./level)
Effect moving 100-ft.-radius cloud of fire and rock
Duration 1 round/level (D)
Saving Throw special, see text; **Spell Resistance** no

Your anger and rage call down a rain of burning rocks and magma over a massive area of land. The burning rocks rise and fall in a rolling cloud of ash and fire that crushes and burns everything in their wake. The cloud covers a 100-foot-radius and moves at a speed of 20 feet/round in a direction of your choice. Used by angry or evil druids, this spell can completely erase entire townships or sections of forest from existence.

Living creatures in the area of effect suffer 10d6 points of fire damage from the awesome heat (Fortitude save for half) as well as 8d6 points of bludgeoning damage from the crushing rocks (Reflex save for half). Wild animals that see the cloud approaching flee at their top rate of speed. Structures in the area of effect suffer 8d6 points of bludgeoning damage per round and anything flammable is incinerated by the heat of the partially molten stones constantly striking everything in the area. Those actually surviving an attack of this magnitude swear that the very earth began to burn.

When the spell ends, cooling rubble and ash are all that is left behind. The dark black scar in the earth cannot support life for another 1d4 years unless someone makes the effort to magically revive the area.

Ravenous

School enchantment (compulsion) [mind-affecting]; **Level** druid 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a drop of honey and a piece of moldy bread)/DF
Range medium (100 ft. + 10 ft./level)
Area 30-ft.-radius burst
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

Ravenous causes all creatures, except the caster, in the area of effect to be overcome with ravenous hunger. Affected individuals may undertake no action except to seek out and devour the closest food. If attacked, they defend themselves until immediate physical threats are gone, at which time they continue their ravenous search for food. Creatures so affected do anything to consume edible substances, though they may make an additional Will save to resist any act that is self-destructive (eating food they know to be poisoned) or that violates their alignments (eating a disabled companion). Creatures under the effects of this spell can generally consume 1 daily ration of food every 5 rounds.

Ray of Desiccation

School necromancy; **Level** druid 5, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a small bit of sponge)
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 minute/level
Saving Throw none; **Spell Resistance** yes

You fire a desiccating ray that drains the water from a target on a successful ranged touch attack roll. The target takes a 1d6 + 1 per 2 levels (maximum 1d6+5) penalty to their Constitution score. This penalty is not stackable, so a creature cannot be affected more than once. A target that has his Constitution reduced to 0 is killed, leaving behind a dried husk of a corpse. Creatures with

the aquatic or water subtype are particularly susceptible, taking a 1d6+1/level (maximum 1d6+10) penalty to their Constitution score.

Ray of Paralysis

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a pinch of earth from a ghoulish lair or a bit of flesh from a ghoul)
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous (see text)
Saving Throw Fortitude negates; **Spell Resistance** yes
Imbuing you with negative energy, this spell allows you to fire a crackling ray of negative energy at a single target. You must succeed on a ranged touch attack to strike. The subject is paralyzed for 1d6+4 rounds if it fails a Fortitude save.

Razorfield

School conjuration (creation); **Level** sorcerer/wizard 1
Casting Time 1 action
Components V, S, M (a caltrop and a drop of blood)
Range medium (100 ft. + 10 ft./level)
Area one 5-ft. square/level
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

The caster of *razorfield* designates up to one 5-foot square per level within the spell's range to sprout forth razor-sharp blades. These squares need not be contiguous.

The razors function like caltrops (see the *Pathfinder Roleplaying Game Core Rulebook*, "Equipment"), with a few exceptions. First, they deal 1d4 points of damage instead of the usual 1 point caused by caltrops. Since the razors are affixed to the ground, they also cannot be swept away or moved in any manner save through the use of *dispel magic* or similar effects. Creatures of Tiny size or smaller are not affected by the razors.

Rebound

School transmutation; **Level** cleric/oracle 3, druid 2, paladin 4, ranger 4
Casting Time 1 full round
Components V, S, M (an arrowhead)/DF
Range touch
Target one arrow, sling bullet, or crossbow bolt
Duration instantaneous
Saving Throw none; **Spell Resistance** no (item)

When this spell is cast on a single non-magical arrow, sling bullet, or crossbow bolt, the missile becomes able to strike more than one visible target in a melee round. The number of extra targets is equal to 1 target for every 2 caster levels (maximum 10). An attack roll is required for every target, and the missile can attack each target only once (attacks in excess of the total number of opponents are wasted).

Reduce Nausea

School conjuration (healing); **Level** cleric/oracle 1, paladin 1
Casting Time 1 standard action
Components V, S, M (a pinch of powdered ginger)/DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)



Rebound

Reduce nausea lessens a nausea effect on the creature touched, changing the effect to sickened and cutting the duration of the remaining effect in half. Therefore, a creature nauseated for 10 rounds that receives this spell is no longer nauseated, only sickened for 5 rounds. This spell has no effect on a sickened creature.

Refine

School transmutation; **Level** cleric/oracle 1
Casting Time 1 round
Components S, DF
Range touch
Target one object (up to 1 lb./level)
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You improve upon an existing item, magically giving it better balance, tighter construction, and more graceful lines. The item in question becomes masterwork for the duration of the spell, with a corresponding increase in bonuses. This spell has no effect on an item that is already masterwork.

Regalia

School transmutation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M
Range touch
Target one article of clothing or armor

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

This spell transforms an article of non-magical clothing or armor into the livery of whomever the caster selects. The clothing or armor fits the same as before, and feels the same in terms of material, but looks exactly like the livery worn by the person's servants, guards, or soldiers. Alternately, this spell may be used to place the heraldic device onto a non-magical tabard or shield. This is not an illusion but an actual alteration, and the clothing now has the coat-of-arms embroidered, stamped, or carved into it, as appropriate. Note that you must already know the coat-of-arms you want to appear on the clothing in order for this spell to work.

Regenerate Plant Life

School conjuration (healing); **Level** druid 2
Casting Time 1 standard action
Components V, S, M (a small amount of willow sap)
Range touch
Target one Medium or larger plant or all small plants in a 25-ft. radius
Duration 5 rounds/level
Saving Throw none; **Spell Resistance** no

This spell grants plants the ability to regenerate previous damage. The spell can affect one Medium or Large plant, or the caster can imbue all plants of Small or smaller size in a 25-foot radius. Plants affected by the spell are cured of all diseases and infestations and gain the supernatural ability to heal 5 hit points per round until completely healed (as fast healing). This spell works on all living plant life, whether animated or not; however, the spell ends if the plant moves, attacks, or is damaged.

Reinforce Illusion

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2
Casting Time 1 full round
Components V, S, F (a multicolored glass etching)
Range touch
Target one creature
Duration concentration 2 rounds/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The DC of illusion spells cast by the subject increases by 3.

Reinstate Spell

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration instantaneous

This spell reinstates any spell or spell-like effect whose duration has expired within the last round. Only a single spell or spell-like effect up to 4th level can be reinstated. The reinstated spell has a new duration and effect as if the spell had been newly cast. Spells and effects with duration of instantaneous cannot be reinstated.

Because *dispel magic* and related spells cause a spell's duration to expire prematurely, dispelled spells can be reinstated through the use of this spell.

Reinstate Spell, Greater

School transmutation; **Level** sorcerer/wizard 7
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration instantaneous

As *reinstate spell*, but you can reinstate up to one spell or spell-like effect per 3 caster levels, and the maximum level of spell that can be reinstated is 6th.

Reinvigorate

School transmutation; **Level** paladin 2
Casting Time 1 round
Components V, S, DF
Range personal
Target you
Duration 1 hour/level

Reinvigorate grants you three powers:

First, your tired body and mind feel a rush of energy as all feelings of exhaustion dissipate. Any penalties you are suffering as a result of fatigue disappear immediately as you become completely refreshed.

Second, you gain a +1 sacred bonus to all Fortitude saving throws as divine energy takes you above your normal state of endurance.

Third, you need to rest only half as long as normal while the spell persists. The verbal and somatic components of this spell involve standing and looking upward to the heavens, raising your arms, and uttering a short prayer to your god in order to invoke the energizing power of this spell.

Remember Seas

School divination; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target ship's wheel
Duration see text
Saving Throw none; **Spell Resistance** no

You cast this spell on the ship's wheel to make it "memorize" the course you follow for the next 1 hour/caster level. The journey instilled in the wheel's "memory" remains until it is replaced by a new journey or dispelled. During any future trip through this area, the wheel does not require guidance. Upon command, it steers itself to any point stored in its "memory." If it passes beyond the bounds of its recorded journey, it immediately drifts aimlessly until correctly piloted. A ship's wheel can hold only one journey in its "memory" at a time.

Remove Nausea

School conjuration (healing); **Level** cleric/oracle 3, paladin 3
Casting Time 1 standard action
Components V, S, M (crushed ginger and clove buds that have been boiled in water)/DF
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Remove nausea removes any sickened or nausea effect from the creature touched.

Repel Dirt

School abjuration; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range touch
Target one person
Duration 1 hour + 1 hour/2 levels
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The world is a dirty and dusty place, and most people wind up coated with dirt, slime, and other refuse any time they step outdoors. But knights and nobles like to look their best. This spell allows the target to shine amid the grime as dirt and filth slide off the individual and anything he is wearing. Note that this spell does not protect against actual damage, just against surface filth.

Rescind Protection

School transmutation; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a small shield made of tin, hammered extremely thin, that is bent as the spell is cast)
Range medium (100 ft. + 10 ft./level)
Target single creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes (see text)

This spell strips away spell resistance and magical resistance bonuses to saves. The caster gains a +10 bonus to his caster level check to overcome the target's spell resistance (if any). Additionally, the target receives

BOOK OF LOST SPELLS

a Fortitude save to negate the spell's effects; however, any magical effects generating resistance type save bonuses for the victim do not add to his save to resist this spell.

If the *rescind protection* spell takes effect on the target, the target's spell resistance decreases by 1 point per level (maximum -15), and any resistance type save bonuses the target receives are completely suppressed for the duration of *rescind protection*.

Reshape Metal

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (scrap of iron from a forge)
Range close (25 ft. + 5 ft./2 levels)
Effect up to 1 lb. weight of metal per caster level
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You target a particular metal item with this spell. The item in question becomes soft, as if it were molten metal, and you can then reshape it into any desired form. You do not need to touch the item to reshape it, but can simply imagine the desired form in your mind and order the metal to match it. Once it takes its new form, the metal cools, and is now fixed in that shape. The item's damage matches its new form, regardless of the old one — a sword transformed into a metal urn does not do damage as a sword anymore. The metal itself remains the same, and retains the same hardness and hit points as before. Note, however, that this spell cannot produce artwork — filigree and etching and other intricate details are lost, and the new item is reasonably well-crafted but not masterwork.

Resist Channeling

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 action
Components V, S, M (drop of the caster's blood)
Range touch
Target one undead creature that is subject to turning
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes (harmless)

This spell functions as *lesser resist channeling* but gives its caster +3 channel resistance. This effect stacks with any existing channel resistance. It cannot be cast on a target already under the effect of any other *resist channeling* spell.

Resist Channeling, Greater

School necromancy; **Level** sorcerer/wizard 7
Casting Time 1 action
Components V, S, M (drop of the caster's blood)
Range touch
Target one undead creature that is subject to turning
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes (harmless)

This spell functions as *resist channeling* and *lesser resist channeling*, but gives its target channel resistance of +5. This effect stacks with any existing channel resistance. It cannot be cast on a target already under the effect of any other *resist channeling* spell.

Resist Channeling, Lesser

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 action
Components V, S, M (drop of the caster's blood)

Range touch
Target one undead creature that is subject to turning
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes (harmless)

Lesser resist channeling grants a single undead creature channel resistance of +1 for the spell's duration. This effect stacks with any existing turn resistance. It cannot be cast on a target already under the effect of any other *resist channeling* spell.

Resistance to Fear

School abjuration; **Level** cleric/oracle 0, druid 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minute
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains a +2 morale bonus against fear effects for 1 minute. If the subject is under the influence of a fear effect when receiving this spell, he can immediately attempt another save to break the effect. If the save fails, this spell has no effect.

Resonant Imbalance

School evocation; **Level** bard 3
Casting Time 1 standard action
Components V, M (a small paper cone the bard yells through)
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

You use your voice to create a disturbing cone of sound, extending outward from you in whatever direction you face. Creatures caught within the area of effect must succeed at a Fortitude save or be nauseated for 1d4+1 rounds. Nauseated creatures are unable to attack, cast spells, or do anything beyond single move actions or free actions.

Restore the Dead

School necromancy; **Level** cleric/oracle 3, sorcerer/wizard 4
Casting Time 1 action
Components V, S
Range touch
Target one or more skeletons, corpses, or zombies touched
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

With *restore the dead*, the caster instantly repairs one animated skeleton or zombie per caster level, up to a maximum of 20. Animated skeletons and zombies are instantly repaired and restored to full hit points. Destroyed skeletons and zombies are not restored, only those that have been damaged.

Restore True Form

School abjuration; **Level** sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (sliver of a broken mirror)

BOOK OF LOST SPELLS

Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

This spell changes the subject back to its true form, no matter how it was altered. *Restore true form* cancels any polymorph or wild shape effects, as well as similar physical changes (such as those caused by *alter self*). This spell even restores petrified creatures to living flesh, and undoes the effects of a *curse of infirmity*. It is not necessary for you to know the subject's name or native form for this spell to work. Note that this spell works on voluntary and involuntary transformations. This spell does not prevent further transformations — for instance, a lycanthrope forced into its true form may shapeshift into another form on its next action.

Restraining Order

School abjuration; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (a wooden sphere)
Range close (25 ft. + 5 ft./2 levels)
Target one Medium or smaller creature
Duration 1 round/level (see text)
Saving Throw Will negates; **Spell Resistance** yes

This spell creates a protective aura that causes the target to become incapable of approaching you or attacking you. The creature targeted must stay at least 10 feet away from you for the duration of this spell.

If the caster moves closer than 10 feet to the target, or makes any sort of attack on any other creature, the spell ends.

Retribution

School divination [lawful]; **Level** cleric/oracle 3
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You gain a +5 enhancement bonus to all attacks against any single creature that has inflicted damage upon you during the spell's duration. The bonus applies only to one such foe, but if you are injured by a different foe while the spell is in effect, you can choose to apply the bonus against this new enemy.

Revelation Field

School abjuration; **Level** bard 6, cleric/oracle 6, druid 7, sorcerer/wizard 6
Casting Time 1 round
Components V, S, DF
Range 0
Area 40-ft.-radius emanation from caster
Duration 1 minute per level [D]
Saving Throw none; **Spell Resistance** yes

You temporarily suppress illusions, invisibility spells (including *greater invisibility*), or non-instantaneous shape change spells (including those created by supernatural abilities) within the field. The spells are still in effect, just magically suppressed. A creature with *greater invisibility* appears within the spell's radius, but disappears again if it moves out of the area. If you target a creature that used a supernatural ability or spell of a higher level than *revelation field* to create the effect, you must check to suppress the power or ability as if casting a *dispel magic*. You become aware of the general location of a creature that resists your spell,

but you learn nothing about the spell or ability that was not suppressed. For example, an invisible stalker resists. You now know which square the monster is in, but you are still subject to the miss chance if you attack it, and you don't know what is there or how it became invisible.

Reverence

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric/oracle 5
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target one person
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

Select one creature as the subject of this spell. That creature is so overcome with reverence toward you that he cannot even contemplate attacking. The individual cannot attack you in any way (verbally, physically, magically, etc.) or take any action that would place you in danger, though he may still oppose your ends or attack your friends. If you attack or otherwise attempt to cause direct harm to the subject of the spell, the spell effect ends.

Reverence, Overwhelming

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 9
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level), l
Area 60-ft.-radius burst
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

As *reverence*, except that all creatures within range are overcome with devotion not just to you, but also to one another. No one who fails his save can attack anyone else while the spell lasts.

Reverent Crowd

School enchantment (compulsion) [mind-affecting]; **Level** bard 5, cleric/oracle 7
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one or more creatures, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

As *reverence*, save as noted above. All affected targets within the spell's area cannot attack you in any way.

Reversal

School transmutation; **Level** sorcerer/wizard 8
Casting Time 1 full round
Components V, S, M (an hourglass filled with 20,000 gp worth of diamond dust which the caster moves in a counterclockwise motion while casting spells)
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Upon completion of the casting of this spell, you reverse time for yourself and go back to the point of your initiative order one round before you

BOOK OF LOST SPELLS

began casting *reversal*. For example, you takes a move action on your initiative order in Round 1 as your party flees from a threat. As they flee, your companion leading the party falls into a pit trap and dies. On your initiative order in Round 2, you invoke *reversal*, which takes you back to the point in time of your initiative order in Round 1. You may then choose another action such as casting *feather fall* on your companion or just shouting a warning.

Note that you are moving back in time one round physically, but not mentally. Therefore, you maintain knowledge of anything that had happened but is now undone. Any events, damage, used spells, powers or other effects that transpired in the one-round gap in time reverse as if they never happened. It's a good idea for the GM and players to keep track of round-by-round damage taken and similar details if this spell might be invoked. You are armed with knowledge of what had transpired, and you are now free to attempt to change the course of events. Any activities that had elapsed must be re-determined. For instance, if your fighter friend had rolled a critical hit during the reversed round, that result is now gone. If the fighter chooses to attack in the replayed round, he must re-roll his attack.

Players other than the caster's player and the GM (for determining monster and NPC actions) must attempt to not use meta-game knowledge of what happened during the original round to guide their actions. Only if the caster of *reversal* can alert them to the dangers, instruct them on different actions or change the environment through his actions should other characters' attempted actions differ during the replayed round.

Righteous Cloak

School abjuration [good]; **Level** cleric/oracle 4, Paladin 4
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 round/level

Saving Throw Fortitude negates (see text); **Spell Resistance** yes (see text)

When cast, this spell appears as a shining silver-white cloak and aura surrounding you. All of your foes who can see the cloak must succeed on a Fortitude save or be *blinded* for the duration of the spell. Your allies or those you are defending are automatically affected as if by a *bless* spell.

Righteous Conviction

School abjuration; **Level** paladin 2
Casting Time 1 standard action
Components S
Range personal
Target you
Duration 1 round/level

You are immune to mind-affecting spells and spell-like abilities, provided they come from an evil source, including, but not limited to, *confusion*, *geas*, *charm person*, a harpy's song, etc. Furthermore, you receive a +2 resistance bonus to Will saves against similar effects from non-evil sources for the duration of the spell.

Rimeshatter

School evocation [cold]; **Level** druid 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V
Range long 400 ft. + 40 ft./level
Area 20-ft.-radius burst
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes



BOOK OF LOST SPELLS

At your command, bitter cold that freezes the blood and chills flesh envelops the area, coating everyone and everything with a thick layer of frost. Anything in the area takes 1d6 points of cold damage per caster level and 1d6 points of Constitution damage per 10 caster levels (Fortitude save for half). Any creature killed (or any object brought to 0 hp) by this spell cracks and shatters into pieces.

Rock Bolt

School evocation [earth]; **Level** sorcerer/wizard 1
Casting Time 1 action
Components V, S, M (a small, elliptical rock)
Range medium (100 ft. + 10 ft./level)
Target one or more creatures, no two of which can be more than 15 ft. apart
Duration instantaneous
Saving Throw see below; **Spell Resistance** yes

The caster can create 1 bolt of stone per character level. Each group of bolts requires a successful ranged touch attack and inflicts 1d4+1 points of damage per bolt in the group on a successful hit. In addition, if hit by a *rock bolt*, a creature must make a Fortitude save or be stunned for 1 round and must also make a Reflex save to avoid being knocked prone by the impact of the bolt.

Rooted in Place

School transmutation; **Level** druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M
Range touch
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

Your touch causes a creature to sprout treelike roots that anchors it to the spot. Once anchored, the creature has a –4 armor class penalty, a –4 attack penalty, and its base speed drops to 0 feet (immobile). Cutting the roots inflicts 1d6 points of damage to the creature and takes 1 round per leg. Attempting to cut a root provokes an attack of opportunity.

Rush of Wind

School evocation; **Level** druid 2, sorcerer/wizard 2
Casting Time 1 action
Components V, S, DF
Range personal
Area 30-ft. radius
Duration instantaneous
Saving Throw special; **Spell Resistance** no

You make a wing-like gesture with your arms while reciting the verbal component of this spell, which unleashes a great rush of wind. The wind generated snuffs out all torches, campfires, exposed lanterns, and other small, open flames of non-magical origin.

If there is any loose dirt, soil, or gravel, the wind blows up a great cloud of debris, blinding any creatures in the area of effect that fail a Reflex save. Creatures in the area of effect must also make a second Reflex save or be knocked prone. Creatures in the area of effect must also make a Fortitude save or be temporarily deafened by the sudden explosion of air. Blindness and deafness last 1d4 rounds. The caster is not affected, but his allies may be if they are in the area of effect.

Sacred Aegis

School transmutation; **Level** cleric/oracle 7
Casting Time 1 action
Components V, S, M (pinch of chimera's fur)/DF

Range personal
Target 1 ally/level in a 30-ft. radius
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes (harmless)

Upon casting *sacred aegis*, you summon from the heavens a great spear of white light. The blazing white light lands at your feet, then shoots forth a beam of pure white light that touches and encompasses you and one ally per caster level within a 30-foot radius.

Sacred aegis grants you and your allies a temporary +2 enhancement bonus to Dexterity, Constitution, and Wisdom. *Sacred aegis*'s enhancements do not stack with other enhancement bonuses. The caster and all allies who benefit from this spell gain the usual benefits to AC, Reflex saves, hit points, Fortitude saves, Will saves, attribute checks, and corresponding skill checks.

Sacred Symbol

School abjuration; **Level** cleric/oracle 1, druid 1, paladin 1, ranger 1
Casting Time 10 minutes
Components V, S, DF
Range touch **Area** 5-ft. radius/level emanation
Duration 1 day/level
Saving Throw none; **Spell Resistance** no

A *sacred symbol* provides a +2 sacred bonus to saving throws involving Will. Additionally, the spell provides a +1 bonus to skill checks that match the dominion of the god or goddess of the symbol.

Sacred Watch

School abjuration; **Level** antipaladin 1, cleric/oracle 1, paladin 1
Casting Time 1 round
Components V, S, DF
Range touch
Target one living creature touched
Duration 1 day/level
Saving Throw yes (harmless); **Spell Resistance** yes (harmless)

Sacred watch allows you to become instantly aware when the subject of this spell is in danger. Distance is not a factor and the spell works even across multiple planes and dimensions. You receive a mental image of the subject, including the surrounding area when danger is present.

Note: This spell does not tell you where the subject is; only that he is in danger.

Sacrificial Armor

School transmutation [evil, lawful]; **Level** ranger 1
Casting Time 1 full round
Components V, S, M (a sacrificial animal of Diminutive size or larger)
Range personal
Target you
Duration 1 hour/level (0)

The caster's skin becomes like steel as it is infused with the life force of the sacrificed creature. He gains a +4 natural armor bonus to AC, but is also surrounded by a dark violet glow equivalent to *faerie fire*.

Safeguarded Slumber

School necromancy; **Level** sorcerer/wizard 2
Casting Time 1 standard action

Components V, S, M (a polished quartz crystal and a scrap of white silk)
Range touch
Target person touched
Duration until healed
Saving Throw none; **Spell Resistance** no

When cast upon a person who has been mortally wounded (at or below 0 hit points, but not dead), this spell locks her into a protective coma. The wounded individual is stabilized at 0 hit points, and remains there until some form of magical healing is provided. The subject does not need to eat, drink or excrete while under *safeguarded slumber*, although she still requires air. Note that the person is not protected from other harm — she is still subject to injuries and is helpless, and thus can be the victim of a coup de grace. This spell also keeps the person unconscious and unresponsive.

Sanctified Reverie of Arms

School transmutation; **Level** antipaladin 1, paladin 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1d4 rounds + 1 round/level

You combine your religious meditations with your combat skills to greatly enhance your fighting ability. While in this trance, you gain one additional melee attack per round at your highest normal attack bonus. You must be able to chant while in your reverie, so conditions that would hamper this (silence, underwater, etc.) prevent you from using the spell.

This extra attack provided by this spell does not stack with the extra attack provided by the *haste* spell.

Sand Blast

School evocation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Area cone
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You cause a cone of powerful, hot sand to erupt from your hand and move outward with the force of a scorching desert wind. Small flames such as torches are automatically extinguished. Anyone within the cone of stinging sand must succeed on a Fortitude save or have the moisture sucked from their bodies and take 4d6 points of damage. A successful save reduces this to 2d6 points of damage. Furthermore, creatures who fail their save are dazed for 1d4 rounds.

Sandbody

School transmutation; **Level** cleric/oracle 2, druid 1
Casting Time 1 action
Components V, S, M (a pinch of desert sand)
Range personal
Target you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

This spell transforms your body into sand. This transformation grants you DR 5/magic, slashing, and piercing weapons. As you have been transformed into sand, you receive a +10 bonus on Stealth checks made while in desert terrain.



Sanguine Creatures

Sanguine Creatures

School conjuration [creation]; **Level** cleric/oracle 7
Casting Time 1 standard action
Components V, S, M (the caster's fresh blood), DF
Range close (25 ft. + 5 ft./2 levels)
Effect one or more summoned animals, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You use your blood as a catalyst to create mystical creatures. These creatures look like normal animals, except that their skin, fur, scales or feathers are the color of fresh blood. You can create 1 HD worth of creatures for every 2 caster levels; a 16th-level caster could create eight 1 HD animals, one 8 HD monster, or any other combination. You must shed one hit point's worth of blood during the casting.

The creatures have the same stats and abilities as a normal animal of their type, except that they have an additional 2 hp per caster level, and a +4 insight bonus to their AC and saving throws. They count as magical beasts for purposes of determining what spells or magical abilities affect them. These creatures are intelligent enough to understand and obey basic commands. They are loyal to you, and fight to defend you. When the spell duration ends, or if the creatures are destroyed, they revert to drops of blood.

Sanguine Protectors

School conjuration [creation]; **Level** cleric/oracle 9
Casting Time 1 standard action
Components V, S, M (the caster's fresh blood), DF
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 1 minute/level
Saving Throw none; **Spell Resistance** no

You channel divine energy into your shed blood, transforming and expanding the drops into a group of warriors. You can create one creature for every 4 levels (so a 20th-level cleric could spawn 5 creatures). Each sanguine protector created costs 1 hit point's worth of shed blood.

Sanguine protectors appear human, but have no distinct features; their bodies are clearly composed of fresh blood, although somehow held together in solid form. The warriors appear to have armor molded to them, and each one wields a shield and either a spear or short sword (your choice). These warriors count as constructs; they are immune to critical hits and mind-affecting spells, and so on. They do not have names, personalities or any sense of self, and are just intelligent enough to follow orders. After the spell fades, or if they are destroyed, they revert to drops of blood.

SANGUINE PROTECTOR

N Medium construct
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)
hp 53 (6d10+20); +2/caster level
Fort +2; **Ref** +6; **Will** +2
Immune construct traits

Speed 30 ft.
Melee spear +11/+6 (1d8+5/x3), or short sword +11/+6 (1d6+5/19–20)
Ranged spear +10 (1d8+5)

Str 20, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +11; **CMD** 25

Scalding Sea

School evocation [air, water]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area 50-ft. radius
Duration 3 rounds
Saving Throw Reflex half; **Spell Resistance** yes

You draw a cloud of superheated steam from the surface of the water. As it rises, it deals an initial 1d6 points of damage to anything within its area of effect. During the second round, the steam inflicts 2d6 points of damage, and 3d6 points of damage on the third and final round, after which the gout of steam immediately dissipates. The radius of this spell is large enough to encompass an entire vessel so it is usually used to attack ships as it has a chance to injure every sailor onboard. Sailors below decks in a ship sailing through the steam take no damage, but all exposed sailors do.

Scent Mask

School abjuration; **Level** druid 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a scentless flower)
Range touch
Target one touched creature/level
Duration 10 minutes/level
Saving Throw Yes (harmless) or Fortitude negates (see text);
Spell Resistance yes (harmless) or Yes (see text)

This spell conceals any odors emanating from the subject, thereby making it impossible to detect using the scent ability. Creatures with the scent ability do not gain the bonus to Survival checks for scent when tracking a creature protected by scent mask.

If this spell is cast on a creature with an odor-based special attack, such as a troglodyte, the creature's special attack is negated for 10 minutes if it fails a Fortitude saving throw.

Scintillating Doom

School evocation; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect mobile energy field in a 20-ft. cube
Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes

A field of shimmering, scintillating energy of brilliant colors springs into being at the coordinate designated by you. All those inside the energy field are treated as if they have been subjected to a *prismatic spray* spell, including the blindness and the random color strike effects (see below).

Every round as a standard action, you may move the *scintillating doom* up to 30 feet. Alternately, you may set the spell to move in a set direction at up to 30 feet per round until you again redirect it or the spell ends. You can redirect the field only if it is within the spell's maximum range and you have line of effect to it.

Any creature moving within the area of the spell is immediately subjected to the following effects: First, creatures with 8 HD or fewer are immediately blinded for 2d4 rounds. Second, creatures are randomly affected by one color of the scintillating lights with effects determined on the table below. A creature can be affected by this spell a maximum of once per round.

BOOK OF LOST SPELLS

d8	Color	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (death, Fortitude partial, 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane (Will negates)
7	Violet	Sent to another plane (Will negates)
8	Blindness	(Will negates) and roll again

Scorching

School evocation; **Level** cleric/oracle 7, druid 7, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, DF

Range medium 100 ft. + 10 ft./level

Area 40-ft.-radius burst

Duration 1 round

Saving Throw none; **Spell Resistance** yes

The air where you point boils with intense heat waves. The sudden increase in temperature causes 1d6 points of damage per caster level of nonlethal damage to everyone in the area (maximum 10d6).

Searing Flash

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

Casting Time 1 action

Components V, S

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

Target you

Duration permanent

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

A spark of blinding light leaps from the caster's hand and explodes in the target's face, searing its face and potentially blinding it.

The victim of *searing flash* must make a successful Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves this damage and avoids the blindness effect. Eyes destroyed in this fashion can be restored by a *regeneration* or *wish* spell.

Searing Projectile

School conjuration; **Level** cleric/oracle 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

This spell infuses you with divine energy that is passed to your arrows as you fire them. For the duration of the spell, each arrow you fire does an extra amount of searing damage (adding 1d6 of fire damage), but the arrow looks and feels no different. Arrows launched by a caster under the effects of *searing projectile* cannot ignite flammable objects.

Security from Fey

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

Casting Time 1 standard action

Components V, S, M (an iron nail)/DF

Range touch

Target creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no (see text)

This spell wards a creature from attacks by fey creatures, from mental control, and from summoned or conjured creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two effects:

First, the subject receives a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both bonuses apply against attacks made by fey creatures.

Second, the barrier blocks any attempt to possess the warding creature or to exercise mental control over the creature. The protection does not prevent a spell from gaining mental control, but it prevents the caster of such a spell from mentally commanding the protected creature. If the *security from fey* effect ends before the mental control effect does, the caster would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment.

Seduction

School illusion (phantasm) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 full round

Components V, S

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

Target one creature

Duration 10 minutes/level

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

You appear as the most socially desirable individual that the target can imagine, gaining a +20 bonus to all Charisma-based rolls in regard to that target only. This spell does not compel the target to attempt seduction or abandon a faithful spouse or partner, but it does make the caster far more likely to get his way with the target. This spell can be dangerous — evil targets may resort to nefarious means to have their way with the caster, while good-aligned victims may simply follow the caster around in a lust-smitten haze, morally unable to act on their overwhelming desire.

See the Ephemeral

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

Casting Time 1 action

Components V, S, F (masterwork quality dream catcher worth at least 150 gp)/DF

Range 60 ft.

Target quarter circle emanating from you to the spell's range

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell grants the caster the ability to see the dreams of sleeping beings. It can also reveal the presence of certain creatures from the dreamlands, such as night hags. The amount of information revealed depends on how long the caster studies a particular area or object:

1st Round: Presence or absence of dreams. Dreams are present in sleeping mortal creatures with an intelligence of 1 or higher. The presence of dream creatures in an area (but not their number or type) are also detected.

2nd Round: Number of dreaming beings, and the emotional intensity of the dreams. The number and relative power of dream creatures in the area is also discernable.

BOOK OF LOST SPELLS

3rd Round: If the caster focuses on a single individual, he can see the subject's dreams in his mind. The caster can also determine the exact types of dream creatures in the area of effect.

1 minute or more: For each full minute that the caster focuses on a single dreaming individual, he can make a DC 15 Sense Motive check to determine one of the following: a) one great desire of the individual; b) one significant event in the past month in the individual's life (for example, the subject killed 3 orcs two days ago); c) one significant life event (the subject's mother died when he was six).

Sense Fey

School divination; **Level** cleric/oracle 1, druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You detect the supernatural aura that surrounds fey creatures. The amount of information revealed depends on how long you study a particular area or subject:

1st Round: Presence or absence of fey creatures.

2nd Round: Number of fey creatures in the area and the strength of the strongest fey creature present.

3rd Round: The strength and location of each fey creature. If a creature is outside the character's line of sight, then the character discerns its direction but not its exact location.

Aura Strength: The HD of the fey creature determines the strength of the fey aura. Fey auras do not linger after the fey creature leaves the area.

Strength	HD
Faint	1 or less
Moderate	2–9
Strong	10–20
Overwhelming	21+

Each round, you can turn to detect things 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 cold iron, or 3 feet of wood or dirt blocks it.

Sense the False Form

School divination; **Level** cleric/oracle 1, ranger 1, sorcerer/wizard 1

Casting Time 1 action

Components V, S, M (a sprig of wolfsbane)/DF

Range 60 ft.

Area quarter circle emanating from you to the spell's range

Duration concentration, up to 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You sense the presence of creatures with the shapechanger type regardless of their current form. This spell has the added benefit of detecting other creatures in the spell's area that are currently using spells or other abilities to assume a form other than their natural form. The amount of information gained depends on how long you study a particular area or subject.

1st round: Presence or absence of shapechangers or form-altered creatures.



BOOK OF LOST SPELLS

2nd round: Number of shapechangers and number of form-altered creatures in the area, and the exact location and power level (see chart below) of the strongest (highest CR) of the total creatures.

3rd round: The location and power level for each shapechanger and form-altered creature in the spell's area. If a creature is outside the caster's line of sight but within the spell's area, then the direction but not exact distance is determined.

Creature CR	Power Level
Up to 3	Dim
4–6	Faint
7–9	Moderate
10–12	Strong
13+	Overwhelming

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

Serpent's Gaze

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, druid 2, sorcerer/wizard 1

Casting Time 1 action

Components V, S, M (a shiny bauble such as a coin, gem, or a bit of glass)

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

Target one creature up to your caster level in HD

Duration concentration

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

You fix the spell's target with a deep, fearful stare. The spell's effect is identical to that of the *daze* spell, but remains in effect for as long as you maintain concentration. If you break concentration for any reason, the spell ends immediately.

Serpent Hands

School transmutation; **Level** druid 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (the poison glands of a viper)

Range personal

Target caster

Duration 1 round/level (D)

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

Serpent hands turns your fingers into poisonous vipers. On the turn following the transmutation and each round thereafter, the vipers of each hand can be directed to attack opponents, allowing you to attack two different opponents. These attacks are each using your base attack bonus and Strength bonus; any feat or ability that affects unarmed attacks (but not damage) can be applied to these attacks. On a successful hit, the vipers bite your target and deal 5d4 points of piercing damage and inject their poison. The poison causes 1d4 points of temporary Constitution damage immediately and another 1d4 points of temporary Constitution damage one minute later. Each instance of poison can be negated by a Fortitude save at the DC for this spell.

It is not possible for you to hold or pick up items while this spell is in effect. As a result, you cannot cast any spells that have a somatic component until this spell expires or is dismissed.

Shade Swarm

School necromancy [death, evil]; **Level** sorcerer/wizard 6

Casting Time 1 action

Components V, S, M (a black opal worth at least 100 gp)

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

Area cone

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** no

When you invoke this spell, you instantly summon a horde of dozens of wrathful, screaming spirits — gray and incorporeal shades driven to slay the living. You shape these spirits into a cone that is then directed at foes. Every creature in the area of effect must succeed on a Fortitude save or take 1d6 points of damage per caster level (maximum 10d6). Those who fail their Fortitude save must make an additional Will save or suffer 1d4 negative levels. A successful Will save completely negates this effect.

Shadow Bolt

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

Casting Time 1 standard action

Components S

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

Effect ray

Duration 1 round/level or instantaneous (see text)

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

This spell creates a black, pulsating bolt of shadow stuff, which, if not used immediately, remains in existence for 1 round per caster level. When used, you hurl the bolt at an opponent as a ranged touch attack. If hit, the target sustains 1d6 points of damage per caster level (maximum 12d6). A successful Fortitude save halves the damage.

Shadow Distortion

School transmutation; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components S

Range close (25 ft. + 5 ft./21 levels)

Target one shadow

Duration 10 minutes/level (D)

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

This simple spell changes the size of an existing shadow. A shadow can be distorted to appear as small as one-tenth its normal size or as large as 10 times its normal size. The shape of the shadow is always the same as it was before; only the size is altered.

The GM may grant up to +3 or –3 modifiers to Stealth checks based on smaller or larger shadows, depending on the situation.

Shadow Embrace

School abjuration [chaotic]; **Level** bard 2

Casting Time 1 action

Components V, S

Range personal

Target you

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

With a few rhyming words you are cloaked in swirling shadows that help you hide and provide protection against spells. The shadows conceal you, providing a +5 competence bonus to all Stealth skill checks made to hide, a +2 competence bonus to all saving throws, and a +4 competence bonus against spells cast by lawful opponents.

Shadow Form

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components S

BOOK OF LOST SPELLS

Range personal

Target you

Duration 2 rounds/level (D)

Saving Throw none; **Spell Resistance** no

You transform your body and personal gear into a malleable shadow so you can fit through any size opening. In this form, you move as you did before, and you may remain upright if you wish. However, speech is not possible, so while you may still cast spells, they must lack a verbal component. In this form, you receive a circumstance bonus of +20 to any Stealth skill checks made to hide if there are sufficient shadows or darkness in which to conceal yourself.

Also, you gain damage reduction 10/magic while in this form, and a +4 dodge bonus to AC.

However, while in shadow form, you cannot interact with anything in a physical manner. You may not lift objects, open doors, carry your comrades to safety or perform any such action. Finally, while in shadow form, you can be injured as if you were undead by spells such as *sunbeam* and *sunburst*.

Shadow Tendril

School transmutation [darkness]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components S

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

Target one shadow

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell transforms a shadow into a long, thick tentacle. The tentacle stays rooted where the transmuted shadow fell upon the wall or

floor, but the shadow tendril can extend 5 feet per level away to attack an opponent.

In most respects, this spell operates as the spell *animate rope*, with some important differences. Most notably, the shadowy rope is intangible. Attempts to physically sever or break it simply pass right through it, while the shadow instantly reforms itself or flows around interposing objects to regain its continuity.

When the spell is cast, you indicate a target, and the shadow attacks it. A successful melee touch attack means the shadow entangles a victim. Entangled victims suffer –2 to attack rolls and a –4 penalty to effective Dexterity. Entangled spellcasters must succeed on a DC 15 Concentration check to cast a spell. Since the animated shadow is considered to be anchored, it can hold a victim motionless, if you so desire. Otherwise, the victim can move at half speed up to the length of the animated shadow away from the shadow's anchor point.

A standard action allows you to indicate a new target, whereupon the animated shadow releases its current victim, coils and springs upon its new target.

An entangled victim can make a DC 23 Strength check or DC 20 Escape Artist checks to escape entanglement, but the Strength checks are further modified by the caster's level (e.g., DC 30 against the *shadow tendril* of a 7th-level wizard).

Shadowbind

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

Casting Time 1 action

Components V, S

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

Target one living creature/caster's level, maximum of 6

Duration 1 day/level

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



BOOK OF LOST SPELLS

When you invoke this spell, you must select up to 6 creatures within range. Those who fail a Will save are bound to each other, their shadows merged into a single unit, and are unable to move more than 5 feet away from each other. This does not prevent them from moving together, but coordinating such movements is difficult, and all such movement is halved.

Shadowflesh

School necromancy [evil]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components S, M (flayed skin rolled in black parchment that is burned while casting)

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

Target one creature

Duration permanent

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

This spell turns its subject into a living shadow. The subject retains all of his normal statistics, hit points, level, etc., but he also gains the properties of a shadow (see the *Pathfinder Roleplaying Game Bestiary* “Shadow”) and becomes chaotic evil. A creature affected by this spell can be saved only by very powerful magic such as a *wish*, *miracle* or *limited wish*.

Once transformed, the new shadow haunts the environment in which it was created, preying on any living things in the area. If the shadow is created in an unsuitable place (such as a sunny glade), it finds the nearest suitable abode to haunt.

Victims of the spell are subject to control by the caster who created them. Anything you utter is treated as a *suggestion* (see the spell) to the subject, although the shadow cannot leave the vicinity of its chosen haunt.

Note that characters transmuted into shadow creatures effectively become monsters, and they are controlled as such by the GM.

Shadowsight

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

Casting Time 1 standard action

Components S, M (any black or opaque tar or oil rubbed on the eyelids or a few drops of carrot juice dripped on the tongue)

Range touch

Target one touched creature

Duration 10 minutes/level (D)

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

This spell allows its target to look into any shadows within 30 feet +5 foot per level of the subject and peer out of the same shadows as if the subject were standing in them looking in any direction he chooses. For instance, the subject could look into nearby shadows and see out of the shadows around a corner, but she could not see out of the shadows inside the building against which she is pressed. Other possible uses include looking to see how well the subject has hidden himself in shadows, a use that at the GM's discretion could net a bonus to a Stealth roll of up to the subject's Intelligence modifier.

While under the effects of the spell, the subject can shift back and forth between normal vision and *shadowsight* as a free action.

Shadowstaff

School necromancy; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a small piece of dark-colored wood)

Range personal

Effect one staff

Duration 1 round/level

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

This spell creates a writhing, black, staff-shaped object in your hands. Those touched by the staff with a successful melee touch attack are subject to its effects:

If the victim fails a Fortitude saving throw, roll d%, consult the following table and apply the effects.

Hit points drained are added to yours as temporary hit points and may be healed as normal by the victim. You may never gain more hit points from a victim than he has to offer (the victim's normal total plus his Constitution score). These temporary hit points fade 1 hour after being drained.

Energy drain effects and recovery are fully described in the *Pathfinder Roleplaying Game Core Rulebook*. You may gain extra temporary levels through the use of the spell, but these vanish when the spell's duration expires. You cannot gain more effective levels than you had to begin with; i.e., a level 16 caster cannot gain more than 16 effective levels, giving him a total of 32 levels for the spell's duration. Each level gained provides 5 temporary hit points (similar to hit points gained above) and +1 to all skill and ability checks, attacks and saving throws. No new spells, feats or skills are gained based on the new levels, though for purposes of determining caster level, the temporary levels are added.

Roll	Effect
0–25	1d6 hit points drained from the victim and added to the caster.
26–50	3d6 hit points drained from the victim and added to the caster.
51–75	3d6 hit points drained from the victim and added to the caster. 1 negative level is applied to the victim and added to the caster.
76–90	4d6 hit points drained from the victim and added to the caster. 1d4 negative levels are applied to the victim and added to the caster.
91–99	6d6 hit points drained from the victim and added to the caster. 1d6 negative levels are applied to the victim and added to the caster.
00	All the victim's levels and hp drained and absorbed by the caster. Victim is comatose and reduced to 0 level, 0 hp.

Share Spell Resistance

School transmutation; **Level** antipaladin 4, paladin 4

Casting Time 1 standard action

Components V, DF

Range touch

Target paladin's mount or antipaladin's fiendish servant

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You are able to share your mount's (or fiendish servant's) spell resistance, if any, for the duration of the spell. You must remain within 5 feet of your mount or servant to gain the benefit; moving farther away ends the spell. The spell resistance gained is equal to that of the mount or servant and overlaps with (thus does not stack with) spell resistance provided by items, special abilities, extraordinary abilities and class abilities.

Sharpen the Edge

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

Casting Time 1 standard action

Components V, S

BOOK OF LOST SPELLS

Range 10 ft.

Target one weapon

Duration instantaneous/1 round + 1 round/3 levels

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

This spell counters and is countered by *blunt the edge*. It puts an edge on a dulled or unsharpened weapon (including the tip of a blunted practice lance), restoring that weapon to full damage capacity. This effect is instantaneous. If used on an already sharp weapon, *sharpen the edge* adds +1 to the weapon's damage for the duration of the spell.

Shattering Cry

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

Casting Time 1 standard action

Components V, M (a small piece of crystal worth 25 gp)

Range 50 ft.

Effect cone-shaped burst

Duration instantaneous

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

You utter a powerful, magically enhanced tone that travels in a cone-shaped burst from your mouth. The sound does 1d6 points of sonic damage per caster level (maximum 10d6), and ignores 1 point of hardness per 2 caster levels (maximum 5). Exposed potions and non-magical items made of glass, crystal or similar brittle materials in the area of effect failing their saving throw shatter.

Shield of Crackling Fire

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

Casting Time 1 standard action

Components V, S

Range close (5-ft. radius; 10-ft. radius of illumination)

Effect a protective shield made of dark red flames and sparks of electricity

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** yes (see text)

You surround yourself with magical dark red flames coursing with bright sparks of electricity. The arcing flames act as a protective shield against fire and lightning attacks, granting fire and electricity resistance 20 (this overlaps and does not stack with protection energy or similar magic). The flames also damage creatures that attack you in melee and illuminate a 10-foot radius around you.

When you are touched or attacked with a natural or a handheld melee weapon, if the strike hits, the attacker deals damage normally, but takes 1d4 points per caster level of fire damage (maximum 10d4; Fortitude save for half). At the same time, an electrical discharge is released. The attacker must make a Reflex save equal to the spell DC or be pushed back 5 feet as if Bull Rushed. (Creatures two or more size categories larger than you aren't affected by the discharge.) If a creature has spell resistance, it rolls once and applies the result to both effects. Any weapon with a 10-foot or greater reach does not subject its wielder to the damage or discharge effect.

Shield Open Flame

School abjuration; **Level** druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target one small flame

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You shield a single small flame no larger than a torch from being

extinguished by non-magical gusts of wind (including tornado and hurricane-like gusts of wind). Magical winds (such as that produced by a *gust of wind* spell) extinguish the flame normally and end this spell.

Shifter's Bane

School transmutation; **Level** ranger 2

Casting Time 1 full round

Components V, S, DF

Range personal

Target you

Duration 1 night of a full moon

Saving Throw none; **Spell Resistance** no

This spell can be cast only under the light of a full moon. For the spell's duration, evil-aligned lycanthropes are considered a favored enemy for you, thereby granting you a +1 circumstance bonus to Bluff, Perception, Sense Motive, and Survival checks, and to damage rolls against such foes. These bonuses stack with any relevant favored enemy or similar bonuses that the caster already has.

Furthermore, any non-magical weapons (melee or ranged) that you wield during the spell's duration are treated as if they were silver weapons for as long as *shifter's bane* remains in effect. Natural weapons and unarmed strikes are not considered silver.

Regardless of how much time has passed since the initial casting, the spell's duration and all its effects end at sunrise.

Shock Touch

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

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

Your successful melee touch attack deals 1d4 points of electrical damage. When delivering the jolt, you gain a +1 bonus on attack rolls if the opponent is wearing metal armor (or if the opponent is constructed of metal).

Shroud of Slumber

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a pinch of fine sand and a bit of moss)

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

Area one or more living creatures within a 15-ft.-radius burst

Duration 5 minutes + 3 minutes/level

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

This spell creates a low, creeping fog that covers a large area. Anyone within that area must save against the spell or fall into a comatose slumber. The spell affects 4d6 HD of creatures +1d4 HD per caster level. Creatures with the fewest HD are affected first. Among creatures with equal HD, those closest to the spell's center are affected first, and HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless, and are not awakened by normal noises, though slapping or wounding wakes them. Awakening a creature is a standard action.

Shroud the Shadow

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

Casting Time 1 standard action

Components S

BOOK OF LOST SPELLS

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

Target one subject

Duration 1 minute/level (D)

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

Resistance yes (harmless, object)

Casting this spell allows the caster to obscure the natural shadow of a person or object temporarily. Beyond arousing the superstition and fear of common folk, using this spell has the practical purpose of giving the subject a circumstance bonus of +5 to her Stealth skill checks if circumstances would benefit from the subject not casting a shadow (GM's discretion).

Sigil of Darkness

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

Casting Time 1 minute or 10 minutes (see text)

Components V, S, M (see text)

Range touch

Area up to 30-ft.-diameter sphere emanation

Duration until discharged or up to 1 year

Saving Throw none; **Spell Resistance** yes

This spell is identical to *sigil of sleep*, except as noted above and described here.

When triggered, the rune causes a globe of impenetrable darkness to come into being, as per a *deeper darkness* spell; although with a lesser area of effect. The rune affects an area up to 30 feet in diameter, although you may affect a lesser area if you wish. Once triggered, the darkness lasts for 1 hour/level. You may specify a lesser duration if you wish.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

Sigil of Fire

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

Casting Time 1 minute or 10 minutes (see text)

Components V, S, M (see text)

Range touch

Area up to 30-ft.-diameter sphere spread

Duration until discharged or up to 1 year

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

This spell is identical to *sigil of sleep*, except as noted above and described here.

When triggered, the *sigil of fire* explodes for up to 1d6 points of fire damage per caster level (maximum 10d6). If you wish to set the rune to do less damage than your level, you may do so. The rune explodes in an area up to 30 feet in diameter. You may provide for a lesser area if you wish.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

Sigil of Poison

School abjuration; **Level** sorcerer/wizard 4

Casting Time 1 minute or 10 minutes (see text)

Components V, S, M (see text)

Range touch

Area up to 20-ft.-diameter sphere spread

Duration Until discharged or up to 1 year

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

This spell is identical to *sigil of sleep*, except as noted above and described here.

When triggered, the rune causes all creatures within the area of effect to be stricken as if injected with a deadly poison. The poison immediately causes 1d4 points of temporary Constitution damage per 4 caster levels (maximum 3d4), and another similar amount of Constitution damage one minute later. Each instance of damage can be negated by a Fortitude save using the DC of this spell. The rune affects an area up to 20 feet in diameter. You may provide for a lesser area if you wish. The poison is treated as being instantaneously injected into the victims. The area does not remain poisonous after the rune is triggered.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

Sigil of Seeing

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

Casting Time 1 minute or 10 minutes (see text)

Components V, S, M (see text)

Range see text

Target 1 rune

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

When this spell is cast, you etch or trace the outline of a strange and complex rune in charcoal or sulfur paste on the desired surface. When the spell is completed, the rune fades into the surface and becomes nearly invisible.

As a standard action until the end of the spell, you may switch your sensory input between your current surroundings and the area surrounding the rune. Changing your sensory focus to the rune requires a DC 10 Spellcraft check. If successful, you view the area where the rune was traced as if you were standing on the rune. You can turn 360 degrees in place, and you have full use of all of your senses. Any magical enhancements to your senses remain in effect, including such spells as *comprehend languages*, *darkvision*, *read magic*, *see invisible* and *tongues*. You cannot use any detection magic through the circle, even if it was cast on your person before using the circle, nor may you use magic to affect anything you see or hear through the circle. However, you may be affected by certain sensory-damaging or sensory-influencing spells while scrying through the rune. For example, you might be affected by a troglodyte's odor if such a creature is within smelling distance of the rune. You may also cast this spell without placing a new rune. To do so, you must succeed on a caster level check (DC 8 + 1 for each day since you contacted your last rune) and attempt to re-establish a link to the most recent *sigil of seeing* you placed, provided that rune was a silver etched, permanent rune. A successful check treats the previous rune as if it had just been drawn. A failed check means the spell is wasted and that the prior rune can never be re-contacted. The distance from the *sigils of seeing* to the caster is not a factor, and the rune may even be on another plane of existence. This spell may also be used in conjunction with the *minor circle of seeing* and *greater circle of seeing* spells. See those spell descriptions for more details.

The casting time for this spell depends on whether the rune is being drawn anew or whether a previously placed, permanent rune is being empowered (see material components, below). Drawing a new rune takes 10 minutes. Empowering a previously placed, permanent rune takes a full round.

Magical runes such as this one are hard to detect. When the rune is active, that is, when the caster is scrying through it, it becomes a magical sensor. Any creature nearby with an Intelligence of 12 or higher may make a DC 20 Spellcraft or Intelligence check to notice the sensor. *Detect scry-*

BOOK OF LOST SPELLS

ing reveals an active *sigil of seeing*. Also, a rogue can use his Perception skill and Disable Device to locate and remove these runes as if they were magical traps (the DC for each is 28). Runes that are located can be identified with *read magic* and a successful DC 12 Spellcraft check. A *sigil of seeing* that has been located may be *erased* or *dispelled*. If the rune is disabled, *erased* or *dispelled*, the spell ends and such a rune can never be re-used in subsequent castings. If this happens, you know that your rune was canceled in this manner.

Material Components: Charcoal or sulfur dust or paste which must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 250 gp worth of silver inlay and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

Sigil of Sleep

School abjuration [mind-affecting]; **Level** sorcerer/wizard 3
Casting Time 1 minute or 10 minutes (see text)
Components V, S, M (see text)
Range touch
Area up to 30-ft.-diameter sphere burst
Duration Until discharged or up to 1 year
Saving Throw Will negates; Spell Resistance yes

When this spell is cast, you trace the outline of a strange rune in charcoal on the desired surface. When the spell is completed, the rune becomes nearly invisible. You can set the conditions that trigger the rune, similar to those of a *glyph of warding*. You may place a command word that prevents the triggering of the rune. In addition, the rune may be triggered by a *trigger sigil* spell. See that spell's description for more details.

When triggered, the *sigil of sleep* causes 1d6 HD of creatures per 2 caster levels (maximum 6d6) within the area of effect to fall asleep per the *sleep* spell. Creatures with the lowest hit dice are affected first until the total hit dice affected is satisfied. A victim's total hit dice must be affected in order for the sleep effect to work on the victim. If you wish to set the rune to affect fewer hit dice, you may do so. The rune affects an area up to 30 feet in diameter. You may provide for a lesser area if you wish.

The casting time for this spell depends on whether the rune is drawn anew or if it was a previously placed, permanent rune that is being empowered (see material components below). Drawing a new rune takes 10 minutes. Empowering a previously placed permanent rune takes one minute.

A *sigil of sleep* does not last more than one year even if it is made permanent (see material components below). Magical runes such as this one are hard to detect. A rogue can use his Perception skill and Disable Device skill to locate and remove these runes as if they were magical traps (the DC for each is 28). Runes that are located can be identified with *read magic* and a successful DC 12 Spellcraft check. A *sigil of sleep* that has been located may be *erased* or *dispelled*. If the rune is disabled, *erased* or *dispelled*, the spell ends, even if the normal duration of the spell has not yet expired. If this happens, you know that your spell was canceled in this manner.

Material Components: Charcoal must be used to draw or trace the rune. To make the rune physically permanent (though not magically permanent) requires 25 gp worth of silver inlay mixed with the dust of a 50 gp sapphire and requires a Craft (stonework) check at DC 8 to carve the intricate patterns of the rune. Failure means all components are lost and the carving must be attempted again.

Signal Flare

School evocation; **Level** druid 1, ranger 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Effect 120-ft. radius or 1 creature (see below)

Duration 1 round/level (D)
Saving Throw Reflex negates; **Spell Resistance** yes

Signal flare creates a burst of brilliant light that shoots forth from your hand. The light slowly falls to the ground (10 feet/round). The light is as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. If you aim the light to burst directly at a single creature, that creature takes 1d4 points of fire damage unless it succeeds on a Reflex save. The flare may ignite combustible substances if fired directly at them.

Silent Hunter

School transmutation; **Level** druid 2, ranger 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes

You create a buffering field of energy around the subject, granting a +10 enhancement bonus on Stealth checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th.

Silver Bones

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 round (10 silver pieces per skeleton)
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Target skeletons with total HD equal to 1 HD/level, no two of which are more than 30ft. apart
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

One or more skeletons within range with total HD equal to 1 HD/caster level gain DR 5/silver. This stacks with the skeletons' innate DR.

Silver Lance

School conjuration; **Level** druid 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You conjure a lance of silver and launch it at a single target as a ranged touch attack that deals 4d4 points of piercing damage. The silver forms a thin sheen over the target's skin after it strikes. This coating dissipates after one full round. Creatures with silver DR take normal damage from non-silvered weapons during the round that the thin sheen of silver covers their skin.

Silver Shield

School abjuration; **Level** paladin 4
Casting Time 1 standard action
Components V, S
Range close (20-ft. radius)
Effect a silvery field of force
Duration 10 minutes/level (see text)
Saving Throw none; **Spell Resistance** no

BOOK OF LOST SPELLS

You call upon your divine power to help protect innocents. You may use this spell only when defending, rescuing or otherwise going to the aid of an innocent (helpless comrades who can't defend themselves count as innocents). A silvery field of force surrounds you and any friends, allies or innocents within the area of effect, granting them a +5 divine bonus to AC. This includes a paladin's mount. Those who leave the spell's area lose the bonus, but if they re-enter it, they gain it again. Anyone that makes an attack or casts an aggressive spell loses the protection granted by this spell. Once the innocent is out of immediate danger (i.e. there are no visible foes or threats in the area), the spell ends.

Skull Bomb

School necromancy [evil]; **Level** cleric/oracle 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a skull or large bone)

Range see text

Area 20-ft.-radius blast

Duration instantaneous (see text)

Saving Throw none for creature struck, Reflex half; **Spell**

Resistance yes

You imbue a skull or other large bone with destructive negative energy that is released on impact with a creature or the ground. You may throw the bomb as a ranged touch attack with a 20-foot-range increment. On impact it releases a burst of negative energy that does 1d4 points of damage plus 1d4 points per 2 caster levels negative energy damage (maximum 10d4) against living creatures, or an equal amount of bonus hit points for undead. The negative energy clings to living victims, making it impossible to heal this damage with anything less than a *heal* spell or greater magic for 24 hours. After 24 hours the negative energy aura fades and normal curative spells function.

A creature struck directly receives no saving throw, but creatures within the area of effect can make a Reflex save for half damage. If you miss the creature with your ranged attack, the bomb lands in a random direction as

a grenade and still explodes doing damage to the area.

You may throw the bomb immediately after creating it, or you may hold it and wait for as long as 1 round per caster level before throwing it. If you are still holding the bomb at the end of this period of time, it explodes in your hand.

Sleep of Power

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

Casting Time 1 standard action

Components V, S, M (two ancient silver coins per day spent in a coma-like state; the spell ends if the coins run out)

Range personal

Target you

Duration Special (see text)

You must cast this spell in the round directly after you have cast another spell with a non-permanent and non-instantaneous duration. At the completion of the spell, you fall into a deep coma-like sleep. Your bodily functions cease and you do not grow older. You are unaware of your surroundings and devoid of your senses. You are considered helpless while under the effects of this spell.

The purpose of this sleep is to extend the duration of the spell cast directly before *sleep of power*. The first spell lasts as long as you are in a coma. You set the conditions for when you want to wake up. The conditions you set must be clear, although they can be general. If complicated or convoluted conditions are described, the spell may be miscast and you may never wake up again.

For example, you cast a *prismatic wall*, which normally lasts for 10 minutes per caster level. In the following round, you cast *sleep of power* with the condition to wake up when the seventh wall of the *prismatic wall* is destroyed. You fall into a coma for days, years or even centuries. When the seventh prismatic wall is finally destroyed, you wake up.

If you are successfully attacked, you wake up, and the associated spell ends immediately.



BOOK OF LOST SPELLS

Slimeball

School evocation [acid, fire]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a bit of ooze or other protoplasmic material)
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

Throwing a ball of gunk, goop or other protoplasmic material at a target, the caster causes a ball of slime to explode in all directions. The slime is not alive but has the heat and consistency of molten lead. The slimeball does 1d6 points of fire damage per caster level (maximum 10d6). Each round after the first, up to 1 round per 5 caster levels (maximum 4 rounds at caster level 20th), the slimeball begins to eat through armor, clothes and flesh, dealing 3d6 points of acid damage to armor, clothing, and the affected creature. A successful Reflex save halves the initial damage and avoids the secondary damage.

Slime Bucket

School conjuration (creation); **Level** cleric/oracle 5
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area Cylinder (10-ft. diameter, 40 ft. high)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You conjure a glob of slime 40 feet above the intended area that then falls. Anyone in the area takes 1d6 points of cold damage per caster level (maximum 15d6) as the slime coats anyone in the area. The cold is created by the slime drawing heat away from everything in the area, after which it becomes inert. The slime is unable to freeze water surfaces and sinks slowly if cast over water.

Slow Aging

School necromancy; **Level** cleric/oracle 5, sorcerer/wizard 5
Casting Time 1 action
Components V, S, M (drop of molasses)
Range touch
Target living creature touched
Duration permanent
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target of this spell has her natural aging magically reduced to half the normal pace. Additionally, any magical aging is affected by *slow aging*. Affected years reduce the duration of this spell by one year for every two years of magical aging. A Fortitude save avoids the effects of this spell. (See the *Pathfinder Roleplaying Game Core Rulebook* for details on aging.)

Slow Draw

School transmutation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one weapon scabbard or sheath
Duration 1 round/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

The targeted weapon scabbard or sheath becomes sticky on the inside,

making the weapon more difficult to draw. The owner must succeed on a DC 15 Strength check to draw the weapon at all, and doing so requires a full action — the Quick Draw feat is of no use in speeding the process.

Slur

School transmutation; **Level** cleric/oracle 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

You temporarily alter the target's throat and mouth in minor ways that cause their speech to become garbled and twisted, making him very hard to understand. A creature attempting to discern the subject's words must succeed on a DC 20 Intelligence check. A spellcaster affected by this spell must succeed on a Spellcraft check (DC 10 + half your caster level + your relevant ability score modifier) any time he attempts to cast a spell with a verbal component. If the check fails, the spell fizzles away just as if it had been cast. The target can resist these minor changes with a successful Fortitude save.

Smart Arrow

School transmutation; **Level** ranger 3
Casting Time 1 standard action
Components V, S, M (a piece of wire wrapped around the shaft of the arrow)
Range touch
Target one arrow or bolt/2 caster levels
Duration 1 round/caster level (see text)
Saving Throw none; **Spell Resistance** no

You can fire an arrow or bolt at a target out of your line of sight or who has cover with no penalty. You must have seen the target within 2 rounds of firing the projectile, but the arrow moves around obstacles, corners, trees, or over walls to strike at the target. When using *smart arrow*, you choose a target within range of your weapon and make your attack roll as if they were in line of sight and had no cover. The arrow does not count as magical to overcome damage resistance, unless it is cast upon a magic arrow or fired from a magical bow. You can enhance 1 arrow for every 2 caster levels and these arrows remain enhanced for 1 round per caster level or until fired.

Smooth Talker

School enchantment; **Level** bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, F (a gold or silver coin)
Range close (25 ft. + 5 ft./2 levels)
Target one person
Duration 1 minute
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target is blessed with particular eloquence, gaining a +10 insight bonus on her next Bluff, Diplomacy or Intimidate check.

Smothering Cloud

School evocation; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (small piece of woven cloth)
Range close (25 ft. + 5 ft./2 levels)

BOOK OF LOST SPELLS

Target one living creature or 10-ft.-diameter circle

Duration 1 round/level (D)

Saving Throw Reflex negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell creates a grayish blanket of magical energy that adheres directly to the target. Normal fires in the area of the spell's effect are extinguished instantly, and any other phenomena that require air are also stopped immediately. If cast on a living being, *smothering cloud* deprives it of air, causing suffocation (see the *Pathfinder Roleplaying Game Core Rulebook*) for the duration of the spell. Since the subject of the spell usually does not have an opportunity to take a large breath before the spell's effect, the victim must begin rolling Constitution checks for suffocation after his Constitution in rounds instead of 2 rounds per point of Constitution as per normal suffocation rules. A Reflex saving throw allows the victim to avoid the *smothering cloud*.

The *smothering cloud* does not hinder movement nor does it offer any protection other than preventing air and other gases from reaching the spell's target. The spell can be used for protection against poison gas attacks, *cloudkill*, a monster's stench aura, and the like as long as the protected subject can hold its breath. It can also be used to trap opponents who are in gaseous form.

Snakes into Staves

School transmutation; **Level** cleric/oracle 4, druid 4

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Target 1d4 snakes plus 1 snake/level

Duration 1 round/level (D)

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

By means of this spell, you change 1d4 Small or Medium snakes plus 1 per caster level (maximum 1d4+20) into sticks that can be used as weapons (Small snakes become clubs, and Medium snakes become quarterstaves). This spell affects only snakes of the animal type. Snake-like creatures such as magical beasts, aberrations, outsiders, and so on cannot be affected by this spell.

Snakes into staves dispels and counters *staves into snakes*.

Snare Vessel

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

Casting Time 1 full minute

Components V, S, M (a length of seaweed, thong or rope that is 1 inch long for each foot of trap size)

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

Area one vessel that enters a circular region with a 10-ft. radius + 5 ft./level

Duration 1 day/level or until triggered and broken (see text) (D)

Saving Throw none; **Spell Resistance** no

You create a magic trap that slows or stops sea vessels. When the spell is cast upon a suitable section of seaweed or rope, any area of water around the material component becomes nigh impassable to other ships. Note that the spell may be cast on a section of rope not yet in the water, as long as the rope is thrown into the water as soon as casting is complete. The affected region is invisible to eyesight, although it can be detected by magical means. If the body of water affected by the spell is smaller than the area of effect, then the entire area is affected, and any additional area is wasted.

The trap affects any ship that moves even partially into the area. If the ship would fit fully into the circle described by the spell (even if its movement path would not have caused it to be so), its movement ceases as if the ship were suddenly strung out on a taut tether line. Passengers or

cargo of fast-moving ships may be injured by the sudden stop, although the ship itself is not damaged. Ships larger than the area of effect have their movement speed halved.

Freeing a ship from such a magical snare (other than by *dispel magic* or the like) requires a cooperative skill or ability check that takes a full minute. The skill or ability check required is the same skill or ability that is used to control the vessel (see "Vehicles" in *Pathfinder Roleplaying Game: Ultimate Combat*). The DC of either of these checks is 20 + your caster level. A successful check ends the spell and frees the vessel.

The *snare vessel* remains in place and active for 1 day per level once cast. If it is not triggered before that duration, the effect expires. However, if the snare is activated, then the effect is permanent until it is broken or dispelled.

When the trap is triggered, the spellcaster is notified mentally as per the mental alarm version of the *alarm* spell.

Sneeze

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

Casting Time 1 standard action

Components V, S, M (a pinch of pepper)

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

Target one creature

Duration 1 round/level

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

By placing your hand, palm up, near your mouth and blowing gently across it, you cause the target to suffer fits of sneezing if it fails its Will save. The subject suffers a –4 penalty on attack rolls, checks, and saves while sneezing. After the spell ends, the subject can act normally.

Soften Wall

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

Casting Time 1 standard action

Components V, S, M (a pinch of mud and a chip of granite)

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

Target 2-ft.-square section of wall plus 1 square ft./level

Duration 1 round + 1 round/three levels

Saving Throw none; **Spell Resistance** no

With this spell, you target a small 2-foot square + 1 foot per level area on a wall. The affected area has only half its normal hardness and hit points for the duration of the spell. This allows attackers to break through the wall more easily at that specific spot.

Solar Eclipse

School transmutation; **Level** sorcerer/wizard 9

Casting Time An entire night

Components S, M (a large diamond worth at least 50,000 gp that is consumed in the casting and a black velvet or silk cloth with which to cover it)

Range the sun (or suns)

Effect the entire world

Duration 10 minutes/caster level

Saving Throw none; **Spell Resistance** no

The tremendous power required to control the conjunction between the Plane of Shadow and the Material Plane that this spell creates requires you to spend the entire night before the day of a solar eclipse in preparation. At dawn, the casting is complete and you may choose any moment of the next day, from sunrise to sunset, for the effects of the spell to begin. There is a period of several moments before the actual duration of the spell when the sun is slowly blocked and then more time after the spell's duration when it is slowly revealed, but there are no special effects during this time

BOOK OF LOST SPELLS

except those the GM decides to impose for low light.

The effects of this spell cover the entire geographical area of the world that is illuminated by sunlight at the moment you decide to initiate the effects. When the duration of the spell begins, the entire sunlit surface of the world is blanketed by very dim light. Normal vision allows sight up to 20 feet, while low-light vision doubles this to 40 feet. Darkvision affords no benefits, as this is considered magical darkness. Likewise, no light, whether mundane or magical (including all effects not created directly by a god, even if that effect says that it overrides all other variations of light or dark), pushes back this darkness; in fact, such effects do not operate at all. Mundane light sources are extinguished, magical lights are dampened until the end of the spell, and magic that creates light, darkness or related effects simply does not function.

Solar Flare

School evocation (fire); **Level** cleric/oracle 8
Casting Time 1 action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Area 15-ft. radius
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

A column of divine fire roars down from the heavens. This fire always strikes from the direction of the sun, as if being cast down directly from its radiant beams. *Solar flare* deals 1d6 points of fire damage per caster level (maximum 20d6). Half the damage is fire damage, but the rest results directly from divine power and is therefore not subject to being reduced by *protection from elements (fire)*, *fire shield*, and similar magic. In addition, all those in the area of effect who fail their Reflex saves must also immediately succeed at a Fortitude save or be blinded for 1d4 rounds.

Solar Fury

School evocation [fire]; **Level** druid 6, sorcerer/wizard 5
Casting Time 1 action
Components V, S, M (handful of desert sand and a small fragment of iron)
Range personal
Target you
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

The caster glows with the same intensity as a *daylight* spell, shedding light in a 60-foot radius. Each round, the spell absorbs the first 30 points of fire damage the caster would otherwise suffer, regardless of whether its source is natural or magical.

Additionally, the caster radiates heat within a 20-foot radius. Creatures within 10 feet of the caster take 2d4 points of fire damage per round. Those 10 to 20 feet from the caster take 1d4 points of fire damage per round. This damage is halved by a successful Fortitude save.

Any creature wielding a metal weapon in melee combat with the caster soon finds his weapon becoming intolerably hot. Weapons are affected as per the *heat metal* spell, save that the damage remains in the searing stage (2d4 points of damage per round) as long as the opponent remains in melee with the caster. During the round after the opponent leaves melee, the metal drops one stage per round until it returns to its normal temperature.

Solar Lens

School evocation [fire]; **Level** druid 4
Casting Time 1 action
Components V, S, F (a crystal lens or prism)
Range 30 ft. (see text)



BOOK OF LOST SPELLS

Effect semicircular, 30-ft.-long burst (see text)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

The caster absorbs the sun's energy and refocuses it as if his body was a giant lens. Under normal circumstances, this spell's area of effect is a 30-foot-long cone that deals 1d4 points of fire damage per caster level (maximum 20d4) to anyone in its area of effect. This effect is halved with a successful Reflex save. Victims must also make a second Reflex save or be blinded for 1d4 rounds.

The spell's effects vary, depending on time of day and current weather conditions. In darkness, at night, or under dense clouds, the spell cannot be cast. At dawn or sunrise, the cone's area of effect is halved and the spell inflicts only half damage. One hour before and after noon on a cloudless day in areas of especially great heat such as a desert, the spell's area of effect is doubled, inflicting double damage, and the DCs to avoid its effects are increased by +2.

Solar Spear

School evocation [force, light]; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Effect see text
Duration 1 minute/level (D)
Saving Throw Fortitude partial; **Spell Resistance** yes

This spell creates a glowing spear of positive energy. At the caster's discretion, the weapon can appear and function as a spear, shortspear or longspear. The caster can wield the *solar spear* proficiently as a standard melee weapon, with an enhancement bonus to attack and damage rolls of +1, plus an additional +1 per 3 caster levels above 5th. The spear glows brightly, providing illumination as per the *light* spell.

The caster can also use the *solar spear* to make a single touch or ranged touch attack in order to cure or inflict damage. The *solar spear's* enhancement bonus applies to this attack. The *solar spear* may be hurled up to the maximum range of the spell with no penalty to the roll. A successful attack results in a brilliant blast of positive energy inflicting 2d4 points of damage +2 points per caster level. The victim must also succeed on a Fortitude save or be blinded for 1d4 rounds.

If the caster elects to use the healing effect, she must touch a willing ally or make a ranged touch attack on an ally. If successful, the recipient is surrounded in a bright nimbus of white light and cured of 2d4 points of damage +2 points per caster level. As with other curing, this effect damages undead. Any excess hit points over the target's normal maximum, gained from this effect, remain for 1 round per caster level as temporary hit points.

When the *solar spear* is used for this special attack or for its healing effect, the spell ends regardless whether or not the touch was successful.

Solar Window

School evocation; **Level** bard 3, cleric/oracle 4, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area cone
Duration 5 minutes/level
Saving Throw none; **Spell Resistance** no

This spell opens a conduit to the sun. Though darkness may reign in your current surroundings, somewhere in the world the sun is shining. *Solar window* transports actual sunlight to your location, appearing as if through an open window and throwing light in a 50-foot cone. Creatures who suffer penalties in bright light are affected as if standing in direct sunlight. Being natural rather than magical light, the glow of the *solar window* is negated by magical darkness. Unfortunately, the light provided

is filtered and is unable to damage creatures such as vampires that take damage from natural sunlight.

But the solar window has advantages over the standard *daylight* spell. The light is as warm as normal sunlight, so that the temperature within the cone is a balmy 85 degrees, very useful in cold environments or when you need to melt ice or warm a chilly companion. The *solar window* may be opened anywhere within the spell's range, and you may mentally move it for the duration of the spell to redirect the cone of light. For example, the *window* may be positioned on a ceiling so that the cone aims downward, and the next round you may shift it so that it points upward from the floor. Each change in position is a move action. You may open and close the *solar window* at any time as a free action.

Solid Footing

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a scrap of leather and a sliver of wood)
Range personal
Target you
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

Whatever is directly beneath your feet takes on the feel and solidity of rough stone — firm enough to stand upon, smooth enough for easy balance, but textured enough for a good grip. As you walk, the *solid footing* travels with you so that only those spots right beneath your feet are affected. You can walk on water and even dense fog, but not empty air. Also note that the spell does not change any other properties — for example, a burning log now provides safe footing, but its heat and flame still burn you as you cross.

Song Barrier

School transmutation [see text]; **Level** bard 6
Casting Time 1 action
Components V, S, F (the bard's instrument)
Range medium (100 ft. + 10 ft./level)
Effect invisible wall of sound up to a 10-ft. cube/level
Duration concentration +1 round/level
Saving Throw see text; **Spell Resistance** yes

Through this spell, you transform your music into an immobile wall of sound that either resonates with soothing melody and song or clashes with discordant music into a cacophony of sonic force. The wall consists of a 10-foot cube of sound per caster level and must form a straight line. Multiple casters can use this spell to form boxes or other enclosures to hold foes at bay. You choose which version of the wall to bring into being as you cast the spell. You must then succeed on a DC 20 Perform check in order to create the *song barrier*. The two types of walls are commonly called the *wall of melody* and the *wall of cacophony*.

A *wall of melody* transforms your song into an area that resonates with music and song pleasing to the ears of most creatures. One side of the wall, selected by you, sends forth waves of soothing melody. Creatures within 10 feet of that side of the wall must succeed on a Will save or become fascinated as though under the effect of a *hypnotic pattern* spell. Stepping into the wall itself forces the creature to make a separate Will save or fall into a deep slumber for the duration of the wall's existence plus 1 round/caster level. Dragging or moving a slumbering or fascinated creature from within the wall's area of effect frees it from the enchantment. Leaving and re-entering the area forces another Will save to resist the effects of the *wall of melody*. Creatures who cannot hear are unaffected by the *wall of melody*. The *wall of melody* is an enchantment, compulsion, and mind-affecting effect.

A *wall of cacophony* transforms your music into a maelstrom of sound magically funneled into the area you desire. One side of the wall, chosen by you, causes 2d4 points of sonic damage to creatures within 10 feet and

BOOK OF LOST SPELLS

1d4 points of sonic damage to those who are 10 to 20 feet away. A Fortitude save halves this damage. The wall causes this damage every round that a creature is within range. In addition, if the creature steps into the wall, it takes an additional 2d4+1 per caster level points of sonic damage (maximum +20) and is deafened for 2d6+1 rounds per level (a successful Fortitude save halves damage and negates the deafness).

A *silence* spell nullifies the effects of a *song barrier* in the area where it is cast. In addition, another bard can nullify the effects of a *song barrier* within 30 feet of herself by beating the spell's save DC with a successful countersong performance check.

Song of Healing

School conjuration (healing); **Level** bard 6

Casting Time 1 full-round action

Components V, S

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

Target one creature

Duration instantaneous

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

You channel positive energy into a creature to wipe away injury and afflictions through your song. The *song of healing* ends any and all of the following adverse conditions affecting the target immediately: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 100 points of damage.

The *song of healing* does not remove negative levels, restore permanently drained levels, or restore permanently drained ability score points.

If used against an undead creature, the *song of healing* deals 100 points of damage; a successful Will save halves damage. This spell cannot reduce an undead creature below 1 hit point.

Song of Rejuvenation

School conjuration (healing); **Level** bard 3

Casting Time 1 standard action

Components V, S, M

Range touch

Target creature touched

Duration instantaneous

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

You channel positive energy through your song, reinvigorating a fatigued target. You must sing for 1 round and touch the target while singing for the spell to take effect. This spell immediately reduces fatigue by 1 level; thus, two castings of *song of rejuvenation* can cure exhaustion. This spell counters *touch of fatigue*.

Song of Sanctuary

School abjuration; **Level** bard 5

Casting Time 1 standard action

Components V, S

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

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

Duration 1 round/level

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

This spell wards allies from direct attack. Any opponent attempting to strike or otherwise directly attack the warded creatures, even with a targeted spell, must succeed on a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack. That part of

his action is lost and he can't directly attack the warded creatures for the duration of the spell. Those not attempting to attack the subjects remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subjects cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Song of the Eagle

School transmutation [sonic]; **Level** bard 4

Casting Time 1 action

Components V, F (instrument)

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

Target one living creature

Duration 1 round/level

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

The target of this spell sprouts wings of light from her back that allow her to fly at a speed of 80 feet with average maneuverability. Additionally, targets of this spell gain a +6 bonus to Perception checks and a +1 bonus to Survival checks for the spell's duration. Targets also can communicate with eagles as if using the *speak with animals* spell.

Song of Vengeance

School abjuration; **Level** bard 5

Casting Time 1 standard action

Components V, M (a ruby of at least 50 gp value)

Range close (30-ft. radius)

Duration 1 round/level

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

You sing a song that expresses the pain you feel in a very potent fashion. For the duration of this spell, whenever an enemy successfully strikes you during combat, all enemies within 30 feet of you take 2d8 sonic damage. The damage sustained by your enemies is nonlethal damage that may render them unconscious. Once unconscious, they no longer suffer the effects of the spell. Creatures that cannot hear, or that are immune to sonic damage, are also immune to this spell. The damage is considered sonic damage for the purposes of energy resistance or similar spells.

Sonic Boom

School evocation; **Level** cleric/oracle 1, druid 1

Casting Time 1 standard action

Components V, S, DF

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

Target one creature

Duration instantaneous

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

You make a ranged touch attack roll against a target within range. If the attack hits, you deal your normal melee damage with the weapon currently in your hand. The attack cannot critical, deliver a coup de grace, or transmit any special effects of your strike (such as the disruption power of some magical weapons). Besides taking damage, the target must also succeed on a Reflex save or be knocked prone.

The force of a *sonic boom* cannot drop or climb a vertical surface. Range is calculated in a straight line along the ground, so it can be shortened by uneven terrain.

Sonic Shield

School abjuration; **Level** bard 1

Casting Time 1 standard action

Components V

BOOK OF LOST SPELLS

Range close (5-ft. radius)
Target you
Duration 1 minute/level

This spell allows you to shape sound in such a way as to make attacks against you less effective. You essentially use your voice to vibrate the air around you into a sonic shield that confers a +2 deflection bonus to your AC. This bonus increases by +1 for every 4 caster levels you have beyond 4th (+3 at 8th level, +4 at 12th level) to a maximum bonus of +5. This spell may be used at the same time as your other vocal abilities, but situations that deny you the use of your voice (underwater, magical silence, and so on) negate this spell.

Sonic Strike

School evocation; **Level** cleric/oracle 0, druid 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** yes

Upon completing the spell, you make a ranged touch attack against a target within range. If the attack hits, then the target must succeed on a Reflex save to avoid being knocked prone. The force of a *sonic strike* cannot drop or climb a vertical surface. Range is calculated in a straight line along the ground, so it can be shortened by uneven terrain.

Soul of the Beast

School transmutation; **Level** druid 2, ranger 3
Casting Time 1 full round
Components V, S, DF
Range touch
Target one willing animal touched
Duration 1 hour/level (maximum 12 hours)
Saving Throw none; **Spell Resistance** no

You gain the skills, feats, or extraordinary abilities of an animal you touch. The exact nature of the powers gained is dependent on your caster level. At caster level 5th or lower, you have access to the animal's skills. You gain ranks in these skills equal to the animal's ranks or your own, whichever are higher. At caster level 6th to 10th, you also gain all feats the creature possesses. And at caster level 11th or greater, you may use any of the animal's extraordinary abilities. Whatever skills, feats, and abilities you borrow from the animal, the animal in question does not possess for the duration of *soul of the beast*. Borrowed skills are considered to be rank zero for the animal, and it loses use of the borrowed feats and extraordinary abilities.

The spell must be cast on a willing animal, so you must have some way of communicating with the creature in order to gain its agreement. Usually, the animal expects some service from the caster in exchange for the boon.

Soul Shatter

School necromancy; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (dirt from the ground where a murder-born [see the *Tome of Horrors Complete*] was destroyed or powdered gems totaling 300 gp)
Range touch
Target living creature touched
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You make a touch attack against the subject while uttering the words to this spell to send a wave of negative energy coursing through its body that tears at its soul. The subject takes 1d6 points of Charisma drain. If the subject succeeds on a Fortitude save, the Charisma drain is converted to Charisma damage (that can be healed normally or magically).

Soul Shield

School conjuration (creation); **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (a preserved cocooned caterpillar)
Range personal
Target you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

Soul shield conjures a life form that drapes itself over you in a skin-tight defensive field. The *soul shield* drains half of your current hit points. These hit points are then increased by half their number to determine the total hit points of the *soul shield*. For example, a wizard with 40 hit points who casts this spell loses 20 hit points, creating a *soul shield* with 30 hit points.

The *soul shield* does not inhibit the caster in any way, and while the spell is in effect, you cannot be physically harmed. Instead, the *soul shield* takes any damage dealt to you, until it reaches zero hit points, at which point it sloughs off you like a snake's shed skin. You suffer any excess damage from the injury that kills the *soul shield*. For example, a *soul shield* with 5 hp remaining suffers a sword blow for 8 points of damage. The shield dies, and you take 3 points of damage.

The *soul shield* does not protect you from spells that do not cause damage, such as *phantasmal killer*, or from effects such as drowning or poison gas.

The *soul shield* shares all of your defenses, including your AC. The field also makes saving throws as you would.

You do not recover lost hit points needed to power the spell, even if the shield is not destroyed before the spell concludes.

Soul Strike

School necromancy; **Level** cleric/oracle 8, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (the heart of a humanoid killed within the past week)/DF
Range close (25 ft. + 5 ft./2 levels)
Area 40-ft.-radius burst
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You create a burst of negative energy in the designated area. Any living creature caught in the area takes 1d6 points of damage per caster level (maximum 20d6). A creature slain by this spell cannot be returned to life by a *raise dead* spell. *Resurrection*, *true resurrection*, *wish*, and *miracle* work normally, however.

Sound Worm

School enchantment; **Level** bard 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target 1 or more spellcasters
Duration 1 round/level
Saving Throw Will partial; **Spell Resistance** yes

You utter an arcane rhyme that disrupts a spellcaster's ability to keep control over the complex process and concentration required to cast spells, not unlike shouting out random numbers while someone is trying to count. You can

BOOK OF LOST SPELLS

affect a single spellcaster (who receives no saving throw) plus an additional spellcaster per 4 caster levels (maximum 4), provided they are within 30 feet of your primary target. Your secondary targets may attempt a Will save to negate. Affected spellcasters must succeed at a Concentration check opposed by your Perform check each time they attempt to cast a spell for the duration.

Spark

School evocation [electricity]; **Level** sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You fire a small bolt of electricity from your fingertips at your target. You must succeed on a ranged touch attack to damage your target. The bolt deals 1d3 points of electrical damage.

Spark of Flame

School evocation; **Level** druid 0, ranger 1, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./ 2 levels)
Target one flammable object
Duration Instantaneous
Saving Throw Reflex negates (object); **Spell Resistance** yes (object)

You simply point at a target within range, and a *spark of flame* erupts. It's little more than a brief flash, but it's enough to light a candle, a lamp, a

puddle of oil, a piece of loose paper, dry grasses or similar targets. Lighting a flammable object with a *spark of flame* spell does not suffer the difficulties associated with using flint and tinder. A *spark of flame* cannot inflict damage by itself, although a creature suddenly caught in a burning building may suffer normal damage from the fire.

Speak with Objects

School divination; **Level** cleric/oracle 3, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level

You can comprehend and communicate telepathically with objects, including animated objects and constructs. You are able to ask questions and receive answers from objects. An inanimate object's sense of its surroundings is limited, so it won't be able to give or recognize detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

The spell doesn't make animated objects or constructs any more friendly or cooperative than normal. Furthermore, they are likely to make inane comments. If an animated object or construct is friendly toward the caster, it may do some favor or service for the caster (as determined by the GM).

Spectral Archers

School conjuration (creation); **Level** ranger 3, sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (a single non-magic arrow)



BOOK OF LOST SPELLS

Range medium (100 ft.+ 10 ft./level)
Area 40 square ft. + 10 square ft./level (S)
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** no

Spectral archers must be cast on a single non-magical arrow before it is shot. As it flies through the air, the arrow transforms into a flight of hundreds of arrows that rain down upon a 40-square-foot area plus 10 square feet per caster level. Everyone in the targeted area, including the caster's allies, must succeed on a Reflex save or take 4d8 points of damage +1 per caster level (maximum of +20). The arrows vanish as soon as they inflict damage. This spell is not effective on magical arrows.

Spectral Sail

School evocation [force]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a small swatch of canvas)
Range see text
Area see text
Duration 3 hours/level
Saving Throw none; **Spell Resistance** no

You create a shimmering sail of magical energy to take the place of a lost or damaged sail to help keep a ship on course. The *spectral sail* attaches itself to the yardarm you indicate and performs precisely like a standard sail. It is made of magical force energy and is able to withstand even the strongest winds, but damage from almost any source disrupts the woven plane of energy and ends the spell.

Speed Undead

School necromancy; **Level** cleric/oracle 2
Casting Time 1 standard action
Components V, S, M (three drops of water, sinew from a mammal, and a drop of quicksilver)/DF
Range touch
Target one skeleton or zombie/level
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants a skeleton or zombie a +2 bonus to its Dexterity score and a +1 bonus on Reflex saves (for a cumulative +2 bonus to Reflex saves). The affected creature's base land speed increases by 10 feet. Furthermore, an affected zombie's staggered weakness is suppressed while this spell is in effect, thus allowing it to move and attack normally.

Spell Inhibitor

School abjuration; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a pinch of powdered adamantine or adamantine fillings worth at least 10 gp)
Range personal
Area 100-ft.-radius emanation, centered on you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

This spell inhibits magical energy. Any spell cast by someone within the radius of this spell is cast as if by a spellcaster of the lowest possible level of the same class required to cast that spell. This spell affects range, duration, area, etc., with the sole exception that it does not affect the target spell's caster level for penetrating spell resistance. For example, if a 15th-level wizard casts *fireball* within the area of effect of this spell, it does only 5d6 points of damage since the minimum caster level for that spell is 5th.

Spell Kill

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You fire a silvery ray of energy toward the target in an effort to wipe away a spellcaster's prepared spells or spell slots. You must make a successful ranged touch attack to strike. While a non-spellcaster feels nothing more than a tingling sensation, against a spellcaster the ray negates a number of prepared spell levels (or spell slots in the case of bards and sorcerers) equal to one-half your caster level. You choose a combination of spell levels (or slots) to be depleted. The GM determines the specific spells (if prepared) that are lost. For example, a 9th-level caster can deplete a total of 4 spell levels. She can choose to deplete one 4th-level spell, or two 2nd-level spells, or one 3rd- and one 1st-level spell, or four 1st-level spells.

Lost spells (or slots) are regained normally.

Spell Legs

School universal; **Level** bard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect spell effect already created
Duration concentration up to 1 round/level
Saving Throw special (see text); **Spell Resistance** Special (see text)

You usurp control of a spell with an ongoing effect such as a *fog cloud*, *stinking cloud*, or *darkness* and can move it at a rate of 20 feet per round as a move action. After casting this spell at the effect in question, you must make a Knowledge (arcana) check with a DC value determined by the level of the caster that created the spell (DC 10 + caster level). If you cast the spell yourself, you automatically succeed. A successful check allows you to direct the movement of the spell effect as a move action. Spell effects that cannot be cast into certain areas or locations cannot be moved into those locations with spell legs.

If the spell is under control of a spellcaster already, such as a *flaming sphere*, you must first make the above check, and then make a Concentration check opposed by the Concentration check of the caster presently in control of the spell. If both checks succeed you wrest control of the spell away from the original caster and can turn the spell against them.

When the spell effect is moved over a target creature, that creature must make any saving throws the spell effect permits to avoid its effects. The saving throw, and spell effects, are those of the originally cast spell. If the creature has spell resistance a caster level check is made using the original caster's level.

You can't usurp control of any spell effect above 3rd-level and the original caster can still dismiss any spell that can be dismissed.

Spellcaster's Refusal

School abjuration; **Level** sorcerer/wizard 5
Casting Time 1 round
Components V, S, M (a pinch of dust from a spellcaster's tomb or burial site and a pinch of powdered chrysolite)
Range close (25 ft. + 5 ft./2 levels)
Area One 20-ft. cube/level
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

BOOK OF LOST SPELLS

You create an invisible barrier that wards a point of entry (hallway, doorway, window, or the like) against spellcasters and prevents them from passing through the area. Non-spellcasters, creatures with spell-like abilities (but not those that can specifically replicate spells such as nymphs), and spellcasters you designate, may freely pass through the barrier. Spellcasters (including bards, paladins, and rangers that are of sufficient level to cast spells and creatures such as the nymph that replicate spells) are blocked from passing through the barrier.

You can divide the area of effect among multiple points of entry so long as the total area affected does not exceed your limit. You must be able to see each point of entry to be warded when you cast this spell.

The barrier does not prevent ranged attacks, ranged spells, or dimensional travel (such as *teleport*, *dimension door*, and so on) by anyone, including a blocked spellcaster. The invisible barrier is impervious to physical or magical attacks (except for effects that dispel it). A *disintegrate* spell instantly destroys the barrier and ends this spell.

Spellchain Grounding

School abjuration; **Level** cleric/oracle 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (an iron nail)

Range personal

Target you

Duration 1 min/level (D)

This spell creates an invisible aura around you that attracts secondary effects of chain-type spells, such as *chain lightning* or *prismatic chain*. Anytime you are within range of a secondary beam or effect from such a spell, all such secondary beams automatically arc to you and are negated. This spell does not prevent damage to you if you are the primary target of such an effect, though it does prevent any secondary beams from then arcing out from you and striking others.

Spilling of Blood

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

Casting Time 1 standard action

Components V, S, M (a few drops of blood)

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

Target one living creature

Duration 1 round/level (D)

Saving Throw Fortitude negates (see text); **Spell Resistance** yes

You channel negative energy into the target, causing a gaping wound to open on its body and gush blood each round. Each round this spell is in effect, the target takes 1 point of Constitution damage. A successful Fortitude save negates the Constitution damage for that round only. A new save must be made each round. A successful Heal check (DC 10 + 1/2 your caster level + your relevant ability score modifier) slows the spilling of blood to 1 point of Con damage every other round for the remainder of the duration.

Magical healing ends this spell's effect if the healer succeeds on a caster level check as per the *dispel magic* spell.

Spirit Blast

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

Casting Time 1 action

Components V, S, F (a phial of the caster's blood)

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

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When this spell is initially cast, you sacrifice a number of your hit points.

You may not sacrifice more than your current hit point total plus your Constitution, although temporary hit points can be sacrificed. Once this is done, you make a ranged touch attack on your target. You may do this even if you sacrificed enough hit points to cause unconsciousness; you just fall unconscious immediately after making the attack roll. If the ranged touch attack succeeds, the target then suffers damage equal to the number of hit points sacrificed. As this is a positive energy attack, it inflicts double damage upon undead. You may not regain any of your sacrificed hit points for 12 full hours by any means short of a *limited wish*, *wish*, or *miracle*. After 12 hours elapse, these hit points can be regained through the usual means.

Spirit Cartographer

School conjuration (summoning) [law]; **Level** sorcerer/wizard 2

Casting Time 1 full round

Components V, S, M (a quill pen and a piece of parchment)

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

Effect one summoned creature

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

Spirit cartographer creates a spirit that accurately maps any area the caster traverses that the spirit can see (it possesses darkvision 30 feet plus normal human sight). The spirit conforms to the statistics of a small air elemental (see the *Pathfinder Roleplaying Game Bestiary*), although it is considered a spirit of law, not an elemental. The spirit also possesses a Perception skill of +5 and can make a Perception check to notice a secret door if it passes within 5 feet of one. The spirit records any secret doors it detects but does not actively search for them. The spirit also records any special notes as instructed by you (e.g., to indicate traps the party's rogue discovers). The spirit does not fight or perform any other action except to follow you and map. If attacked, it simply endures the punishment until destroyed without counterattacking.

Spirit Disk

School evocation [force]; **Level** sorcerer/wizard 8

Casting Time 1 action

Components V, S

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

Target one target

Duration 1 round/3 levels

Saving Throw none; **Spell Resistance** yes

You conjure a spinning disk of force and launch it at a foe. The disk remains in existence for 1 round per 3 caster levels and can attack one target in range each round. Each attack is a ranged touch attack that deals 2d12 points of damage and has a critical threat range of 19–20. If the disk scores a critical hit, it functions as a *vorpal* weapon (see the *Pathfinder Roleplaying Game Core Rulebook*). Maintaining this power is taxing, and you takes 2 points of nonlethal damage for every round the *spirit disk* remains in existence.

Spirit Doll Enchantment

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

Casting Time 10 minutes

Components V, S, M, F (a doll roughly shaped like the mark, a piece of hair or personal item of the mark, and a gem worth 1,250 gp)

Range touch

Target one non-magical doll or figure

Duration 1 day/level (0)

Saving Throw none (object); **Spell Resistance** no (object)

This spell turns an ordinary doll or figure into a spirit doll. During the

BOOK OF LOST SPELLS

time of casting, you specify a mark. The mark may be any living creature native to the same plane. The spell requires a piece of hair, fingernail clipping, blood, or personal possession from the intended mark. This item is then attached to the doll in some fashion.

While the spell has no direct effect on the mark, it does make the spirit doll a conduit between the mark and the doll, allowing other spirit magic spells to be effective. If the mark and spirit doll are ever on different planes, the link between the two is suppressed for that time but remains active for whenever the two are once again on the same plane. If the spirit doll is used as an extra focus component for any spell that does not already require the spirit doll as a component or target, the doll's mark receives a –2 penalty to any saves versus spells cast in this manner.

The spell finishes at the end of its duration, if a *dispel magic* or similar spell is successfully cast upon the doll, or if the doll and the personal item used in its creation are ever physically separated. When the spell does end, the doll shrivels into nothingness as it is consumed by the magic that enchanted it.

Spiritbreaker

School abjuration; **Level** sorcerer/wizard 6
Casting Time 3 rounds (see text)
Components V, S, F (see text)
Range close (25 ft. + 5 ft./2 levels)
Target one outsider
Duration see text
Saving Throw none; **Spell Resistance** yes (see text)

Spiritbreaker allows you to inflict wracking pains on an outsider, usually in order to exact a service from it. If the creature refuses and you continue the spell, it is eventually condemned to its plane of origin. This spell is often used in combination with the various *binding* spells.

In order to cast this spell, you must have a specially prepared document that contains the outsider's true name; otherwise, the spell automatically fails. You can start and pause the reading at any time, so long as a number of rounds equal to your caster level has not elapsed since the spell was started. You can end the casting at any time by simply not finishing the reading of the document.

When you begin reading the document, the subject feels great discomfort and is rooted to the spot (unable to move from its location by either normal or magical means). The creature can escape in this round by pitting its spell resistance against your caster level check. If it succeeds, the creature is still powerless to attack you, but can move normally (including retreating to its home plane unless magically held or contained in such a way that it cannot escape; such as by any of the planar binding spells).

During the second round of reading, the subject feels great pain course through its body; it is robbed of one-quarter of its total hit points (no save).

At the beginning of the third round of reading, the subject is in immense pain and loses one-half of its current hit points (no save). At the end of the third round, the creature is condemned to its home plane — where it remains confined (unable to be summoned to your plane and unable to leave its own plane) and in torture for a number of years equal to your caster level. From this point forward, said creature is your sworn enemy. Note, this confinement/condemnation does not prevent the creature from sending its minions and servitors to deal with you.

Focus: The specially prepared document (described above) must contain the true name of the outsider to be affected. The document itself costs 1,000 gp for the paper or parchment, special pens, and other materials. The ink used to scribe the document must be made from powdered rubies (totaling at least 5,000 gp) and the blood of a vrock, marilith, hezrou, or glabrezu.

Note: An outsider's true name is not easy to come by. Many (particularly in the case of demons) have more than one name they go by and some do not even know their own true name. No outsider ever voluntarily reveals its true name to anyone, especially a spellcaster from the Material Plane.

Spiritual Trance

School divination; **Level** cleric/oracle 1
Casting Time 1 round
Components V, S
Range 100 ft.
Area 100-ft. spread, centered on you
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You place yourself in a trance (you cannot move, speak, or take any action and are considered helpless) that allows you to sense magical creatures (any creature with spell-like or supernatural abilities) or permanent magical effects in the area (the presence of magic affecting an area, not magic items). Each round you are in the trance, you can detect the presence of any incorporeal creature or permanent magical effect. This spell does not allow you to communicate with a creature in the area.

Spiteful Image

School illusion [shadow]; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target all mirror images of one target
Duration see text
Saving Throw Will negates; **Spell Resistance** no

This spell causes a target under the effect of a *mirror image* spell to be attacked by his images. A successful Will save by the targeted caster negates the spell, and his *mirror images* continue to function as normal.

Should the target fail his Will save, a deadly transformation occurs. Each *mirror image* becomes a hostile shadow-creature, with hit points equal to those of the target, divided by the number of images remaining when *spiteful image* was cast. Their AC remains 10 + size modifier + Dexterity modifier of the target. They attack once per round with the caster's highest attack bonus, dealing 1d6 points of damage per successful hit. The target loses control of the images, can no longer merge or split with them, and cannot voluntarily end the spell. The images do not disappear when struck, but must be reduced to 0 hit points or be destroyed. They continue to attack until the spell ends, at which time the surviving images go back to functioning as normal, or until they are all destroyed, at which point both the *spiteful image* and *mirror image* spells come to an end.

Because the images no longer mimic the target's actions, enemies of the target no longer have difficulty distinguishing the target from his images.

Spyworm

School conjuration (creation); **Level** druid 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Effect magical sensor
Duration 1 hour/level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The caster touches her intended target (making a melee touch attack if cast on an unwilling target). Wherever you touch, a small, magical, pinkish ringworm appears just beneath the target's skin. The worm grows to about 2 inches in diameter over the next 15 minutes.

From that point until the spell fades, you can concentrate and hear any sounds around the target as though the ringworm was one of your ears. Clothing or the sound of scratching might muffle the reception. The infection lasts 1 hour per caster level, itches slightly, and is visible as a discoloration of the skin. Spells that cure disease or *dispel magic* remove the infection.

BOOK OF LOST SPELLS

The spell fails if the target is not naturally susceptible to epidermal infections or disease.

Squeaking Floor Alarm

School transmutation; **Level** cleric/oracle 3

Casting Time 1 standard action

Components V, S, M (a rusty hinge)/DF

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

Area one section of ground or floor 10 ft./level by 10 ft./level

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell causes a surface such as a floor or section of ground to squeak loudly when stepped on or touched. The noise generated by the squeaking floor can be heard clearly in a 100-foot radius regardless of any barriers. The affected surface must be solid (not liquid or gas or other such substances), but can be made of wood, earth, stone, dirt, and so on; material matters not, but it must be solid.

A creature attempting to move quietly across the affected area takes a –20 circumstance penalty on Stealth checks. Flying over the affected area does not trigger the spell.

Starlight

School evocation [light]; **Level** druid 2

Casting Time 1 standard action

Components V, S, M (several stalks from an amaryllis)/DF

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

Effect dim light and shadowy illumination in a 60-ft.-radius area

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You illuminate an area with light equivalent to that given off by a clear night sky filled with stars. Such light provides only shadowy illumination (see the section on Environmental Rules in the *Pathfinder Roleplaying Game Core Rulebook* for more information). A creature in the area has concealment relative to a character viewing it. A creature in the area can make a Stealth check to conceal itself.

Starlight counters and dispels any darkness spell (one with the darkness descriptor) of an equal or lower level.

Staves into Snakes

School transmutation; **Level** cleric/oracle 4, druid 4

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Target 1d4 sticks plus 1 stick/level

Duration 1 round/level

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

By means of this spell, you change 1d4 sticks plus one per caster level (maximum 1d4+20) into Small or Medium poisonous vipers, depending on the size of the wood used (sticks under 4 feet long become Small vipers, and sticks over 4 feet long become Medium vipers). Sticks or wood of a magical nature, or those larger than 6 feet long, cannot be affected by this spell. If a target stick is held or carried by someone other than you when this spell is cast, the item receives a Fortitude save just as if the person holding the stick was making the saving throw.

The snakes have the abilities and statistics of a standard Small or Medium viper (see the *Pathfinder Roleplaying Game Bestiary*). The snakes do not attack you, and seek to attack your opponents to the best of their ability. You can direct a snake as if by telepathy not to attack, to attack particular enemies, or to perform other actions. When reduced to 0



BOOK OF LOST SPELLS

or fewer hit points, a snake reverts to its original (undamaged) stick form.
Staves into snakes dispels and counters *snakes into staves*.

Steal Breath

School necromancy; **Level** cleric/oracle 6
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration instantaneous (see text)
Saving Throw Fortitude negates (see text); **Spell Resistance** yes

You literally “take the subject’s breath away” by stealing the air from its lungs. The target can go without breathing for a number of rounds equal to twice its Constitution. Each round thereafter, the subject must succeed on a Constitution check (DC 10 +1 per previous check) to continue doing so. If the subject fails a Constitution check, it falls unconscious (0 hp). On the next round, the subject drops to –1 hit points and is dying. On the third round, the subject suffocates and dies.

A creature that is unable to breathe is also unable to speak and cannot cast spells with a verbal component or communicate verbally with others.

The target can break the spell by first making a successful Constitution check using spell’s save DC followed by a successful Fortitude save. Attempting to fill one’s lungs in this manner is a full-round action that provokes an attack of opportunity.

Steam Bolt

School evocation [fire]; **Level** druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You cause a superheated cloud of steam to strike an opponent. The steam does 1d6 points of damage per caster level (10d6 maximum) to any single creature it strikes. Anyone struck by the cloud is coated with a thin film of water as the steam scalds them.

Steam Cloud

School conjuration [fire]; **Level** sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude half; **Spell Resistance** no

You call up a billowing cloud of superheated air that rolls across the ground toward an enemy. The steam cloud deals 1d4 points of damage per caster level (10d4 maximum) to creatures that remain in the cloud. Anyone within the cloud is also treated as if they are within a *fog cloud*.

The *steam cloud* moves away from you at 10 feet per round. Figure out the cloud’s new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. A strong wind or a *gust of wind* spell dissipates the cloud in 2 rounds.

Steel Butterflies

School conjuration (creation); **Level** sorcerer/wizard 4
Casting Time 1 action

Components V, S, M (the wings of a colorful butterfly)/DF
Range close (25 ft. + 5 ft./2 levels)
Area cone
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** no

This spell creates thousands of sharp, cold iron butterflies that attack all targets in the spell’s area of effect. Any creature in the area takes 1d4 points of slashing damage per caster level (maximum 15d4). Any fey within the spell’s area receive a –4 penalty to saves against this spell. In addition, any fey damaged by this spell must succeed on a Concentration check (DC 10 + damage taken from spell) in order to use any of their spell-like abilities until damage caused by the butterflies is healed.

Stench of Death

School necromancy; **Level** druid 2
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./level)
Target object or creature
Duration 10 minutes/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You cause a pungent odor to rise around you. The smell drives away wild animals that come into range (although familiars or animal companions can remain with a successful Fortitude save). Creatures that rely on the scent ability must also make the Fortitude save to remain in the area. This spell reliably keeps most normal animals, and even magical beasts, away from an area but it has the drawback of attracting carrion-eating creatures from great distances.

Stick Servant

School conjuration (summoning); **Level** druid 2, ranger 3
Casting Time 1 full round
Components V, S, M (a pile of sticks to animate)
Range touch
Target one pile of sticks
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell requires a small pile of sticks — about enough for a campfire. It summons a nature spirit that animates the sticks, which take the form of a 2-foot-tall humanoid. The *stick servant* performs simple tasks for you upon verbal command, much as an *unseen servant* does. In addition to these tasks, the *stick servant* can be directed to fight.

The stick servant can travel as far as it needs to in order to perform tasks, but it cannot understand complex tasks that involve any form of civilized human behavior, it cannot identify specific creatures or persons other than the caster, and, being mute, it makes a poor herald. Similarly, you can leave the stick servant, which continues to perform its tasks as commanded.

It has the following statistics:

STICK SERVANT

N Small construct
Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 15 (1d10+10)
Fort +0; **Ref** +1; **Will** +0
Immune construct traits

Speed 20 ft.
Melee claw +1 (1d3–1)

Str 9, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** –1; **CMD** 10

Sticky Tongue

School transmutation; **Level** druid 2
Casting Time 1 round
Components V, S, M (a frog), DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature per 3 levels of the caster
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

The tongue of a creature affected by this spell grows long and sticky, like that of a frog.

The *sticky tongue* is 10 feet long and sticky. Those possessing these magical tongues gain one extra attack each round with their tongues as a touch attack. If the tongue successfully hits an opponent the same size or smaller, the subject gets an immediate grapple check with a +4 bonus to its CMB.

Entangled victims are –2 on attacks and have a –4 penalty to effective Dexterity. They cannot move except toward the tongue attacker. Entangled spellcasters must succeed on a DC 15 Concentration check to cast a spell. A CMB check, a DC 23 Strength check, or a DC 20 Escape Artist check allows a victim to free himself.

An enemy opposing a creature with *sticky tongue* may choose to hit the tongue specifically, if it is extended and entangling an opponent. The tongue is AC 11 and has 10 hit points. If an enemy successfully destroys the *sticky tongue*, then it can no longer be used, but the creature with the *sticky tongue* takes no damage.

Once the spell's duration ends, the creature possessing the *sticky tongue* returns to normal. Characters suffer a –3 circumstance penalty to their Charisma when possessing the *sticky tongue*, unless they are dealing with amphibious creatures.

Stonefast

School abjuration; **Level** cleric/oracle 4, sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (a pebble)
Range close (25 ft. + 5 ft./2 levels)
Area 50-ft. cube + 10 cubic ft./level
Duration 1 day/level
Saving Throw none; **Spell Resistance** no

This spell prevents the use of transmutation spells upon a given area of stone. Spells such as *transmute rock to mud* simply do not function in the area of effect, nor can earth elementals or beings with similar abilities pass through the area. *Passwall* and similar spells do not work, though *teleport* (which does not affect the stones themselves) does. Evocations might damage the stones (though their hardness is increased by +2), but the stones do not magically change form, no matter what the spell. This spell works only on stone, however, and sand, metal, or soil are not held fast by it. Bricks, mortared stone, and other non-solid stone walls halve the area of effect.

Storm of Vitriol

School evocation [acid]; **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S
Range 1 mile
Area 100-ft. radius
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** Yes



BOOK OF LOST SPELLS

You blast a large area with burning droplets of vitriol, corroding and dissolving anything in the area. This spell does 1d6 points per caster level of acid damage (maximum 15d6) and 1d6 points per 2 caster levels unnamed damage (maximum 10d6) (Fortitude save for half damage). Anyone who takes damage from the vitriol must make a second Fortitude save (same as the spell DC) or take 1d3 points of temporary Dexterity damage from the poisonous fumes. Creatures that do not breathe (such as undead) or which are immune to acid are immune to the secondary effect.

Storm's Fury

School evocation [electricity]; **Level** druid 9
Casting Time 1 round
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect one or more 30-ft.-long vertical lines of lightning
Duration 1 minute/level
Saving Throw Reflex half; **Spell Resistance** yes

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-foot-wide, 30-foot long, vertical bolt of lightning that deals 7d6 points of electrical damage +1 point per caster level. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level.

If you are outdoors and in a stormy area — a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size) — each bolt instead deals 7d10 points of damage +1 point per caster level.

This spell functions indoors or underground but not underwater.

Strength of the Earth

School transmutation [earth]; **Level** sorcerer/wizard 6
Casting Time 1 round
Components V, S, M (a pinch of powdered adamantite worth 200 gp)
Range touch
Target 1 object touched
Duration permanent
Saving Throw none; **Spell Resistance** no

This spell imbues a single object of Large or smaller size with a hardness of 6 or less with the essence of the earth. This increases the object's hardness by +5, its Break DC by +5, and doubles its hit points.

Strength of the Wyrn

School transmutation; **Level** cleric/oracle 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (scale from a wyvern, wyrm, or dragon)/DF
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants the strength of the wyrm itself. The recipient receives a +12 enhancement bonus to Strength and a +6 enhancement bonus to Constitution, with all the relevant bonuses that accrue.

Striking Likeness

School illusion (shadow); **Level** bard 5
Casting Time see text
Components V, S, M (paint or other pigments equal in value to 1/100th the price of the final item), F (a paintbrush made of phoenix feathers, worth 2,000 gp, with which the painting is done)
Range 0 ft.
Effect One semi-real object
Duration 1 day
Saving Throw none; **Spell Resistance** no

Casting the spell takes as long as it does to craft the painting, determined per the normal rules for the Craft skill, except that the goal is the price of the item being painted (not the painting), raw materials costs are replaced with the material components, each check is DC 20 and represents one minute's work instead of one week's, and each check gives progress in gold pieces as opposed to silver pieces. For example, Leonard wishes to use this spell to produce a working model of a marble statue from his sketch. The statue's final value would be 4,000 gp, and he has a Craft (painting) modifier of +15. Taking 10, he "produces" 500 gp of progress per minute, and thus finishes the painting (and casting the spell) in 8 minutes, using 40 gp worth of paints and pigments in the process.

Once the painting is completed, the object springs in to being from the canvas. For one day, it functions as though it really were what it represents (except for a curious tendency to leave paint stains on anything it touches), but then it molders in to formless shadows and color and is no more.

This spell cannot create magical items. Items created by this spell cannot be used as spell components, but they can be used as spell foci.

Subdual Ray

School evocation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a glove)
Range close (25 ft. + 5 ft./2 levels)
Target 1 living creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

A ray of whitish-gray energy projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of nonlethal damage +1 point per caster level (maximum +10). Creatures that are immune to nonlethal damage (such as constructs) do not take any damage from this ray.

Stupefy

School transmutation; **Level** bard 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (one drop of pure grain alcohol)
Range close (25 ft. + 5 ft./2 levels)
Effect target becomes intoxicated
Duration 10 minutes/level
Saving Throw Fortitude negates; **Spell Resistance** yes

If the target fails his Fortitude saving throw, he loses 2 points of Dexterity, Intelligence and Wisdom, which is immediately restored when *stupefy* expires. Multiple *stupefy* spells stack (a second spell would cause an additional loss of 2 points of Dexterity, Intelligence and Wisdom). If a victim is reduced to 0 in Dexterity, he is immobile. If he is reduced to zero in either Intelligence or Wisdom, he falls unconscious. If attacked while unconscious, the target can awaken for a number of rounds equal to his Constitution modifier before lapsing back into a stupor.

BOOK OF LOST SPELLS

Submerge

School transmutation; **Level** druid 5, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a small vial of water)/DF
Range medium (100 ft. + 10 ft./level)
Target 1 living creature and a body of water within 15 ft. of each other
Duration 1 round/level
Saving Throw Reflex negates
Spell Resistance yes

In order for this spell to function, the targeted creature must stand no more than 15 feet away from a sizable body of water. Drowning a Medium-sized creature with this spell requires at least 10 gallons of water. Multiply this requirement by five per size category beyond Medium. A Huge victim would require at least 250 gallons (10 x 5 x 5), for example.

The targeted creature gets a Reflex saving throw to avoid the watery embrace. If the saving throw fails, the watery tentacles seize the creature long enough to gush down into his respiratory tract, where the animated water remains for the duration of the spell, resisting any attempts to cough it out.

The affected creature must begin making Constitution checks each round as per the rules for drowning (see the *Pathfinder Roleplaying Game Core Rulebook*). The DC for this check is 10 the first round, and it increases by 1 each round after that. When the creature fails a Constitution check it begins to drown. It loses consciousness on the first round, dropping to 0 hp. The next round, it loses another hit point and begins to die. On the round following that, it dies. While drowning, a creature can do nothing else.

An affected creature has little hope of survival beyond the application of a *water breathing* spell or effect or a timely *dispel magic* spell. The victim spends the next 1–3 rounds coughing up the water (during which time the victim is stunned).

Naturally, this spell has no effect on water-breathing creatures or creatures that do not need to breathe, such as constructs or the undead.

Subsume Knowledge

School divination; **Level** bard 4, cleric/oracle 4, sorcerer/wizard 4
Casting Time 1 action
Components V, S, M (pinch of salt and lock of your own hair)/DF
Range personal
Target you
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You gain a +3 competence bonus in a skill in which you already have at least 1 rank. This bonus increases by +1/4 caster levels. You gain no additional bonuses for multiple applications of this spell.

Summon Dust Devil

School conjuration (calling); **Level** cleric/oracle 2, druid 2
Casting Time 3 rounds
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect one called elemental of 2 HD
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You summon a dust devil from the Plane of Air. You can communicate with the creature (it speaks Common) and direct it to attack, not attack, or to perform special actions. If you and the dust devil move more than 30 feet apart, the creature is automatically dispelled and returns to its home plane.

The dust devil cannot be summoned into an environment that cannot

support it; it must be summoned into a dry environment. Likewise, the dust devil cannot attack creatures native to a plane different from yours. If the dust devil attacks a creature with innate spell resistance (not spell resistance gained from a magic item, spell, or spell-like ability), it deals normal damage if it hits, but is automatically dispelled after it attacks.

DUST DEVIL

N Medium outsider (air, elemental, extraplanar)
Init +3; **Senses** darkvision 60 ft.; **Perception** +5

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 13 (2d10+2)
Fort +1; **Ref** +6; **Will** +3
Defensive Abilities air mastery; **Immune** elemental traits

Speed fly 100 ft. (perfect)
Special Attacks whirlwind (DC 12)

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +3; **CMD** 15
Feats Flyby Attack
Skills Fly +16, Perception +5, Stealth +8
Languages Auran, Common

Whirlwind (Ex) A dust devil's natural form is that of a whirlwind, 5 feet wide at the base, 10 feet wide at the top, and 15 feet tall. A dust devil can move through the air or along a surface at its fly speed. This ability is permanent and cannot be dispelled. This ability functions like the whirlwind ability of air elements, except it automatically deals 1d4+1 points of damage to any creature that starts its turn adjacent to the dust devil and any creature caught up in its whirlwind.

Summon Hell Hounds

School conjuration (calling) [evil]; **Level** sorcerer/wizard 7
Casting Time 1 round
Components V, S, M (a bit of bat dung, and a pinch of dirt from one of the planes of Hell or a few drops of blood from a devil)
Range medium (100 ft. + 10 ft./level)
Effect three or more hell hounds, no two of which can be more than 30 ft. apart; see text
Duration 1 week or 1 year (D); see text
Saving Throw none; **Spell Resistance** no

This spell summons 1d4+2 hell hounds. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for one week unless you dismiss them. If the hell hounds are created only for guard duty, however, the duration of the spell is one year. In this case, the hell hounds can be ordered to only guard a specific site or location. Hell hounds summoned to guard duty cannot move outside the spell's range, which is measured from the point where each first appeared.

Summon Shadow

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 5
Casting Time 1 round
Components V, S, M (a bit of smoky quartz)
Range close (25 ft. + 5 ft./2 levels)
Effect one or more shadows, no two of which can be more than 30 ft. apart
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You can summon 1 shadow for every 3 caster levels (maximum 6 shadows



Summon Hellhounds

at 18th level). Shadows appear where you designate and act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with them, you can direct them not to attack, to attack particular enemies, or to perform other actions. Summoned shadows can be turned or rebuked, and even redirected toward you if successfully rebuked.

A summoned shadow cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Shadows created by summoned shadows act independently and are not under your control. Summoned shadows also cannot use their create spawn ability (see the *Pathfinder Roleplaying Game Bestiary*, “Shadow”).

Swarm of Abyssal Beetles

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

Casting Time 1 action

Components V, S, M (an embalmed beetle husk)

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

Area one 10-ft. cube/3 levels (S)

Duration 1 round/level

Saving Throw Fortitude half; **Spell Resistance** no

This spell summons a swarm of fiendish beetles from the Abyss. These beetles coalesce out of a dark smoke that appears at a desired point within the spell’s range and proceed to consume all organic material in their immediate vicinity. The beetles summoned are flightless and only harm targets on the ground. They adhere to walls and ceilings, as well. This spell functions like the caster level 7th *vomit swarm* spell, except instead of wasps the insects are Abyssal beetles.

The beetles are considered to be outsiders, so *repel vermin* offers no protection.

Swift Vessel

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

Casting Time 1 full round

Components V, S

Range touch

Affect one ship not longer than 10 feet/level of spell caster

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

The movement rate of watercraft affected by this spell increases by one knot (nautical mile per hour) per caster level for the duration of the spell.

Swim

School transmutation; **Level** cleric/oracle 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a few scales from a fish)

Range touch

Target creature touched

Duration 1 minute/level (D)

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

The subject gains a +10 enhancement bonus on Swim checks. The enhancement bonus increases to +20 at caster level 6th, and to +30 (the maximum) at caster level 10th. This spell does not constitute a swim speed, so the recipient cannot take 10 on Swim checks or run while swimming.

Swirling Leaves

School abjuration; **Level** ranger 1

Casting Time 1 standard action



Swarm of Abyssal Beetles

Components V, S, M
Range close (5-ft. radius)
Effect a confusing swirl of leaves
Duration 1 round/level

You surround yourself with swirling leaves that make it difficult for an opponent to hit you with ranged attacks or melee weapons. All attacks against you suffer a 20% miss chance.

Symbol of Discord

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 7, sorcerer/wizard 7
Casting Time 10 minutes
Components V, S, M (mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp)
Range 0 ft. (see text)
Effect one symbol
Duration see text
Saving Throw Will negates; **Spell Resistance** yes

This spell functions like *symbol of death* except that all creatures with an Intelligence score of 3 or higher within 60 feet who fail a Will save immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, there is a 50% chance that they attack each other. Bickering lasts for 5d4 rounds. Fighting begins 1d4 rounds into the bickering and lasts for 2d4 rounds. This symbol must be carefully engraved on a surface. Once triggered, the symbol lasts 10 minutes per caster level. This version is a mind-affecting spell.

Symbol of Hopelessness

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 7, sorcerer/wizard 7
Casting Time 10 minutes
Components V, S, M (mercury and phosphorus, plus powdered diamond and opal with a total value of at least 5,000 gp)
Range 0 ft. (see text)
Effect one symbol
Duration see text
Saving Throw Will negates; **Spell Resistance** yes

This spell functions like *symbol of death* except that all creatures within the radius must attempt Will saves. If the rune is carefully engraved on a surface, the save DC increases by 4. If the save fails, the creature suffers from hopelessness for 3d4 x 10 minutes and submits to simple demands from foes, such as to surrender or get out. If no foes are present to make demands, there is a 25% chance that a hopeless creature proves unable to take any action except hold its ground. If the creature remains free to act, there is a 25% chance it retreats from the rune at normal speed. In either case, the creature can defend normally if attacked. Once triggered, the symbol lasts for 10 minutes per caster level. This version is a mind-affecting spell.

Synaptic Disturbance

School transmutation; **Level** sorcerer/wizard 6
Casting Time 1 standard action
Components V, S

BOOK OF LOST SPELLS

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

Target one living creature

Duration 1 round/level (D)

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

You create a disruption in the nerve cells of the target creature that cause them to misfire and send false impulses to the victim's brain each time it takes an action. During the duration of the spell, each time the target creature makes or decides on an action, it must succeed at a Will save to avoid taking 1d6 points of damage. Spellcasters suffer even more horribly as the pain induced forces a successful Will save and a successful Concentration check (DC 20+ spell level) in order to cast a spell.

Tattoo Object

School transmutation; **Level** druid 4, ranger 4, sorcerer/wizard 4

Casting Time 10 minutes

Components V, S, M (see text)

Range touch

Effect one object (up to 1 cubic ft. per level)

Duration permanent (D)

Saving Throw Special (see text); **Spell Resistance** yes (harmless)

This spell converts one object into a small tattoo upon the body of the recipient. The size of the object is reduced to about one-twelfth of its normal dimensions, and it appears on the recipient at the place touched during casting. The new tattoo has no weight associated with it. The item is preserved in this form until it is returned to its normal form or the spell is dispelled. The *tattoo object* can be returned to its normal form by having

either the recipient or the caster touch the tattoo and will the spell to end.

This spell can be dispelled by an *erase* spell, and the object is treated as a magical writing for this purpose. Dispelling the *tattoo object* in this manner causes the item to revert to its normal form.

Tattooing works automatically for non-magical items, but if the spellcaster tries to work this incantation upon a magic item, the spell recipient must make a Fortitude save. Otherwise, the magic item does not transform into a tattoo, and the material components are wasted. Magical items have all of their properties suppressed while in tattoo form. Magical items of artifact and relic power cannot be affected by so simple a spell as this.

A maximum of 3 *tattoo objects* can affect 1 creature at any one time.

Material Components: This spell requires the item to be tattooed and tattooing pigments. If a magical item is being tattooed upon the recipient, a mixture of powdered amber is also required in the tattooing inks. The inks and dyes, worth 10 gp, and powdered amber, worth 200 gp, are the material components for this spell.

Taunt

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

Casting Time 1 standard

Components V, S

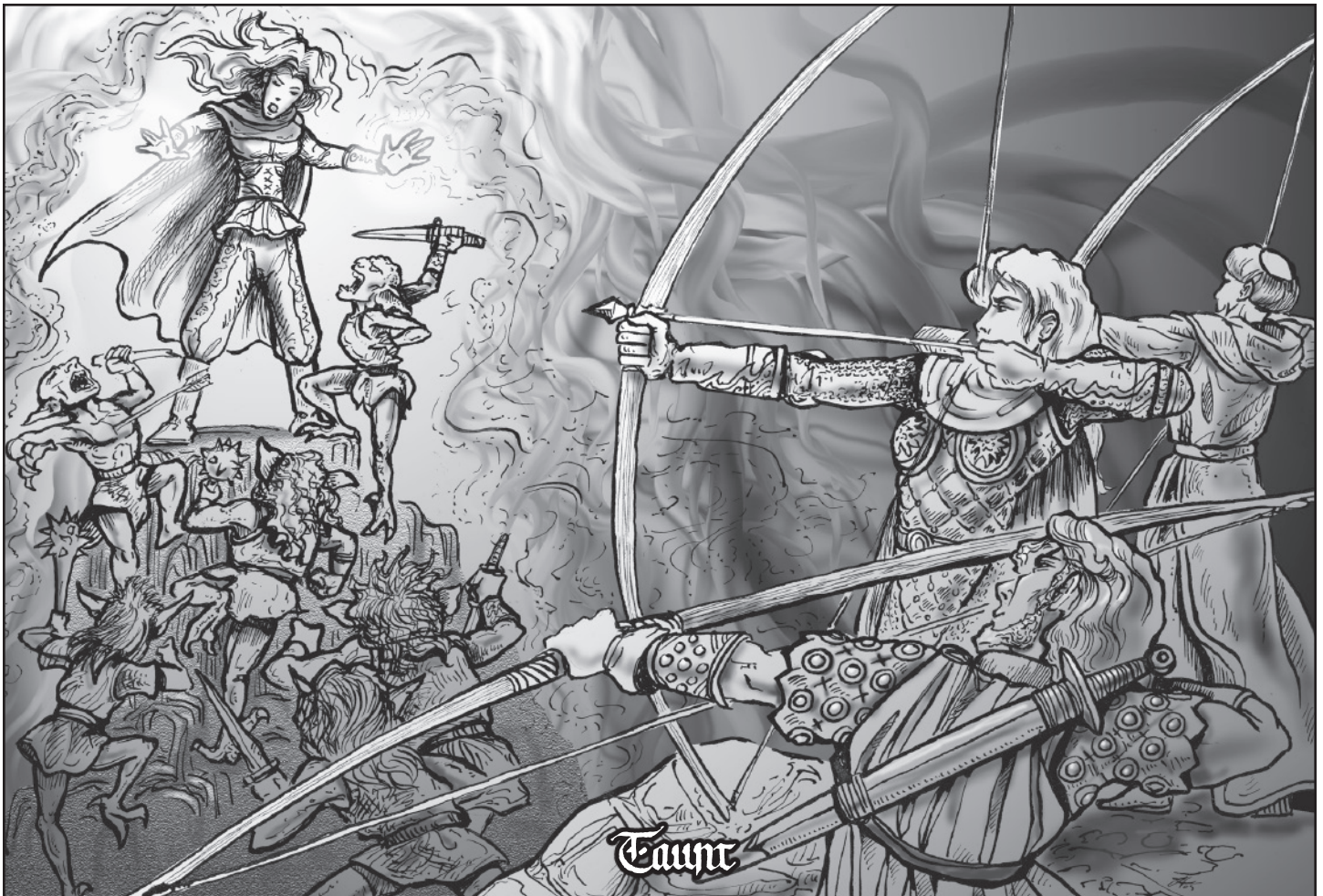
Range close (25 ft. + 5 ft./2 levels)

Target one or more creatures, whose total HD do not exceed twice your caster level.

Duration 1 round/level

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

You call out insults and challenges that irritate and enrage nearby creatures, forcing them to direct all of their attacks at you. You can affect



BOOK OF LOST SPELLS

a number of creatures whose total combined HD do not exceed twice your caster level. Creatures failing a Will save move toward you at their normal speed, foregoing any ranged attacks and spells, to engage you in melee combat. Mindless creatures and creatures with an Intelligence score less than 3 are immune to the effects of this spell.

When you cast this spell, you choose the type (humanoid, magical beast, monstrous humanoid, and so on) of creature to be affected. Only one type can be affected by a single *taunt* spell. Hit Dice that are not sufficient to affect a creature, or “extra” Hit Dice left over (if there are not enough creatures of one type to affect), are wasted.

For example a 6th-level wizard, casts *taunt* at a group of 3 gnolls (2 HD each) and 2 minotaurs (6 HD each). He can affect a total of 12 HD worth of creatures. Thus, he can choose to affect either both minotaurs (12 HD total) or all 3 gnolls (6 HD total). If he chooses the gnolls, he affects all 6 HD; the remaining 6 HD he could affect is wasted (since there are no more humanoids to be affected).

Multiple *taunt* spells overlap; they do not stack. If a creature is affected by more than one *taunt*, when the first wears off, it moves and directs its attacks at the caster of the *taunt* spell still in effect.

Tenacious Blade

School transmutation [force]; **Level** sorcerer/wizard 6

Casting Time 1 hour

Components V, S, M (masterwork dagger)

Range touch

Target one dagger

Duration Discharge, maximum 1 hour/level and 1 round/level (D)

Saving Throw Will negates (harmless, object) and Fortitude negates (see text); **Spell Resistance** yes (harmless, object) and yes

A *tenacious blade* strikes as a normal dagger, but the blade then breaks off at the hilt and stays within the victim. Opponents with damage reduction or who are incorporeal are not injured by the blade's initial stroke. However, once the blade breaks loose, it transmutes into magical force and houses itself in the victim. The blade continues to damage the victim and cannot be removed by physical means. Victims with spell resistance have one chance to resist the blade entering their body, and if the spell resistance fails, they take damage as described below.

Each round the blade is within the victim, he must succeed on a Fortitude save against the DC of this spell to expel the blade and end the spell. If the save fails, the blade delivers 1d6 points of damage that round. The spell ends when the blade is expelled, when the duration (1 round per level) expires, or when the victim dies.

Once created, the dagger can be wielded by anyone.

Tendrils of Night

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 9

Casting Time 1 full round

Components V, S, M (black pearl worth at least 500 gp)

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

Area 10-ft. diameter

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

Tendrils of night creates a portal in the ground or floor with a 10-foot diameter. Anyone standing in this area must succeed on a Reflex save or fall in and immediately suffer the effects outlined below. Four shadow tentacles spring out from the portal and attempt to grapple the caster's enemies and drag them through the portal. Each tentacle is 30 feet long (Huge) and saves as the caster. It has AC 22, 2 hit points per caster level, an attack bonus of +1 per caster level, and a Strength score of 23 (+6 bonus). Its CMD is equal to caster level +6 Strength +2 size. Its CMD is its CMD + 10.

Each round that a tentacle maintains a pin against an opponent it attempts to drag the victim through the portal. Once someone is dragged into the portal, a tentacle holds the victim there until he is dead or the spell ends. These are normal grapple attacks, except that they do not allow attacks of opportunity from opponents. They cause 1d6+6 points of damage per round that the grapple is maintained. Once grappled, a target is drawn toward the portal at the rate of 10 feet per round. The target may attempt to break the grapple in the normal fashion.

Anyone dragged into the portal must succeed on a Fortitude save each round or gain 2 negative levels.

The portal closes when the spell's duration expires or when all four tentacles are destroyed. When the portal closes, anyone trapped in the pit is considered slain unless he can cast *plane shift* or similar planar travel spells. If this is not done, such victims may be brought back only through the use of a *wish* or similar spell.

Testimony

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

Casting Time 1 standard action

Components S, M (a small mirror left with one of the spell's targets or in the location of your alibi's presence)

Duration 1 day/level

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

Target a number of creatures equal to your level

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

Upon casting this spell, those affected by it believe that you were in their company for a period of time equal to your level in hours (or less, if you so desire at the time of casting). These vague memories last for a period of days equal to your level. After this time passes, the false memories fade, as minor details often do. Those individuals unaffected by the spell have no idea that the spell was cast, but their memories of your presence conflict with those you've created.

Thicken

School transmutation; **Level** cleric/oracle 0, druid 0

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You are able to manipulate small objects made from organic materials such as wood, wool, linen, cotton and the like. You can increase or decrease the affected object's thickness and strength. For example, you are able to thicken a woolen shirt into a warm winter-proof covering or a change a thin hemp rope into a hardy cord capable of withstanding a Medium creature's weight.

The object you wish to manipulate cannot have a volume greater than 1 cubic foot and must be made of organic material. You can increase, or decrease, the hardness and hit points possessed by the item by 10% per caster level (maximum 50%). This spell won't work on metal armor or weapons because they are not made of organic materials. While you couldn't increase the AC value of a suit of leather armor, you could alter its ability to withstand damage for a short period of time. Objects that already have some form of enhancement or magical nature cannot be affected by this spell.

Thorn Snare

School conjuration (creation); **Level** cleric/oracle 2, druid 2

Casting Time 1 standard action

Components V, S, M

BOOK OF LOST SPELLS

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

Effect thorn thicket 5 ft./level radius

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

A thicket of thorns rises from the ground to snag at enemies trying to pass. Movement through the thorny patch is halved as branches are cut or moved aside. Anyone attempting normal movement must succeed at a Reflex save or take 1d6 points of damage from the briar patch and be slowed to 5 feet of movement per round while in the thicket.

Time Acceleration

School illusion (phantasm); **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area one 10-ft. cube

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes

The spell affects the minds and bodies of those entering the area into believing the passage of time is much faster than normal. Every 10 minutes spent in the area seems like a full hour; every hour is equal to six hours; four hours is equal to one day. While in the area, a creature must eat, sleep, etc., according to the faster passage of time. Spells cast or in effect in the area follow the accelerated passage of time. Likewise, creatures in the area rest, heal, and recover lost spells at an accelerated rate.

Time acceleration dispels and counters *time deceleration*.

Time Deceleration

School illusion (phantasm); **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area one 10-ft. cube

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes

The spell affects the minds and bodies of those entering the area into believing the passage of time is much slower than normal. Every 10 minutes spent in the area seems like a round; every hour is equal to 10 minutes; one day seems like four hours. While in the area, a creature must eat, sleep, etc. according to the slower passage of time. Spells cast or in effect in the area follow the decelerated passage of time. Likewise, creatures in the area rest, heal, and recover lost spells at a decelerated rate.

Time deceleration dispels and counters *time acceleration*.

Torment

School evocation [evil]; **Level** cleric/oracle 3

Casting Time 1 standard action

Components V, S, DF

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

Target one creature

Duration 1 round/level (D)

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



Torrent

Fric Iofgren

BOOK OF LOST SPELLS

Unless the victim succeeds in a Fortitude save, *torment* inflicts 1d6 points of nonlethal damage per round for the spell's full duration (maximum duration 10 rounds) and adds a –2 morale penalty to the target's attack rolls, saving throws and skill checks for the duration of the spell. Additionally, the caster and his allies receive a +4 circumstance bonus to any skill checks used to interrogate or coerce victims afflicted by this spell.

Torrent

School evocation [water]; **Level** cleric/oracle 6, druid 5
Casting Time 1 standard action
Components V, S, M (a small glass cone and a few drops of sea water)
Range 60 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

You create a blast of water, originating at your hands and extending outward in a cone. A creature struck takes 1d6 points of nonlethal damage per caster level (maximum 10d6). Additionally, treat the blast of water attack as a bull rush with a +12 CMB. The torrent always moves with the opponent to push that target back the full distance allowed, and it has no speed limit.

Totemic Transformation

School transmutation; **Level** druid 3, ranger 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one living creature
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The effect of this spell depends on the caster's chosen totem, spirit guide or chosen animal. If the caster has no such creature, the GM should allow him to choose one for purposes of this spell. Some of the more common totems and their effects are listed here. Others may be created by the GM using the existing animal descriptions as guidelines (see the *Pathfinder Roleplaying Game Bestiary 1*, 2, and 3 and *Frog God Games' Tome of Horrors Complete*). All bonuses are in addition to the character's normal statistics.

Wolf: The subject gains an additional bite attack at his normal attack modifier that delivers 1d6 points of damage, and gains a competence bonus on the following skills: Perception +6, Stealth +4, Survival +2 and +10 feet per round movement speed.

Coyote: The subject gains an additional bite attack at his normal attack modifier that delivers 1d4 points of damage, and gains a competence bonus on the following skills: Bluff +5, Perception +5, Survival +2, Swim +2.

Bear: The subject gains 1d8 temporary hit points, gains an additional bite attack at their normal attack modifier that delivers 1d6 points of damage, and he may take two claw attacks at their normal attack modifier –2 for 1d4 points of damage each in lieu of other, normal melee attacks.

Eagle: The subject gains an additional bite attack at his normal attack modifier that delivers 1d4 points of damage, and he may take two claw attacks at his normal attack modifier –2 for 1d3 points of damage each in lieu of other, normal melee attacks. The subject also gains a competence bonus on the following skills: Perception +8.

Fox: The subject gains an additional bite attack at his normal attack modifier that delivers 1d4 points of damage, +10 feet per round movement speed, and gains a competence bonus on the following skills: Perception +5, Stealth +5.

Cougar: The subject gains an additional bite attack at his normal attack

modifier that delivers 1d4 points of damage, and he may take two claw attacks at his normal attack modifier –2 for 1d4 points of damage each in lieu of other, normal melee attacks. The subject also gains a competence bonus on the following skills: Acrobatics +5, Climb +5, Perception +4, Stealth +9.

Lion: The subject gains 1d8 temporary hit points, gains an additional bite attack at his normal attack modifier that delivers 1d8 points of damage and may take two claw attacks at his normal attack modifier –2 for 1d4 points of damage each in lieu of other, normal melee attacks. The subject of this spell is also immune to fear effects and gains a competence bonus on the following skills: Acrobatics +5, Perception +5.

Touch of Luck

School universal; **Level** cleric/oracle 1, ranger 2
Casting Time 1 full round
Components V, S, DF
Range touch
Target one creature
Duration 1 week or until discharged
Saving Throw none; **Spell Resistance** no

When *touch of luck* is cast, the target declares that he is going to try for a little good luck. The use of the spell must be declared before the player rolls for any normal 1d20 roll such as an attack, saving throw, or ability or skill check. Upon doing so, the player may roll the die twice and use whichever result he prefers. No one creature can gain this divine favor more than once per week. *Touch of luck* lasts one week or until its effect is used by the spell's recipient. No one creature can gain this divine favor more than once per week.

Touch of Madness

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a handful of coal dust and a bit of broken glass or quartz)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Will negates (see text); **Spell Resistance** yes

If the target fails a Will saving throw, its Wisdom score drops to 1. The affected creature is unable to use Wisdom-based skills or cast spells if the subject's relevant casting ability score is Wisdom. The subject remains in this state until a *heal*, *limited wish*, *miracle*, or *wish spell* is used to cancel the effect of *touch of madness*.

Tracer

School transmutation; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, F (a melee weapon)
Range touch
Target your weapon
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** no

This spell causes your melee weapon to leave a blinding "tracer" of itself as it is swung, appearing as a brightly glowing corona that trails wisps of crackling light. The tracer leaves an afterimage of your weapon in the air, making it harder for your opponent to discern your weapon's location at any one time and resulting in a +2 attack bonus for you for the spell's duration. Furthermore, your opponent cannot use the Dodge feat against you, as he is unable to judge accurately your weapon's movements. A successful Will save means that your opponent keeps his wits about him, and the spell has no effect.

BOOK OF LOST SPELLS

Track Magic

School divination; **Level** ranger 4

Casting Time 1 round

Components V, S, F (a rare wooden dowsing rod enchanted with special oils and components worth 250 gp)

Range personal

Target you

Duration 1 hour/level

You give yourself the ability to see traces of magic. You may follow the trail of any creature that has active (or continuous) spells, magical items or spell-like abilities. You must still make Survival checks to attempt to trail someone in this fashion. Instead of weather affecting your ability to follow, discharges of magic in an area have the same effect as rain on the magical tracks. The spell lets you see a faint, glowing trail, but you cannot tell what type of magic creates it. For every three active items/spells/abilities, you gain a +1 circumstance bonus to the Survival check. This spell does not help you track via magic used to conceal or alter normal tracks, such as *trackless step* or *dust of tracelessness*, but it would still give you a chance to track other active magic in the possession of someone using that magic to avoid being tracked.

Track the Charm

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

Casting Time see text

Components V, S, M (the inscribed charm rune and a small piece of magnetized metal)

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

Effect one object or individual

Duration see text

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

Track the charm must be cast twice for full effect. In the first stage, the caster inscribes or attaches a rune in the shape of a small arrow to the target. The rune may be any size and can be hidden anywhere on the target, but it must be large enough to be seen with the naked eye. The rune can be painted on a particularly valuable object, permanently inscribed, tattooed or otherwise added. It can also be drawn on a piece of parchment, applied in the form of a brooch or other piece of jewelry or embroidered on a piece of clothing. In such cases, however, *track the charm* leads the way to the object, not the individual wearing it, so if the rune and its bearer are separated in some way, the spell may be rendered useless. The caster may inscribe a number of runes equal to his level at any one time.

The initial casting typically takes place well before the spell's full effects are needed. The day before an expedition into the wilderness, for example, all members of an adventuring party can have *track the charm* runes inscribed on them or be given objects bearing the appropriate rune, so that any who are later separated from the group can be easily relocated.

After the initial inscription of the rune, the spell is considered cast. Wizards must prepare the spell again or have a second *track the charm* spell prepared in order to find the target.

The inscribed rune retains its magical effects until the target is located using the second casting. After that, the spell effects vanish. The arrow rune need not be re-inscribed unless it was somehow erased, but the spell must be recast in order to renew the magical effects.

Should the caster wish to locate an individual bearing a *track the charm* rune, he must cast the spell a second time and name the target. At that point, a shimmering, arrow-shaped pointer appears in the air and moves with the caster, unerringly pointing the direction (though not necessarily the way) to the target. The magical pointer vanishes when the caster touches the target, and the spell effects vanish.

Track the charm is not without its limitations. The spell fails and all effects vanish should the target be taken beyond the spell's range. A successful *dispel magic* on the target eliminates the rune's effectiveness and

destroys the spell. And as mentioned above, should a target be separated from the object that bears the *track the charm* rune, the caster is able to locate the object, but not its former bearer.

Tracker's Gaze

School divination; **Level** cleric/oracle 5

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 hour/level

Saving Throw none; **Spell Resistance** yes

At the time of casting, you nominate one creature that you can perceive in some way. While this spell is in effect, you can see the subject clearly, regardless of distance, cover, lighting, or even illusions, as long as he or she is within the range of your normal vision. This spell does not allow you to see the true form of polymorphed, changed or transmuted creatures, but it does allow you to see the exact location of creatures under *blur* or *displacement* effects and to see through illusions or invisibility. Thus, even if the subject is invisible, at the edge of your vision, in total darkness and partially behind a boulder, you can see him easily.

Tranquil Grove

School conjuration (summoning); **Level** druid 8

Casting Time 1 full round

Components V, S, M (a leaf or piece of wood from the druid's sacred grove), DF

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

Effect A single grove or glade 30 ft. in diameter

Duration 1 hour /level

Saving Throw none; **Spell Resistance** no

This spell creates a small, green glade or copse of trees that exudes peace and tranquility. Any characters who rest in the *tranquil grove* for eight hours have all lost hit points restored, are cured of any diseases, and have all effects of poisons and fatigue removed. *Feeblemind*, mental diseases, blindness and deafness are not affected. The grove also provides 1d6 days' worth of food in the form of fruits and other edible plant matter. In addition, the grove and all within it are invisible to all save those that the druid allows to see. Up to 10 characters may rest in the grove at any one time. The spell may be cast only outdoors.

Transfer of Vigor

School transmutation; **Level** cleric/oracle 5, druid 5, sorcerer/wizard 4

Casting Time 1 action

Components V, S

Range touch

Target you and creature touched

Duration 1 hour/level

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

The caster trades Strength and Constitution scores with the creature touched. For the spell's duration, the caster gains all relevant modifiers such as attack and damage bonuses, temporary hit points, improved skill rolls, etc. If either the caster or the target is reduced to 0 or fewer hit points, the spell ends prematurely.

Transform Boulder to Pebble

School transmutation; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

BOOK OF LOST SPELLS

Components V, S, F (the boulder(s) to be affected)

Range 50 ft.

Target one boulder/level, all of which must be no larger than a 10-ft. cube

Area boulders within a 50-ft.-radius spread, centered on you

Duration permanent (see text) (D)

Saving Throw none (object); **Spell Resistance** no (object)

This spell enables you to change one boulder per caster level into a miniscule pebble no larger than 1 inch in size. Each boulder to be affected must be within a 50-foot radius around you, and none can be larger than a 10-foot cube. Boulders that are transmuted remain that way until dispelled and each radiates magic if detected for.

This spell has no effect on creatures constructed of stone, nor can it be used to alter statues, gemstones, or other such items.

Transform Pebble to Boulder

School transmutation; **Level** druid 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (the pebble(s) to be affected)

Range touch

Target one pebble, plus 1/ 3 levels

Duration instantaneous

Saving Throw none (object); **Spell Resistance** no (object)

This spell enables you to change a single pebble (a small rock no larger than 1 inch in size) into a boulder. If thrown, the pebble transforms in midflight and deals damage as a rock hurled by a hill giant (1d8+10 points of damage). You are considered proficient with the pebble and must make a successful ranged attack to hit. The pebble has a range increment of 20 feet. You must throw the pebble for the spell to take effect. The spell does not affect a pebble thrown by any other creature.

For every 3 caster levels, you can throw and change one additional pebble. You can only throw one pebble per round and all affected pebbles must be thrown in consecutive rounds (one right after the other) or the spell ends.

This spell has no effect on creatures constructed of stone.

Transform Zombie

School necromancy [evil]; **Level** sorcerer/wizard 6

Casting Time 1 full round

Components V, S, M (A bone from a ghoul and a black onyx gem worth at least 100 gp)

Range touch

Target one zombie

Duration instantaneous

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

The caster touches a single zombie, which must succeed on a Fortitude save to avoid the spell's effects. If the zombie fails its saving throw, it becomes a ghoul. Controlled zombies transformed by this spell remain under their controller's command and still count against controlled undead HD limits, as do spawn created by the controlled ghouls.

Transmute Water to Acid

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

Casting Time 1 standard action

Components V, S, M (a few drops of acid and water)/DF

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

Effect Up to 2 gallons of water/level

Duration instantaneous

Saving Throw none and Will negates and Fortitude half (see text); **Spell Resistance** no and yes (see text)

This spell transforms a volume of normal or magical water into an equal volume of highly corrosive acid. Any creature touching this acid takes 1d6 points of acid damage per round of exposure. If the acid is consumed, the victim takes 10d6 points of damage and must make a successful Fortitude save or take 2d4 points of Constitution damage. One minute later, the victim must make a second save or take another 2d4 points of Constitution damage.

Magical liquids (including potions) can be affected by this spell and lose their magical properties if transmuted. Potions and other magical waters receive a save against this spell's effect. Artifacts cannot be affected.

This spell cannot be used to change water that a creature has already consumed or ingested.

If targeted against a water-based creature (one with the water subtype), the creature takes 1d6 points of damage per caster level (maximum 15d6). A successful Fortitude save halves the damage.

Only *dispel magic*, *limited wish*, *wish*, *miracle*, or similar magic can restore waters transmuted by this spell.

Transparent Steel

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

Casting Time 1 round

Components V, S, M (the steel to be transmuted)

Range touch

Area up to 10 lb. per level

Duration permanent

Saving Throw none (see text); **Spell Resistance** no

This interesting spell is used to create entire blocks of transparent steel. Steel products must be masterwork in order to take the enhancement properly. The costs of the spell and its limited use generally mean a craftsman could make a product out of gold and then use *transmute gold to steel* before using *transparent steel*.

A weapon made of transparent steel is not invisible, but is difficult to detect while in motion during combat.

Weapons made of transparent steel usually have a visible hilt for the wielder. Attacks with a transparent weapon gain a +1 circumstance bonus to attack rolls. Individuals with a Weapon Focus feat spent on the appropriate weapon type receive a +2 circumstance bonus to attack rolls and a +2 bonus to AC through an increased ability to parry with the transparent weapon. These bonuses apply only to combat with creatures that are able to see the wielder. They do not apply to sneak attacks, attacks against blind or blinded creatures, or similar situations.

Transparency is a +1 bonus with respect to cost of creation and enhancement of magic weapons (see the *Pathfinder Roleplaying Game Core Rulebook*).

Treacherous Blow

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal or touch

Target you or living creature touched

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** no

Using this spell grants you (or the creature you touch) the ability to sneak attack an opponent as a rogue equal to your caster level. The conditions of a sneak attack must still be met (opponent must be denied Dexterity bonus to AC or must be flanking the target, and ranged sneak attacks are effective only within 30 feet).

Tree Ladder

School transmutation; **Level** druid 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M

BOOK OF LOST SPELLS

Range touch
Target one tree
Duration 1 round/level
Saving Throw see text; **Spell Resistance** yes

Easy-to-climb, ladder-like handholds grow from the bark of a living tree, allowing quick access into the upper branches of a tree. Climbing a tree affected by this spell requires only a DC 0 Climb check. The handholds are natural growths, but are sturdy enough to support a Medium creature. The growths sink back into the tree when the spell ends. If used on a sentient tree, the target gets a Will save to resist the effect.

Tremorsense

School abjuration/divination; **Level** druid 2, ranger 1
Casting Time 1 standard action
Components V, S, M
Range personal
Duration 5 rounds/level

You gain the supernatural ability of tremorsense and can detect all moving creatures in contact with the ground within a 30-foot radius. Flying or motionless creatures cannot be detected through the use of this spell but creatures tunneling underground are easily detected.

Trigger Sigil

School transmutation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range long (400 ft. + 40 ft./level)
Target 1 rune
Duration Instantaneous
Saving Throw none; **Spell Resistance** no

When casting this spell, you pick any one rune that you have placed previously and that is the listed *trigger sigil* range. The selected rune is triggered immediately. You do not need to see the rune you wish to trigger, unless you are casting the spell through one of the *circles of seeing*. This spell was developed to work best through either the *minor circle of seeing* or the *greater circle of seeing*; see the descriptions of those spells for more details.

Trip

School transmutation; **Level** druid 2
Casting Time 1 standard action
Components V, S, F (a length of vine, rope, pole, or stick at least 5-ft. long)
Range touch
Target one vine or similar object, 5-ft. long/level (see text)
Duration 1 minute/level
Saving Throw none (see text); **Spell Resistance** no

This spell allows you to magically animate a length of rope or vine, a pole, a stick, or other such object up to 5-feet long per caster level in order to trip an unsuspecting opponent. This spell causes the affected object to rise slightly off the ground whenever a living creature moves into a space occupied by the object. Treat this as a trip attack with a CMB equal to your base attack bonus +5 (for Strength 20). An opponent that succeeds at its opposed check cannot react to trip the animated rope, vine, pole, or object affected by this spell. A creature failing its opposed roll falls prone and is stunned for 1 round. A running creature takes 1d6 points of nonlethal damage and is stunned for one additional round if it fails its opposed roll.

The affected object takes on a translucent form and is likely to be overlooked, requiring a DC 25 Perception check to notice it.

Triple Shot

School conjuration (creation); **Level** bard 2, ranger 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect enchants one arrow
Duration 1 hour /level or until discharged
Saving Throw none; **Spell Resistance** no

This spell affects a single arrow, which holds the enhancement for one hour per caster level or until the arrow is fired. When the affected arrow is fired from any bow, two other arrows appear alongside it in midflight. This spell allows the attacker to make three separate attack rolls on the target of the original arrow. After inflicting their damage, all three arrows disappear, consumed by the spell. The two additional arrows created by the spell are treated as magical arrows for the purpose of overcoming damage reduction. However, the arrows themselves confer no magical bonus to the archer's attack or damage rolls.

Truthful Words

School enchantment; **Level** cleric/oracle 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 feet + 5 ft./2 levels)
Target two creatures who cannot be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

For the duration of the spell, the two creatures targeted cannot lie to one another, though they can refuse to speak. Note that they can lie to others still, even while the other target of the spell is present; they simply cannot lie when directly addressing one another.

Tune of Passage

School evocation; **Level** bard 2
Casting Time 1 standard action
Components V, S
Range touch
Target one lock per caster level
Duration 1 minute
Saving Throw personal; **Spell Resistance** no

You gain the ability to manipulate locks by playing a tune at a special frequency. This enables you to use a Perform skill check against a lock's Disable Device DC value. If you succeed, you unlock the lock. Note that this does not deactivate any traps and it cannot be used at a distance. You must be standing within 5 feet of the lock you are attempting to open. You can open up to 1 lock per level with this spell within the duration of the spell. It takes just as long for you to get the proper harmonics as it would for a rogue to use their Disable Device skill.

Twig Torture

School necromancy [evil]; **Level** cleric/oracle 4, sorcerer/wizard 4
Casting Time 1 round
Components V, S, M (a personal effect of the target, twine left outside during a full moon)
Range 1 mile
Target one creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes

BOOK OF LOST SPELLS

You form a crude representation of a humanoid from dead twigs. Something belonging to the target must be incorporated into the twig being. If the spell succeeds, you are able to inflict pain upon the target by breaking individual twigs of the caricature. You inflict pain on the victim by breaking or burning pieces of the twig figure. You can do a total of 1d6 points of damage per level (maximum 10d6) to the victim and you can split this damage up over time. For example, a 10th-level cleric could do 1d6 points of damage with one break, followed by 5d6 points of damage on the next break, etc., until she deals a total of 10d6 points of damage. You can spread this damage out over a period of hours or inflict it all at once. The first time you break a twig, the victim gets a Will save; if the save is successful, the link between the twig figure and the victim is broken and damage to the figure does not harm the target. Once you do maximum damage to the target, or if the target makes its saving throw, the figure is destroyed and worthless.

Twitch

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F

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

Target one living creature

Duration 5 rounds

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

You cause a target to lose precise control over its finger movements. While this doesn't cause problems holding weapons for combat, spellcasters suffer a 20% chance of miscasting and losing any spell with a somatic component. The target also suffers a -4 circumstance penalty to Climb, Disable Device, and Use Magic Device skill checks. A successful Will save negates all spell effects.

Umbral Images

School illusion (shadow); **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components S

Range personal

Target you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell is a version of the *mirror image* spell (see the *Pathfinder Roleplaying Game Core Rulebook*) that uses shadow energy to create one image plus one image per 3 caster levels (maximum seven images). Because the images are made of quasi-real material, they do not disappear when a foe strikes them. Each can sustain damage equal to 20% of your hp. Otherwise, the spell is identical to *mirror image*.

Umbral Shield

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

Casting Time 1 standard action

Components S

Range Self

Area 5-ft.-radius sphere

Duration 2 rounds/level (D)

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

This spell surrounds you in a small, distended sphere of utter darkness that cannot be pierced by any sort of sight, magical or otherwise. This includes *scrying* and divination spells up to 5th level. However, you may see out normally. If an individual attempts to pass through the *umbral*

shield or engage in melee with you through the shield, he must resist two separate effects of the shield. First, he must succeed on a Fortitude save or be blinded for the remainder of the *umbral shield's* duration. Second, he must succeed on a Will save or fall victim to *fear* (as per the spell) for 1d6 rounds. An *umbral shield* moves with you. Finally, the shield protects you from all magical, light-based attacks.

Umbral Smash

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

Casting Time 1 standard action

Components S

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

Target one object of up to 2 lbs./level

Duration permanent

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

Resistance yes (harmless, object)

This powerful spell brings the force of the Plane of Shadow to bear upon any one object in an attempt to transform the object from its material state to one of pure shadow. Any magical object subjected to this magical attack receives a saving throw, but if this save fails, the transformation is permanent. Thereafter, if the object is exposed to bright light or complete darkness, then it is destroyed automatically (no additional saving throw allowed). A transformed object continues to operate as normal until such a time as it is destroyed.

Umbral Storm

School necromancy; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components S

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

Area 2-ft. radius/level spread

Duration instantaneous

Saving Throw Reflex half and, Fortitude half; **Spell Resistance** yes

Those within the area of the spread of this spell must succeed on a Fortitude save or suffer the loss of the caster's level (maximum loss of 12) in temporary Strength and temporary Constitution points. A successful save indicates that the targets lose only half of that number of temporary points. Additionally, everyone in the spread must succeed on a Reflex save or suffer 4d12 plus 1 point of damage per caster level (maximum +25). A successful save halves the damage.

Umbral Strike

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

Casting Time 1 action

Components S

Range touch

Target one creature's shadow

Duration 1 round/level

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

This spell creates snaking tendrils of shadows that writhe in the caster's hands until he is able to make a successful touch attack on a subject's shadow. The time between casting and this successful touch attack does count toward the duration of the spell. Once the writhing shadows transfer to the subject's shadow, that shadow becomes a conduit for inflicting damage on the subject who naturally casts that shadow. The shadow needs be hit with only touch attacks and all blows against the shadow inflict full and normal damage on the shadow's owner.

This spell is especially deadly in conjunction with other spells such as *infuse shadow* or *umbral twin*, in which case damage on the animated shadow is inflicted on the shadow and its owner.

Umbral Touch

School necromancy [evil]; **Level** cleric/oracle 3, sorcerer/wizard 3

Casting Time 1 standard action

Components S

Range touch

Target one creature

Duration 1 minute/level

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

This spell gives you a Strength-draining touch. If you make a successful touch attack, the subject suffers 1d6 +1 per 2 caster levels (maximum +6) of temporary Strength ability damage. A successful Fortitude save halves the ability damage.

If the subject's Strength is reduced to 0 or less, he dies and is transformed 1d4+1 rounds later into a shadow permanently under your control. You may control up to 2 HD of shadow creatures per caster level at any one time. If you also control animated dead (per the *animate dead* spell), the total HD of undead plus shadow creatures cannot exceed the 2 HD per level maximum.

Umbral Twin

School illusion (shadow); **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components S, M (a 1,000 gp diamond and a 100 gp black onyx cut in similar shapes and ground together into a dust upon casting)

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

Target one being's shadow

Duration see text (D)

Saving Throw none; **Spell Resistance** yes

The *umbral twin* appears next to the target of the spell, and the target casts no shadow for the duration of the spell. (Therefore, the target cannot have more than one *umbral twin* of itself created at any one time.) An *umbral twin* appears as a darker, slightly indistinct copy of the creature it reflects. The energy that imbues the twin fades in any of these three cases: 1) if you dismiss the spell; 2) the twin is slain; or 3) its target is slain. Disbelief does not have any effect on an *umbral twin*. The twin begins attacking the real version of itself, the target of the spell, on the round following its creation, and it pursues the victim relentlessly.

The strength of the *umbral twin* created by this spell is dependent upon the hit points, level, etc., of the target of this spell. When created, the twin possesses 75% of the victim's current hit points. The twin possesses mimicked shadow versions of the target's gear, although the magical properties of any items are not replicated. In combat, the twin attacks with an attack modifier of 75% of its target's (less any adjustment if the target's attack modifier includes a bonus from a magical weapon, gear or spells in effect).

If the *umbral twin's* target is a spellcaster, then the *umbral twin* may cast any spell up to the 6th level that the target had prepared when he was twinned. When cast, such spells are also 75% effective. Note that the energized shadow only casts spells that cause direct harm to its target. Area-of-effect spells such as *fireball* might catch other targets as well, but the shadow's target must always be the intended victim.

The *umbral twin* can also duplicate any spell-like abilities of its target as long as the spell ability is of less than 6th level. When used, such abilities are also only 75% as effective. Extraordinary abilities are similarly mimicked but at full effectiveness. Supernatural abilities are not duplicated.

Umbral Weapon

School illusion (shadow); **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components S



Umbral Twin

BOOK OF LOST SPELLS

Range touch

Target Shadows touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell allows you to reach into any nearby shadows and draw out shadowstuff with which you form a weapon. The weapon may appear to be a sword or a mace or whatever weapon you desire. Regardless of its appearance, all *umbral weapons* deal 1d6 points of damage and critical based on the type of weapon fashioned. If you are able to cast this spell multiple times, you may have multiple *umbral weapons* in existence simultaneously. However, once you hand the weapon to another, only that creature may wield it. Any attempts to set it down or hand it to another results in the weapon becoming simple shadows again.

An *umbral weapon* has a +2 attack bonus, and it is considered a +2 magical weapon. However, the damage bonus for the weapon begins at +0. This changes quickly through combat, though, since the target of the attack suffers 1 point of Strength damage every time the wielder of an *umbral weapon* lands a blow. This Strength is transferred to the *umbral weapon* itself as a damage bonus. This bonus to damage increases every time the wielder lands a blow, although it may never increase to more than one-half your caster level. Regardless of the bonus to damage, the attack bonus is always +2.

A subject who survives the hit point damage of an *umbral weapon* but dies when his Strength is reduced to zero is transformed into a shadow in 1d4+1 rounds and is permanently under your control. You may control up to 2 HD of shadow creatures per caster level at any one time. If you also control animated dead (per the *animate dead* spell), the total HD of undead plus shadow creatures cannot exceed the 2 HD per level maximum.

Unbalance

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

Casting Time 1 action

Components V, S

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

Effect ray

Duration 1 minute/level

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

A crimson beam emanates from your palm, disorienting and unbalancing the target. You must hit with a ranged touch attack to strike your target. If the target fails its Fortitude save, it suffers 1d6 points of Dexterity damage, with an additional penalty of -1 per 2 caster levels (maximum -5). The subject's Dexterity score cannot drop below 1.

Unbound Shot

School transmutation; **Level** cleric/oracle 7

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

While this spell is in effect, you suffer no range penalties when firing a



BOOK OF LOST SPELLS

bow; if you can see an opponent standing a mile away, you can fire a shot at him as if he were within one range increment. In addition, the farther your arrow has to travel, the more force it builds up. You gain a +2 bonus to damage for every range increment beyond the first; thus, a shot fired from a shortbow at an opponent standing 200 feet away would gain an additional +6 points of damage (as the target is three range increments outside of the original 60 feet).

Unchained Melody

School transmutation; **Level** bard 1
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 caster levels)
Area 20-ft. radius
Duration 1 round
Saving Throw none; **Spell Resistance** no

You weaken bonds, providing all creatures within a 20-foot radius a +5 circumstance bonus on Escape Artist checks.

Unchained Melody, Greater

School transmutation; **Level** bard 4
Casting Time 1 standard action
Components V
Range close (25 ft. + 5 ft./2 caster levels)
Target one lock or chain
Duration instantaneous (see text)
Saving Throw none; **Spell Resistance** no

You target one lock or chain with this spell. If the target is a lock, the spell causes the locking mechanism to malfunction and open as if unlocked. If the target is a chain, it causes a link to pull open, allowing the chain to be broken or pulled apart. The effect occurs as soon as the spell is cast, but the lock can be relocked or the chain link fixed, which negates the effects of the spell.

Undead Alteration

School illusion; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (three drops of water, sinew from a mammal, and a drop of quicksilver)
Range touch
Target undead equal to 1 HD/caster level
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

You alter the form of an undead creature to make it look like a skeleton or zombie. The undead creature is cloaked with an illusionary form of a skeleton or zombie (your choice). This is normally used to fool others into thinking a more powerful undead such as a ghost, or even a vampire, is a lowly skeleton or zombie. Anyone interacting with the creature(s) cloaked by this spell, or attempting a turning check, is permitted a Will save to disbelieve the new form.

Undertow

School evocation [force]; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 10-ft. radius/level
Duration 3 rounds/level.
Saving Throw Fortitude negates; **Spell Resistance** yes

You create a powerful undertow that pulls any swimmer failing a Fortitude save beneath the surface of the water to a depth of 10 feet. Every round thereafter, until the spell's duration elapses, the victim must succeed on a DC 20 Swim check to break free of the undertow. A submerged creature can hold its breath for a number of rounds equal to twice its Constitution score. Thereafter, it must succeed on a Fortitude save (DC 10 +1 per round) or start to drown (see the *Pathfinder Roleplaying Game Core Rulebook* for the effects of drowning).

Undetectable Charm

School abjuration; **Level** bard 2, cleric/oracle 2, paladin 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration 24 hours
Saving Throw Will negates (object); **Spell Resistance** yes (object)

Undetectable charm conceals any charm, compulsion, or enchantment effect of an object or a creature from all forms of detection (such as by a *detect charm* spell).

Undulating Earth

School evocation [earth]; **Level** druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range 60 ft.
Area 60-ft. cone
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** no

By exerting control over the elements, you send a powerful wave through the ground to knock your opponents off their feet. You reach down to touch the ground with your hand to drive a wave of force through the earth that travels away from you in a 60-foot cone. Creatures failing a Reflex save are knocked prone, while those that succeed remain on their feet and are unaffected. The quick wave undulates through the ground only to lose power and have the earth return to normal in an instant. Trees and other plants that take root are unaffected, but all other creatures in the area are affected.

Unfasten

School transmutation; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components S, F (three platinum buckles of 50 gp value each are the foci of this spell)/DF
Range medium (100 ft. + 10 ft./level)
Area 10-ft. radius burst
Duration instantaneous
Saving Throw Reflex negates (object); **Spell Resistance** yes (object)

This spell causes a mass unbuckling of all buckles and clasps within the spell range.

All nonmagical buckles, lace ties, and clasps in the spell area — including, but not limited to belt buckles, armor straps, saddle girth buckles and cloak clasps — magically come undone. The spell unknots two joined rope ends or a rope end tied to another object, but it does not remove knots tied in the middle of a rope.

Objects receive saving throws per normal rules (see the *Pathfinder Roleplaying Game Core Rulebook*), although all buckles on a target are affected if the target fails its Reflex save for its items. Armor that becomes *unfastened* begins to fall off. It is treated as if hastily donned for the first

BOOK OF LOST SPELLS

round (–1 to AC bonus and armor check penalty), and these penalties increase by one each subsequent round until the armor ceases to provide any AC benefit. At that point, it is assumed to have fallen off completely.

Unfettered Steed

School transmutation; **Level** paladin 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target your mount touched
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

For the duration of the spell, your mount does not suffer an armor check penalty if wearing light or medium barding, nor is its speed decreased. If your caster level is 5th or higher, this applies to heavy barding as well.

Unhallowed Dagger

School necromancy (evil); **Level** cleric/oracle 9, sorcerer/wizard 9
Casting Time 1 action
Components V, S, M (a dagger that has drawn a paladin's blood)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw Will partial; **Spell Resistance** yes

The caster creates a dagger of dark, shimmering energy that instantly speeds toward its target. You must succeed on a ranged touch attack. If successful, the target takes 1d4 points of damage per caster level (maximum 20d4). Those slain by this spell must succeed on a Will save or immediately be transformed into a zombie-like creature. It effectively gains the zombie template, except that it has a number of HD equal to its racial and class levels. It can take no action unless you order it to act.

Unholy Glare

School evocation [evil]; **Level** cleric/oracle 5
Components V, S
Casting Time 1 action
Range close (25 ft. + 5 ft./2 levels)
Target you
Duration 1 round/level
Saving Throw Will half; **Spell Resistance** yes

If subjected to your gaze (see the *Pathfinder Roleplaying Game Bestiary* for rules governing gaze attacks), good- or neutral-aligned creatures who fail their saving throw take damage and are paralyzed. A Will save halves this damage and avoids the paralysis effect. Good creatures suffer 1d6 points of damage and are paralyzed for 1d6 rounds. Neutral creatures take 1d6 points of damage and are paralyzed for 1d3 rounds.

Unholy Ice Axe

School conjuration [cold]; **Level** antipaladin 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Effect an axe formed of unholy evil cold
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You call an axe formed of unholy evil cold to your hands. This acts

as a +3 *returning throwing axe* that only you can wield. Damage from the unholy axe bypasses the DR of all good-aligned outsiders. For all others, the axe is considered magic and evil. A successful hit from the axe inflicts 3d6 points of damage and 3d8 points of unholy cold damage. While wielding the axe, you gain resistance 15 to fire and cold and are surrounded by a *magic circle against good*.

Unluck

School transmutation; **Level** sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a broken mirror or a crushed four-leaf clover)
Range 40 ft.
Target one living creature
Duration 1d6+2 rounds (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

You surround one creature with a fluctuating pattern of chaos. Each time the creature makes an attack roll, damage roll, skill or ability check, or saving throw, he must roll twice, taking the worst of the two rolls.

Unseen Attendant

School conjuration (creation); **Level** bard 0
Casting Time 1 standard action
Components V, S, M (a bit of soap and a brush or comb)
Range touch
Effect cleans and grooms person touched
Duration 1 minute/2 caster levels
Saving Throw none; **Spell Resistance** yes

You create an invisible, shapeless, mindless creature that quickly grooms you or a creature touched, straightening clothing, brushing hair, freshening breath, cleaning dirt from boots, cleaning off dirt and grime, etc., and generally making you more presentable.

Unstoppable Tracker

School divination; **Level** ranger 3
Casting Time 1 round
Components V, S, M (a sliver of clear quartz that is crushed into powder and placed beneath the eyes)
Range personal
Target you
Duration 1 hour/level

You magically enhance your ability to track to such an extent that no negative modifiers apply to your Survival check. This spell forces you to keep in motion while tracking; if you stop moving, the spell ends. You gain no bonuses to your Survival checks while tracking, you simply do not suffer from any negative modifiers. If the creature or person you are tracking used magical means such as *pass without trace* to cover his trail, this spell negates their magic and allows you to track him normally. You can maintain this spell for 1 hour/level (maximum 8 hours) so long as you continue moving and focusing on tracking. If you stop to rest or for combat, the spell immediately ends.

Unyielding Durability

School transmutation; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (500 gp of refined adamantine)
Range touch
Target object touched
Duration 1 minute/level

BOOK OF LOST SPELLS

Saving Throw none or Will negates (harmless); **Spell Resistance** no

This spell enhances an item so that it cannot be broken by any normal means. The object, which can weigh no more than 1 pound per caster level, is immune to damage or breakage from any source, though it is not immune to magic effects that transform its basic nature, such as *polymorph any object*. If the object is subjected to a *disintegrate* effect, the object remains undamaged but the *unyielding durability* spell immediately ends.

Vengeful Environs

School transmutation; **Level** druid 5, ranger 4
Casting Time 1 round
Components V, S
Range medium (100 ft. + 10 ft./level)
Area 40-ft.-radius spread
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You cause every plant, bug, and animal within the spell's radius to lash out against your enemies. Anyone within the radius takes 2d6 points of damage plus 1 point per caster level. This is similar to a swarm attack with every small insect, animal and plant in the area inflicting a small portion of the damage. Spellcasting in the area is almost impossible, requiring a Concentration check (DC 10 + damage dealt + spell level) to cast a spell. Individual melee and missile attacks against the affected area are useless, but area attacks (such as a *fireball*) do enough damage to disrupt the spell in at least part of the area. Consider the "swarm" created to have 20 hp per 5-foot square and a possible saving throw of +0 against area damage. Once these hp are exceeded, the small plants, insects, and animals in that 5-foot square are destroyed.

Vermin Swarm

School conjuration (summoning); **Level** sorcerer/wizard 4
Casting Time 1 full round
Components V, S, M (piece of rodent fur)
Range medium (100 ft. + 10 ft./level)
Effect swarm of creatures in a 10-ft. radius
Duration 1 minute/level (D)
Saving Throw see text; **Spell Resistance** no

Like other summoning spells, *vermin swarm* calls up a horde of crawling, biting creatures, usually of the most unpleasant and vile variety (such as leprous rats, large ugly spiders, centipedes and the like). Anyone caught in the area of effect takes 1d4 points of damage each round from attacks by the enraged vermin. The swarm remains stationary.

Victims who take damage from the horde must make a Fortitude saving throw or be affected by disease as per the spell *contamination*.

Vigil of Enlightenment

School divination; **Level** paladin 2
Casting Time 8 hours
Components V
Range personal
Target you
Duration instantaneous

After kneeling in unceasing prayer for eight hours you are granted a vision of what your deity would ask of you.

The vision granted may be symbolic or simply obscure; you must demonstrate your wisdom in interpreting the vision correctly. For instance, a vision of a beggar huddled before a crumbling, forgotten tower on a windswept heath may be symbolic of a disgraced noble bloodline that you should aid, or it might be a vision of a physical tower to which

you must journey.

Although you may cast *vigil of enlightenment* again before completing the errand shown to you, it is considered ungrateful and a sign of incompetence to do so.

Vigor

School conjuration (healing); **Level** cleric/oracle 3, paladin 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Vigor frees each affected creature from the effects of fatigue (whether normal or magical in nature). If the subject is exhausted (whether normal or magical, such as that created by *waves of exhaustion* or *ray of exhaustion*), the exhaustion is changed to fatigue. This spell has no effect on a spellcaster's ability to prepare spells; they must still rest and prepare spells normally.

Vigor, Improved

School conjuration (healing); **Level** cleric/oracle 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Improved vigor functions as *vigor*, except that it removes fatigue and exhaustion from each creature in the area.

Vile Vintage

School transmutation; **Level** cleric/oracle 5, druid 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (50 gp worth of powdered gemstones)
Range touch
Target one container of wine up to 1 cubic foot in volume
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You transform wine into the poison of your choice. The wine becomes any of the ingested poisons listed in the *Pathfinder Roleplaying Game Core Rulebook*; however, you cannot transform wine into a contact, inhaled or injury poison. Thus, although you could transform wine into the equivalent of "lich dust" you could not transform it into the equivalent of wyvern poison.

The wine still tastes and smells untainted.

Vines of Binding

School conjuration (plant); **Level** druid 4
Casting Time 1 standard action
Components V, S, DF
Range multiple targets within a 30-ft. radius.
Target one target/level
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** no



Vines of Binding

Vines shoot forth from your fingertips and entwine targeted creatures. One vine per level (maximum 10) springs from your fingers to twist and wrap around a creature. Each vine is 30 feet long and may entangle a Large or smaller creature. Anyone failing a Reflex save is wrapped up tightly in the vines and falls to the ground prone and helpless. Vines that miss their target fall harmlessly to the ground. The vines created by this spell wither and fall to dust in 2d4 minutes.

The vines are not attached to your hands or the ground. Multiple vines may entwine a single creature, but only one saving throw is required to dodge the vines. An entangled creature can break free with a DC 20 Strength check or a DC 25 Escape Artist check for each vine.

The vines have AC 15, 10 hit points, and hardness 4.

Violent Scream

School evocation [sonic]; **Level** bard 5, sorcerer/wizard 3

Casting Time 1 action

Components S, M (a silver whistle)

Range 20 ft.

Area cone

Duration instantaneous

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

This spell produces a 20-foot cone of damaging sound emitted from your mouth, inflicting 1d6 points of sonic damage per level (up to 10d6). You may choose to inflict fewer dice of damage than the maximum, but not less than 1d6. The target must also succeed on a Fortitude save to avoid being deafened for one round per die of damage.

Voice of Confession

School enchantment; **Level** bard 4

Casting Time 1 round

Components V, S, F (a shiny gold coin or pocket watch)

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

Target one humanoid creature

Duration (see text)

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

You are able to use your voice to compel a creature to answer your questions truthfully and completely. You may ask one question per level. The victim receives a Will save against each question and may not be asked about the same subject again unless the question is cleverly worded enough as to make it seem different (a DC 15 Bluff check). Although you can't know for certain if the subject is resisting the spell, you receive a +10 circumstance bonus to Sense Motive checks to determine whether or not the target is telling the truth. The target of the spell answers questions truthfully, but does not volunteer any additional pertinent information. For instance, a question such as, "Did you steal the jewels?" elicits just a "Yes" answer but not additional information such as, "Yes, they are in the lockbox under my bed at the Green Harpy Inn, and look out for the poison needle trap." Only one individual may be questioned per spell.

Volley of Thorns

School evocation; **Level** druid 3

Casting Time 1 standard action

Components V, S, M (a thorn)

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

Area cone

Duration instantaneous

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

This spell creates a huge volley of sharp thorns that spread from the caster's hand in a cone. The thorns are small enough to find their way into almost any kind of armor, although the better a victim's AC, the less

BOOK OF LOST SPELLS

damage she sustains. All who are caught within the cone take 1d6 points of damage per level (maximum 10d6) minus their AC. Those who save take half this damage (halve damage after subtracting AC).

Volley Spell

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

Casting Time 1 standard action

Components V, S, M (a bit of bent willow or other flexible wood, wrapped with specially prepared strands of gut)

Range touch

Target one creature touched

Duration 1 hour/level or until discharged (see text)

Saving Throw Will negates (harmless, see text); **Spell**

Resistance yes (harmless, see text)

This spell allows the recipient to turn (or volley) a single spell and target it back upon the original caster. Range, duration, saving throw, and so on are unchanged. The original caster receives a save against the volleyed spell. If the save succeeds, the spell again flies toward the original target. If the target again succeeds on its save, the spell once again volleys back to the original caster. The spell continues volleying back and forth until either creature fails its save or until the spell has volleyed a number of times equal to twice the spell's level. A creature that fails its save is affected normally by the original spell and the volley spell ends.

For example, a character protected by this spell is targeted by a *lightning bolt*. When the protected character is struck, the *lightning bolt* bounces back to the original caster who must make a Reflex save. If the save succeeds, it takes no damage and the spell again flies toward the original target. That character must succeed on another Reflex save to reflect the spell. If successful, the spell bounces again toward the original caster. This continues for three full exchanges (6 bounces) or until the character protected by this spell or the original caster fails a save.

Note: This spell reflects area spells or spells that target more than one creature. In such a case, only the portion that affects the creature protected by this spell is volleyed; creatures or additional targets are affected normally.

Additionally, if an area or multiple-target spell is volleyed, only the original caster, and not those around him, is affected by this spell. Likewise, if the original caster saves and the spell volleys, only the warded character is affected if it fails its save (those around it are not affected again by the spell).

Wail of Fate

School necromancy [fear, sonic]; **Level** bard 5, cleric/oracle 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Area cone

Duration instantaneous

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

All those caught within the *wail of fate* must succeed on a Fortitude save. Those who succeed avoid the worst of the spell's effects but are still shaken for 3d8 rounds. Those who fail are also shaken, as above, and must additionally roll d% on the following table.

d100	Effect
01–50	Victim is deafened
51–75	Victim is paralyzed
76–00	Victim is deafened and paralyzed.

The effects of this spell remain until magically cured.

Wailing Dirge

School enchantment (compulsion) [Mind-Affecting, Sonic];

Level bard 3

Casting Time 1 standard action

Components V

Range personal

Target all creatures within a 30-ft. radius centered on the caster.

Duration concentration, maximum 1 minute per level

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

All creatures within 30 feet of you that fail their saving throws lapse into a deep depression. Despairing creatures stop what they are doing and are 50% likely to drop whatever they are holding. Affected creatures take no action other than to lament their misfortune for as long as the bard is playing.

The spell is immediately broken if any of the victims are attacked. Additionally, any action to which a depressed creature would normally react violently allows it another Will save to break the spell.

Wakefulness

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

Casting Time 1 standard action

Components V, S, M (pinch of black pepper)

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

Target one person

Duration 8 hours/level

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

The target cannot sleep for the duration of the spell. Note that this means the victim cannot heal during this time, and cannot regain spells if he is a spellcaster. Other penalties for fatigue may also apply.

Walk in the Moonlight

School transmutation; **Level** cleric/oracle 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 min./level (D)

You can walk across moonlight as if it were solid and horizontal, regardless of its angle or the material beneath it. You can walk across water if a solid strip of moonlight shines across its surface, and you can walk up a moonlit wall as if it were a level floor.

Wall of Blood

School evocation; **Level** antipaladin 4

Casting Time 1 standard action

Components V, S, M (a bloody rag)

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

Area wall whose area is up to one 5-ft. square/2 levels

Duration 1 round/level

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

Blood pours from your hands, forming into a heaving, queasy crimson mass. The wall of blood is a flat, vertical barrier that appears where you designate; however, it must be brought into existence with the lower edge touching a flat surface of the same size or larger. The wall shape must be a flat plane, but the edges can conform to fit the space it's created in if smaller than the area.

The wall is 1-inch thick per caster level. Because it is liquid, it does

not have any hit points. Objects and creatures can pass through it. The wall gives concealment to those behind it (20% miss chance). Anyone passing through it becomes coated with thick, slippery, cloying fluid. They must succeed on a Reflex saving throw against the spell's DC or drop any held items. The smell and taste are also virtually impossible to ignore. Any living creature must succeed on a Fortitude save or they become nauseated for the next round.

The nauseating effect of this spell typically does not affect creatures that enjoy the taste of blood.

Wall of Water

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

Casting Time 1 standard action

Components V, S, M (a vial of saltwater, freshwater, or brackish water, depending on the type of wall you wish to form)

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

Effect Curtain of water whose area is up to one 5-ft. square/level, or hemisphere of water with a radius of up to 3 ft. + 1 ft./level

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

An immobile curtain of water springs into existence in the area you designate. The wall need not be anchored on its sides, but it must touch the ground. Depending on the material component used, the wall can be composed of saltwater, freshwater, or brackish water. A wall of water is 1-inch thick per 4 caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

The wall is immune to damage of all kinds, and is unaffected by most spells (*dispel magic* still affects it). *Disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. *Control water* destroys a single 5-foot section of the wall.

Creatures on one side of the wall of water have concealment from creatures on the other side. Ranged attacks made through the wall suffer a -2 penalty on attack and damage rolls. Spells can be cast successfully through the wall, though it blocks vision. Any spell that requires the caster to see his targets fails.

Creatures can move through the wall at their normal movement rate without harm. Fire creatures or those with a weakness to water take 1d4 points of damage per 2 caster levels (maximum 10d4).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet +1 foot per caster level. The hemisphere functions as the curtain, but it does not deal damage to fire creatures that go through a breach.

Warrior's Touch

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level

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

You bestow a warrior's touch to the creature you touch to grant them a base attack bonus equal to their total HD or levels in place of their normal base attack bonus. The target also gains a +2 bonus to all Fortitude saves and a +4 enhancement bonus to his Constitution. Fighters, paladins, rangers or others with a base attack bonus equal to their HD or level receive the bonus only to Fortitude saves and the enhancement bonus to their Constitution.



Wall of Blood

BOOK OF LOST SPELLS

Water Double

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

Casting Time 1 standard action

Components V, F

Range touch

Area A single body of liquid

Duration 1 round/level (see text)

Saving Throw none (see text); **Spell Resistance** yes (see text)

By touching a body of liquid ranging in size from a goblet to an ocean, you cause the liquid to form an exact duplicate of the first living creature to cast a reflection in the affected liquid. The liquid holds the spell until triggered and does not evaporate.

When a creature casts a reflection on the liquid, an exact double rises in the same round. The double is the same size as the one who cast the reflection unless the volume of liquid prevents this. For example, if the affected liquid is contained in a goblet, then the double is only about 6 inches tall. Once animated, the double remains for 1 round per caster level (maximum 10 rounds). The *water double* has a base speed equal to twice that of the creature it resembles. It cannot use any of the target's equipment, spells, or special abilities. The *water double*, being amorphous, can flow through cracks and small openings.

The *water double* attempts to touch the creature it resembles. It must succeed at a melee touch attack to do so. Its attack bonus is equal to your caster level plus your Intelligence or Charisma modifier (for wizards or sorcerers). If the touch succeeds, the victim must succeed on a successful Reflex save or the liquid quickly spreads across the creature's body, engulfing it in a thin, liquid film. The film constricts the creature, dealing 1d6 points of damage each round until the spell expires, is dispelled, or the film is destroyed. The film is AC 15 and has hit points equal to the creature it resembles. Attacking the film with spells or weapons deals an equal amount of damage to the creature engulfed. On a successful Reflex save, the target avoids the attack and the *water double* dies.

Spells that manipulate water such as *control water* or *change water to dust* instantly kills the *water double* and ends the spell.

Watery Blood

School transmutation; **Level** cleric/oracle 4, druid 5

Casting Time 1 action

Components V, S

Range touch

Target one creature

Duration instantaneous

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

You make a small cut on your body then cast this spell. A victim affected by *watery blood* does not feel any outward change; however, the next time the victim suffers any cut or wound, his blood does not clot. Those affected by this spell take bleeding damage on subsequent rounds, based upon the weapon that first inflicted the damage. On the round following the initial damage, the victim automatically suffers damage that is one die type less. On each following round, the damage is reduced by one die type until it is finally reduced to 1d4, after which no further damage is taken. This additional damage does not include any Strength or magic bonuses.

For example, a victim slashed by a longsword suffers the initial damage (1d8 points of damage plus any bonuses), then takes additional damage of 1d6 points on the next round, and 1d4 points on the round after that as his blood pours from the wound. A strike by a greatsword causes 2d6 points of damage initially, then 2d4 points on the following round. No further damage is taken in this case, as damage dice cannot be reduced below d4.

As with other bleed effects, this effect can be negated with a successful DC 15 Heal check or any amount of magical healing.

Weaken Outsider Will

School enchantment (compulsion) [mind-affecting] — see text; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Target one extraplanar creature

Duration 3 rounds

Saving Throw none; **Spell Resistance** yes

Using this spell, you attempt to force compliance from an oppositely-aligned extraplanar creature. In most cases, the creature is bound in a magic circle or restrained by a *planar binding* spell so it cannot attack you while you cast this spell.

During the round *weaken outsider will* is cast, the target creature feels uneasy and suffers a –2 morale penalty to saves against mind-influencing effects.

In the next round, the creature becomes nervous; the affected creature suffers a –4 morale penalty to saves against mind-influencing effects. (This penalty replaces, and does not stack with, the penalty from the previous round.)

The following round, the creature feels a dull pain slowly envelop its body; the affected creature suffers a –6 morale penalty to saves against mind-influencing effects. (This penalty replaces, and does not stack with, the penalty from the previous round.)

The creature suffers a –6 morale penalty to saves against mind-affecting spells cast by you for a period of 30 minutes after the end of the spell.

If you are interrupted or distracted during the casting of *weaken outsider will* and fail a Concentration check, the target creature can automatically dominate you (as per the *dominate person* spell) with no saving throw.

Note: When you use *weaken outsider will* to force compliance from a chaotic creature, it is a lawful spell; forcing compliance from an evil creature, a good spell; forcing compliance from a lawful creature, a chaotic spell; and forcing compliance from a good creature, an evil spell.

Weapon of Retribution

School transmutation; **Level** paladin 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target melee weapon touched

Duration 10 minutes or until discharged (D)

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

Resistance yes (harmless, object)

You call upon your deity to imbue a melee weapon with power to seek justice against a single evil opponent. The opponent must have aggrieved you or one of your allies. The weapon gains the ability to strike a single devastating blow to the specified enemy. The subject's name need not be known. This bonus applies only to the intended target chosen at the time of casting. You gain a +1 morale bonus to attack and damage per caster level (maximum of +20) with the weapon chosen. This bonus applies only to the melee weapon focused on at the time of casting. The bonus applies only once and is expended whether the first attack roll is successful or not, and is not multiplied by a critical hit. You can use your *smite evil* ability in addition to this bonus to create a truly devastating blow against your evil opponent.

The effect must be used within 10 minutes or it fades from the weapon. If the weapon leaves your hand, the effect fades immediately.

Weather Calming

School conjuration (creation); **Level** druid 3, sorcerer/wizard 4

Casting Time 2 rounds

Components V, S

Area 10-ft.-radius area, centered on caster, + 10 ft./level

Duration 10 minutes + 5 minutes/level

Saving Throw none; **Spell Resistance** no

BOOK OF LOST SPELLS

This spell creates a small area of calm, pleasant weather, regardless of what the weather beyond is like — it may be sleeting, but within this bubble the temperature is mild and the air pleasantly warm or cool (your choice). Note that this cannot produce sun on a cloudy day, but it does provide shade (as if the bubble were tinted) on a sunny afternoon. This spell is not strong enough to calm an area until the effect of *control weather* or other magically produced weather effects ends; such effects counter this spell.

Web Orb

School conjuration (creation); **Level** sorcerer/wizard 1
Casting Time 1 action
Components V, S, M (spider's web rolled into a sphere)
Range medium (100 ft. + 10 ft./level)
Target one creature between Tiny and Large size, inclusive
Duration 1 round/level
Saving Throw Reflex negates; **Spell Resistance** yes

A small gray glob of fluid projects from your hand, spreading as it flies into a small net of sticky webbing as strong as fine-spun steel wire. The target must succeed on a Reflex save to avoid the missile. If the save fails, the *web orb* wraps itself tightly around the target.

An affected creature is affected as if by the spell *entangle* until it breaks free or the spell duration expires. A single strand of webbing extends from the target to the caster, and on a successful opposed Strength check the caster can drag the target 10 feet closer to him each round.

Weeping Wounds

School transmutation; **Level** cleric/oracle 3
Casting Time 1 standard action

Components V, S, M (iron filings)
Range medium (100 ft. + 10 ft./level)
Target one injured, living creature
Duration 1 round/level
Saving Throw Fortitude half; **Spell Resistance** yes

Weeping wounds causes blood to flow quickly from the affected targets' wounds, inflicting 1d6 points of damage per round, with a maximum duration of 10 rounds. Victims are allowed one Fortitude save at the onset of the spell. A successful save reduces the damage each round by half. This spell works only on victims who have sustained damage that has not been healed fully.

As with other bleed effects, this effect can be negated with a successful DC 15 Heal check or any amount of magical healing.

Whirlwind of Gore

School evocation [fear]; **Level** sorcerer/wizard 3
Casting Time 1 full round
Components V, S, M (small vial of blood)
Range medium (100 ft. + 10 ft./level)
Area 25-ft.-wide column, 40 ft. high
Duration 1 round/level
Saving Throw see text; **Spell Resistance** yes

Whirlwind of gore envelops the entire area of effect in whirling blood and has several effects on those caught within it. First, those in the area of effect must succeed on a Reflex save or be blinded while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all combatants within the *whirlwind of gore* fight at –4 to their attack rolls, and ranged attacks that pass through the whirlwind also suffer this attack penalty. Third, the blood is slightly acidic and causes 1d4 points of damage per round. Finally, victims must succeed on a Will saving throw or be-



BOOK OF LOST SPELLS

come frightened for the duration of the spell if 8 HD or above or panicked if fewer than 8 HD.

Whisper Wind

School divination; **Level** cleric/oracle 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, DF
Range medium (100 feet + 10 ft./level)
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You target one person within range. For the duration of the spell, you can hear anything that person says, regardless of how far the person moves from you. The subject must be within sight, however, even if he is only a dot on the horizon.

Willful Transformation

School transmutation; **Level** cleric/oracle 2, paladin 2
Casting Time 1 action
Components V, S, DF
Range personal
Target you
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

For the spell's duration, your Wisdom modifier replaces that of Strength, Dexterity, or Constitution (chosen by you). This may grant temporary hit points (see the *Pathfinder Roleplaying Game Core Rulebook*, "Temporary Hit Points").

Wine Fount

School conjuration [creation]; **Level** cleric/oracle 3
Casting Time 1 standard action
Components V, S, M (handful of grapes, crushed during casting)
Range close (25 ft. + 5 ft./2 levels)
Effect see text
Duration see text
Saving Throw Reflex half (see text); **Spell Resistance** yes

You may choose one application of this spell at the time of casting. **Create Wine:** This spell generates up to 2 gallons of wine of the quality and type of your choosing. You may choose the characteristics of the wine to your specifications (acidity, bouquet, color, etc.), but cannot raise or lower the alcoholic content beyond what is usual. This application of the spell is instantaneous; the wine remains until spilt, evaporated or drunk. **Dionysian Geyser:** By slamming the end of your staff into the ground, you cause a 10-foot-tall geyser of wine to erupt from the ground anywhere within range. If the geyser is placed under a creature, it does 1d4 points of damage per caster level (maximum 10d4). A Large or smaller target that fails its Reflex save is knocked to the ground. The geyser issues wine for 3 rounds; anyone who moves into the geyser takes damage and must make a Reflex save, as above. The wine created by the geyser disappears after one minute.

Wings of Heaven

School transmutation; **Level** paladin 3
Casting Time 1 standard action
Components V, S, M (wing feather of a large flying creature)
Range touch
Target paladin's mount
Duration 10 minutes/level

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

Your called mount sprouts wings like a pegasus and gains the ability to fly. The mount has a fly speed of 120 feet with average maneuverability.

Wise Defense

School divination; **Level** cleric/oracle 3, paladin 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

You grant the target a measure of wisdom in defense. The target is able to see where her attackers are going to strike before they do so, granting her an insight bonus to Armor Class bonus equal to 4 + her Wisdom modifier.

With the Wind

School evocation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 5 feet
Target one ranged weapon
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You call upon the winds to assist you or your ally by carrying a ranged weapon farther than it would normally reach. This spell effectively doubles the range increment for that weapon. If the spell is cast on a bow or sling, the effects confer to any projectiles launched by the weapon.

Wither Limb

School necromancy [evil]; **Level** cleric/oracle 7, druid 9
Casting Time 3 full rounds
Components V, S, DF
Range touch
Target living creature touched
Duration instantaneous and permanent (see text)
Saving Throw Fortitude negates; **Spell Resistance** yes

You choose a limb of your target (an arm or leg) that withers and ceases functioning immediately. In 2d8 rounds, the withered member drops from the opponent's body and crumbles to dust. A withered leg causes an opponent to fall prone and slows its movement to 5 feet per round. A withered arm might inhibit the creature's attack or defense if it loses its "sword arm" or "shield arm." Anything a creature is holding when an arm is withered is dropped. A spellcaster who loses an arm must succeed on a Spellcraft check (DC 10 + level of the spell attempted) any time it attempts to cast a spell with a somatic component. If the check fails, the spell fizzles and fails to take effect (the caster loses it or the slot for the day just as if it had been cast). *Wither limb* counters *regenerate* and is countered by *regenerate*.

Wolf's Hearing

School transmutation; **Level** druid 2, ranger 1
Casting Time 1 action
Components V, S
Range personal
Target self only
Duration 1 round/level

BOOK OF LOST SPELLS

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

This spell adds a +1/4 levels insight bonus to the caster's hearing-based Perception checks, up to a maximum of +5.

Wolf's Howl

School abjuration; [sonic]; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S

Range close (50-ft. radius)

Target living creatures in a 50-ft. radius

Duration instantaneous

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

Animals in the spell's area of effect that possess fewer HD than your caster level must succeed on a Will save or flee as if affected by a *fear* spell. Other intelligent opponents or animals whose HD exceed your caster level must also succeed on a Will save or suffer a –1 morale penalty to attack rolls for 2d4 rounds due to the eerie and frightening nature of the howl. This spell is not effective against vermin. This is a sonic, mind-affecting fear effect.

Woodland Shriek

School abjuration; **Level** druid 1

Casting Time 1 standard action

Components V, S, M

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

Area 20-ft.-radius emanation centered on inanimate trees and bushes

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You imbue plants and bushes in an area to shriek wildly if a Small or larger creature enters the warded area. The shrieking plants are audible up to a mile away. This alarm warning is rather nonspecific and can often be triggered by animals such as deer that would normally be considered harmless. Once a shriek is triggered, the spell ends.

Invisible, ethereal, or astral creatures do not trigger the shriek.

The spell fails if cast on a sentient plant.

Words of Thunder

School conjuration (creation) [sonic]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V

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

Area see text

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

When uttered, the *words of thunder* quickly rises to a tremendous pitch and washes outward as a tangible boom of sound. All creatures within 60 feet of the caster with 30 or fewer hit points are immediately deafened and dazed, with no saving throw for 1 round. Creatures with between 30 and 60 hit points are deafened, but not dazed, for 1 round. Creatures with more than 60 hit points are unaffected. *Words of thunder* can be cast within magical silence, and it also destroys all magical silence within 60 feet of the caster, although creatures that were in the zone of silence are insulated from the effects of the *words of thunder*.

Worst Luck

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

Casting Time 1 standard action

Components V, S, DF

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

Target one spell caster

Duration discharge (D), 1 hour maximum

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

This spell has no effect when cast on a non-spellcaster (including those who have spell-like abilities as opposed to prepared spells). Spellcasting targets must succeed on a Will save to resist the effects. The GM should roll this save secretly if the spell is affecting a player character, as the target of this spell cannot be certain if he resisted it or not.

If the saving throw fails, the next spell the caster invokes is chosen randomly by the GM from the caster's remaining prepared spells (or simply chosen by the GM for more interesting roleplaying — leaning toward the absurd or disastrous given that the spell stems from the god of trickery and the unlucky). If the caster has only one spell prepared when afflicted by *worst luck*, then it has no effect.

Worst luck must take place within an hour of casting or its power is lost.

Wound Reading

School divination; **Level** cleric/oracle 2, druid 2, ranger 2

Casting Time 1 minute

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Touching the wounds of a subject shows you a mental image of what inflicted the injury (another person, a monster, trap, self-inflicted wound, and so on). If the subject did not see its attacker, you gain no information using this spell.

Wrack the Mind

School evocation [mind-affecting, chaotic, evil]; **Level** sorcerer/wizard 9

Casting Time 1 full round

Components V, S, M (a platinum sculpture of a brain that costs no less than 5,000 gp; the sculpture is destroyed at the time of the casting)

Range touch

Target creature touched

Duration discharge (see text)

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

This spell is effective only on creatures with an Intelligence of 3 or higher. Upon casting *wrack the mind*, your hand glows with crackling black and red energies. If you then succeed in delivering a melee touch attack on any creature, the target is immediately drained of 1d4 points of Intelligence and must make a Will save. If this save is successful, no other effects are suffered. Should the target fail the Will save, he is drained of an additional 1d6 points of Intelligence and suffers a random debilitating effect. Roll 1d6 to determine the effect:

d6	Effect
1	Target becomes shaken.
2	The target develops a severe phobia to a relatively common object. Anytime the target is within 15 feet of the object and is able to observe it, he becomes helpless until either he or the source of the phobia moves out of range. You choose the subject of the phobia. The object should be common, but not omnipresent. For instance, "spoons" would be an appropriate subject, while "dart" would not.

BOOK OF LOST SPELLS

d6	Effect
3	The target becomes unable to use any Intelligence-based skills.
4	Target becomes confused.
5	The target suffers amnesia. He is unable to recall any details of his past, and he is unable to cast spells or use Knowledge skills.
6	The target's mind regresses to a childlike state. His hit points and ability scores, aside from the Intelligence drain, remain unchanged. All other aspects of the character are created as if he were a 1st-level commoner (see the <i>Pathfinder Roleplaying Game Core Rulebook</i>).

All effects of this spell are permanent and may be eliminated only with a *remove curse*, *miracle*, or *wish* spell. A *remove curse* spell removes only the Intelligence drain or the debilitating effect, so two castings are required to completely cure the target. The forces that give this spell its power are not easily controlled and can backfire on their wielder. If the spell is not discharged within 8 rounds of casting, it rebounds on you, causing you to suffer the full effect of the spell with no saving throw.

Wyvern Guard

School conjuration (creation); **Level** cleric/oracle 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect creates one wyvern-like creature
Duration 8 hours and 1 round/level (see text)

Saving Throw none and Fortitude negates (see text); **Spell Resistance** no and yes (see text)

Wyvern guard creates a bank of swirling, nearly insubstantial haze that quickly takes the shape of a wyvern. The wyvern created is Huge, and has a reach of 10 feet. The wyvern is immobile and does not leave the area it occupies. Any living creature that comes within 10 feet of it is attacked. The wyvern has an attack bonus equal to your caster level plus your Wisdom modifier, +3 for its Dexterity score (16), –2 for being Huge. On a successful attack, an opponent struck must succeed on a Fortitude save or be paralyzed for 1 round for each caster level you possess (maximum 6 rounds). If the wyvern succeeds on its attack roll (whether it paralyzes an opponent or not), this spell ends and the wyvern dissipates. (Note, a paralyzed creature remains paralyzed for 1 round per caster level or until healed even after the *wyvern guard* spell ends.) If the wyvern's attack roll misses, the *wyvern guard* remains in place, and the wyvern can attack again in the next round. Attacks or spells (including area spells) directed at the wyvern do not harm it. The *wyvern guard* can be dispelled normally.

This spell lasts 8 hours unless dispelled or discharged (when the wyvern makes a successful attack roll). In areas of bright light, the wyvern is clearly visible; in twilight, it takes a DC 20 Perception check to notice it at distances of 30 feet or greater; in darkness, it takes a DC 30 Perception check to notice it at distances of 30 feet or greater.

Xenophobic Rage

School enchantment (compulsion) [mind-affecting]; **Level** cleric/oracle 8, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target 1 Medium or smaller humanoid/4 levels
Duration concentration up to 1/round per level



BOOK OF LOST SPELLS

Saving Throw Will partial (see text); **Spell Resistance** yes

You sow chaos by drawing upon the secret fears of the targets to make them instantly aggressive to anyone not of their own race. Elves won't attack elves, but they do attack the nearest dwarf, halfling, gnome, or human without pause. You give the target an "us against them" mentality where anyone of their own race is "us" and every other creature is "them" and deserving of a deep-seated feeling of hatred and rage. The targets use all of their skills to the best of their ability to destroy their enemies (which basically include anyone not of their own race).

This potent enchantment lasts for up to 1 hour/level and cannot be removed with a *dispel magic*. A *break enchantment*, *heal*, *limited wish*, *wish*, *miracle*, or similar magic must be used to bring the spell to an early end. Those targets fortunate enough to make their Will saves are still affected as if by a *confusion* spell for 1 round.

Yellow Smoke

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

Casting Time 1 standard action

Components V, S, M (the crushed petals of a carrion flower)

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

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

Duration 1 round/level

Saving Throw Fortitude negates (see text); **Spell Resistance** no

Yellow smoke creates a bank of fog similar to that created by *stinking cloud*, except that the vapors sicken living creatures in the cloud. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves (roll separately for each sickened character). Any creature that succeeds on its save but remains in the cloud must continue to save each round at the start of your turn.

Yellow smoke can be made permanent with a *permanency* spell. A *permanent yellow smoke* dispersed by wind reforms in 10 minutes.

Zephyr of Death

School necromancy [evil] [Fear, Mind-Affecting]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V

Range 100 ft.

Target living creatures within a 100-ft. cone

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

You send a light breeze past your hated enemies. Whispers and taunts of death and mayhem carried quietly on the breeze send such horrible

images into their minds that the weak-willed are driven to their own deaths by their secret fears. The breeze extends from your mouth in a cone to a maximum distance of 100 feet before losing its power. You are able to extend your mental power to slay as many as 1d4 HD of creatures per caster level, with creatures above 10 HD being immune to your manipulations. The closest creatures are affected first, with all creatures allowed a Will save to resist the effects. Undead creatures and outsiders are immune to this spell.

Zombify Self

School necromancy; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (one handful of zombie flesh)

Range personal

Target you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell converts your body into that of a zombie. You become immune to poison, sleep, paralysis, stunning and disease. You are no longer subject to nonlethal damage, ability damage, energy drain or death from massive damage. Your Dexterity decreases by 4 for the duration of this spell, and you suffer a -4 penalty to Charisma whenever you must make a Bluff or Diplomacy check. Also, because of the concentration of negative energy within you, you are vulnerable to energy channeling. *Cure* spells damage you and *inflict* spells heal you.

Lastly, when the spell ends, you must succeed on a DC 15 Fortitude save or be stunned for one round and take 5d4 points of damage as the negative energy ravages your body as it is forced out. If this damage kills you, you rise the next night as a zombie unless your body is *blessed*.

Zone of Ablation

School abjuration; **Level** antipaladin 4, paladin 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You surround yourself with a barely-perceptible shimmering field that reduces damage from most physical sources. All variable dice of damage from purely physical sources, such as weapon attacks and falling, is minimized to 1 point per die. This includes damage from critical hits and sneak attacks, but does not include damage from special effects such as poison or energy effects. It also does not affect variable effects that do not cause direct hit point loss, such as ability score damage or drain.

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Tome of Horrors 4



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