

Additional Vestiges

SL	Spirit Name & Title	SR	DC
1	General Hessant, Patron of Lost Souls	Yes	17
2	Lady Jarah, Mistress of Many Faces	Yes	19
2	Ubro, the Blind Hospitaler	Yes	17
3	Muse Istago, Painter of Paradox	Yes	20
4	Hexus, the Living Curse	Yes	21
4	Loh'moi, the Mad Geometer	No	23
5	Dagon, Tentacles from the Deep	Yes	25
5	Dark Blood, the Rakshasa Prince	Yes	24
5	Vodavox, the Hive Mind	Yes	25
6	Demos Kalagos, Sworn Enemy of Time	No	27
6	Jayna Warlock, Traveler of Worlds	Yes	26
6	Serapith, the Scouring Light	Yes	25
7	Musha'Vadu, the Shadow-Bones Emperor	Yes	27
7	Portenta, Seer of the Orphic Eye	Yes	28
8	Evening Star, Bloody Mist of the Hills	Yes	31
8	Malebolge Moors, 13 Traitors of Hell	Yes	33
8	King Mutaros, Vengeance Unfulfilled	Yes	35

1st Level Spirits

General Hessant, Patron of Lost Souls

Commander of an empire and leader of countless men, General Hessant grants able warriors his skills and punishments.

Spirit Level: 1st

Binding DC: 17

Special Requirement: You present Hessant's manifestation with a longsword, which he returns to you after the binding process ends.

Manifestation: Hessant appears before you, beckons you to your feet, and recounts a story of how he took revenge upon a hated foe.

Physical Sign: Your skin's texture becomes rough and hard like gravel and it turns yellow like a hobgoblin's.

Personality: You lose all sense of empathy, compassion, mercy, and similar requests for reduced pain and suffering.

Granted Abilities

Hessant's Punishment: You beckon the earth up to swallow one creature within 30 feet of you. That creature must succeed on a Reflex save or be knocked *prone* and *entangled*. A successful save prevents these effects and a creature can attempt a new saving throw at the start of each of its turns as a full-round action to

remove the *entangled* condition. After using this ability, it is expended for 5 rounds.

Call Longsword: You can *summon* a longsword as a full-round action for the duration of the pact. You are automatically proficient with this weapon. The longsword ceases to exist if it leaves your hand or if you summon a new one. Longsword properties:

EBL	Longsword Summoned
1st – 3rd	masterwork longsword
4th – 7th	+1 keen longsword
8th – 11th	+2 flaming keen longsword
12th – 15th	+4 flaming keen longsword
16th – 19th	+5 flaming burst keen longsword
20th	+5 flaming burst keen wounding longsword

Courage of the General: You gain a +4 insight bonus on saving throws against fear effects.

Dazing Strike: You can make a dazing strike as a full-round action. The attack is made with your full attack bonus and if it hits, the struck creature must make a Fortitude save or become *dazed* for 1 round in addition to the normal damage dealt by the attack. A creature that succeeds on its saving throw is immune to this ability for 24 hours.

Iron Gaze: You gain an insight bonus on Intimidate and Sense Motive checks equal to 1/2 your binder level. This bonus increases to equal your full binder level when you use these skills on someone who is your subordinate.

2nd Level Spirits

Lady Jarah, Mistress of Many Faces

She is the woman of a thousand tales who is fated to outlive all mortal men. Those who please Lady Jarah become living legends themselves, able to reweave reality through storytelling.

Spirit Level: 2nd

Binding DC: 19

Special Requirement: A small mirror placed in the middle of the seal.

Manifestation: Jarah's reflection replaces your own in the mirror. Her reflection flirts with male binders and makes sarcastic comments to female ones.

Physical Sign: You smell of flowers and a rare, expensive perfume.

Personality: Whenever you attempt to make negotiations with others you must try and garner something for yourself.

Granted Abilities

Aura of Distracting Beauty: As a standard action, you weave your physical appearance into a different form for all onlookers, causing them to see perfection in you. Creatures within 30 feet that can see you must make a Will save or become *fascinated* until you take a hostile action of any sort against a *fascinated* creature or one of its allies. Each round at the start of its turn a *fascinated* creature may attempt a new Will save to end the effect and creatures with more Hit Dice than you cannot be *fascinated* by this ability. After using this ability, it is expended for 5 rounds.

Across All Cultures: Select a number of non-secret languages that you cannot speak equal to your Charisma bonus. You can speak those languages for the duration of the pact.

Beauty without Peer: This ability functions as a *sanctuary* spell. A creature that succeeds on its saving throw or that you have taken hostile action against within the past 24 hours is immune to this ability.

Rewrite Self: You can alter your physical appearance as a move action. This functions as *alter self* except you can take the form of

any humanoid that is no more than one size category larger or smaller than you. If you rewrite yourself into a larger creature you gain +2 Strength. If you rewrite yourself into a smaller creature you gain +2 Dexterity. You must show Lady Jarah's sign in order to gain this benefit.

Story Weaving: You gain an insight bonus on Bluff and Perform (oratory) checks equal to 1/2 your binder level and may take 10 on these skill checks.

Ubro, the Blind Hospitaler

Ubro the Blind bore a demon's curse as he crossed the lands offering healing. To those whom he deems worthy, Ubro bestows the very boons his demon gifted upon him.

Spirit Level: 2nd

Binding DC: 17

Special Requirement: Light incense as part of drawing the seal.

Manifestation: After several moments the seal weeps blood and you can hear Ubro's voice wafting on the smoky clouds of incense.

Physical Sign: Your eyes turn opaque, as if you were blind.

Personality: You become overly doting and empathic, attending to other's feelings and needs before your own.

Granted Abilities

Healing Surge: As a standard action, you unleash a burst of healing energy. Healing surge allows you to *channel positive energy* and it can only be used to heal. Healing is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on), within 30ft, centered on the binder. This ability can only be used a number of times each day equal to 3 + your Charisma modifier (minimum 1). After using this ability, it is expended for 5 rounds.

Heal Aches: As a move action, you can remove the *blinded* or *deafened* condition from a creature. This granted ability can only be used on a given creature once every 24 hours.

Healer's Hands: You gain a bonus on Heal checks equal to 1/2 your binder level. In addition, the time it takes you to treat *disease*, *poison*, and all types of wounds with the Heal skill is reduced by half.

Sand Skin: You gain *damage reduction 2/piercing*. At 6th level and every 3 binder levels thereafter, this DR increases by 1. At 10th level this protection improves to DR/magic and piercing. At 15th level this protection improves to DR/evil and piercing. You must show Ubro's sign in order to gain this benefit.

Status: As a full-round action, you can attempt a Heal check on a creature. The DC equals 10 + 1/2 its Hit Dice + its Con modifier. If you succeed, you know the creature's exact condition as if you had cast *status* on it. Unlike the spell, this effect is instantaneous and if you fail your Heal check you are unable to determine the creature's status for 24 hours.

3rd Level Spirits

Muse Istago, Painter of Paradox

Istago was a tragic painter driven to insanity by the relentless demands of his talent. He grants worthy artists the ability to repaint reality itself.

Spirit Level: 3rd

Binding DC: 20

Special Requirement: You must draw or paint a picture that resembles some aspect of you.

Manifestation: As you finish the picture, it springs to life, pulling itself off of the page as the world around you spins with color. Istago speaks to you through your artwork.

Physical Sign: Your skin and clothing are covered with splotches of paint that cannot be washed off.

Personality: You prefer solitude to the company of others and while in others' company you constantly seek to please them.

Granted Abilities

Paint Reality: You may paint over reality as you see fit. You can paint anything you wish into existence, as if you were using *major image* with a caster level equal to your binder level. At binder level 9, this ability functions like *persistent image*. Starting from binder level 11, you gain the ability to paint *Hallucinatory Terrains*. Your paintings last for 24 hours or until dismissed but you may only have one painting active at a time. After using this ability, it becomes expended for 5 rounds.

Dreams of the Muse: This ability functions like *scrying* except as noted here. When you use this ability you must designate one place or person you wish to scry. Afterwards, you immediately fall asleep for the spell's casting time and duration, dreaming of whatever you specified. You cannot cast spells through your *scrying* and a creature that succeeds its saving throw cannot be scried on by this ability for 24 hours. If your target succeeds on its saving throw, you dream of your youth instead.

Keen Eye: You gain an insight bonus to Craft (painting), Perception, Profession (painter), and Sense Motive checks equal to 1/2 your binder level.

Mirrored Eyes: You gain a +4 bonus on saving throws against *gaze attacks* and if you succeed on your saving throw you have a 2% chance per binder level to reflect the attack back on its owner.

Perfect Attributes: As a standard action, you can perfect a creature, granting it a +2 enhancement bonus to an ability score of your choice. At 10th level, this bonus increases to +4 and at 15th level this bonus increases to +6. This bonus lasts until your pact with Muse Istago ends. This is a *transmutation effect*. You may apply this benefit to a number of creatures equal to your Charisma bonus and a creature can only have one ability score repainted at a time.

4th Level Spirits

Hexus, the Living Curse

A curse made animate, Hexus scours the world searching for his purpose and rewarding those who give him one.

Spirit Level: 4th

Binding DC: 21

Special Requirement: You place a corpse within your seal. Whose corpse it is, Hexus cares not.

Manifestation: Nightmarish howling echoes through the seal as spirits emerge from the corps and swirl around you. As the spirits close in on you, they merge into a colossal eye that waits for you to address it.

Physical Sign: Your skin turns a sickly green and warts appear across your skin.

Personality: You become overly protective of friends and allies and place their own safety drastically above your own.

Granted Abilities

Possess Animal: As a standard action, you gain the ability to possess a creature of the animal type if it fails a Will save, as if you were using *magic jar*. You can remain within the animal for up to 24 hours or until the pact ends, but after you leave the animal this ability becomes expended for 5 rounds.

Agitate Animals: Animals within 30 feet of you that can see you must make a Will save or become *shaken* for as long as they can see you and for 1d4 rounds afterwards.

Bestow Curse: This ability functions as the spell of the same

name, using your binder level as your caster level. A creature that succeeds on its saving throw is immune to this ability for 24 hours but still suffers a -2 penalty on attack rolls and skill checks for 1 round.

Rebuke Undead: You gain the cleric class ability to *rebuke undead*.

Undying: You gain *Diehard* as a bonus feat, even if you do not meet its prerequisites. You are not *staggered* when using this feat allowing you to act normally instead of acting as if you were *disabled*. Strenuous action does not cause you to take hit point damage and you do not die until your negative hit points reach minus twenty (-20).

Loh'moi, the Mad Geometer

A natural-born genius, Loh'moi wished to bend time and space to better his family's life. Loh'moi provides his knowledge to those who prove their intelligence to him.

Spirit Level: 4th

Binding DC: 23

Special Requirement: No.

Manifestation: Walls enclose the edges of your seal, spawning windows into various places and times across the world. Loh'moi manifests before you, breaking gaze with you to look longingly out of the windows.

Physical Sign: Geometric lines cover your skin like a tattoo. Whenever you activate one of Loh'moi's granted abilities, the lines move like a massive wheel.

Personality: You prefer solitude to company and refuse the help of others when trying to solving puzzles.

Granted Abilities

Transdimensional Ray: As a standard action you project a ray of force as a ranged touch attack that deals 4d6 points of force damage. At 9th level and every 2 binder levels thereafter, the damage increases by 1d6. After using this ability, it becomes expended for 5 rounds.

Bend to Freedom: You gain an insight bonus on Escape Artist checks equal to ½ your binder level. In addition, you take no penalty while squeezing into an area that is one size category smaller than you and can squeeze into an area that is two size categories smaller than you at the normal - 4 penalty to attack rolls and AC.

Extra Space: This ability functions as *rope trick*, using your binder level as your caster level. This effect lasts for 24 hours or until the pact ends but you can only have one active extra space at a time.

Geometrical Agility: When you *teleport* using the geometrical step ability or the *dimension door* spell as a move action, you can still take a standard action during your turn. Furthermore, you provide *flanking* from the square you started in and the square you end up in when you use dimensional step for 1 turn. This benefit can provide you with *flanking* even if there are no other flankers besides yourself.

Geometrical Step: You can teleport as a move action as if you had cast *dimension door*. You can only teleport distances up to your base speed. If you teleport as a full-round action you can teleport up to double your base speed instead. Teleporting as a move action does not provoke *attacks of opportunity* but teleporting as a full-round action does, this ability becomes expended for 5 rounds.

5th Level Spirits

Dagon, Tentacles from the Deep

This terror floats beyond the laws of space and time. Dagon grants

his worthy binders the power to survive in hostile places and manipulate the flow of time.

Spirit Level: 5th

Binding DC: 25

Special Requirement: When you finish drawing Dagon's seal, the binder is required you present a Dagon with a fresh fish, dead no more than a day.

Manifestation: The surface of the seal on which its drawn, splashes and ripples as if it were water, as a tentacle lunges from the seal and snatches the fish offering from the binder's hands. A squid surfaces from the seal and starts speaking.

Physical Sign: Your skin turns an oceanic shade of blue and green.

Personality: You ask inappropriate questions to new people you meet and enter water whenever possible.

Granted Abilities

Delay Harm: As an immediate action, you can delay the onset of a single attack, spell, or similar harmful ability on yourself during the round this granted ability was activated. This ability can delay effects such as the onset of poison, damage dealt by a weapon, or even the effects of a spell. If an attack targets multiple creatures, you delay its effects for yourself only. The effect is delayed for 1 round and the effect cannot be dispelled or negated while delayed. After using this ability, it becomes expended for 5 rounds.

Body of Dagon: You transform into a kraken hybrid, gaining a +4 bonus to your Strength and a -2 penalty to your Dexterity as well as a swim speed equal to your base speed. Furthermore, your arms meld into tentacles, preventing you from wielding weapons or performing actions that require hands but granting you 2 tentacle attacks that deal 1d8 points of damage + 1½ times your Strength bonus (1d6 if Small). Activating this *polymorph* effect is a move action. You can remain in this form for a number of rounds each day equal to your binder level + your Charisma bonus (min. 1). These rounds do not need to be consecutive.

Child of the Deeps: While bound to Dagon you gain an insight bonus on Swim checks equal to ½ your binder level and can breathe underwater.

Dagon Knows: Each day, you may ask Dagon a number of questions equal to ½ your binder level. Asking Dagon a question functions as a *divination* spell using your binder level as your caster level. Increase your chance of failure by 50% if you qualify as Dagon's favored enemy. Your chance of success with this ability is 100% if you qualify as Dagon's favored ally.

Whispers of Dagon: You can make Knowledge checks untrained and you gain an insight bonus on Knowledge checks equal to ½ your binder level.

Dark Blood, the Rakshasa Prince

The spirit Dark Blood consists of six souls that bartered for power and now answer the call of those who seek the same.

Spirit Level: 5th

Binding DC: 24

Special Requirement: As part of drawing the seal you cut gashes on your body in six places: on each arm, each leg, your abdomen, and your temple, these wounds cause no damage.

Manifestation: The blood from your gashes begins to bleed quicker at no harm to yourself, pooling into the images of six hobgoblin males who pressure you to begin.

Physical Sign: Your head mutates into that of a feral animal. The player may select which animal, but it should be appropriate to the character's flaws and negative traits. Whenever you activate one of Dark Blood's granted abilities, your hands become like rakshasa hands.

Personality: You act brash and animalistic towards others.

Granted Abilities

Thirst for Blood: As a swift action, you grant yourself an additional turn at the end of the round. You can only take 1 standard action during this extra turn (effects such as *haste* that grant you additional actions in a round have no effect). After using this extra standard action, you become *staggered* for 1 round. After using this ability, it becomes expended for 5 rounds.

Disguise Granted Abilities: You can take 10 on Bluff checks and Disguise checks made to hide your use of granted abilities and the physical sign of your spirits.

Rakshasa's Rage: As a standard action, you transform into an animalistic hybrid. This functions as a barbarian's rage, except you also gain a +2 natural armor bonus to AC, a +10 foot bonus to your base speed, a primary bite attack (1d6 + Str; 1d4 if Small), and 2 claw attacks (1d4+Str; 1d3 if Small). You possess a number of daily rounds of this rage equal to your binder level + your Charisma modifier. These rounds do not need to be used consecutively.

Read Mind: You can read the minds of a single creature as if you had cast *detect thoughts*, except it lasts only 1 round, you use it on a single target as a standard action, and if the target fails its Will save, you gain information as if you had concentrated for 3 rounds. Creatures that succeed on their saving throw become immune to this ability for 24 hours.

Silver Tongue: You gain an insight bonus on Bluff, Diplomacy, and Intimidate checks equal to ½ your binder level.

Vodavox, the Hive Mind

The ever-dueling minds of Vodavox once commanded a legion of hosts before collapsing. Vodavox grants aberrant powers to those who revel in chaos.

Spirit Level: 5th

Binding DC: 25

Special Requirement: You place an unhatched egg within the seal.

Manifestation: The egg rocks back and forth, the motion growing rapidly. The egg splits open and an insectoid apparition crawls out of it with a drow-like head. Its chattering fills your mind with promises of power.

Physical Sign: You lose your hair, lips, and genitalia and gain various insectoid qualities such as chitin and mandibles.

Personality: You are especially violent when hungry or threatened and you do not experience pain or empathy.

Granted Abilities

Phrenic Blast: As a standard action you unleash a telepathic burst of energy in a 30-foot cone, causing creatures that fail their Will save to take 5d4 points of untyped damage. At 11th level and every 2 binder levels thereafter the damage increases by 1d4. After using this ability, it is expended for 5 rounds.

Aberrant Mind: You gain a +4 bonus on saving throws against *mind-affecting* abilities.

Insectoid Body: You gain an insight bonus on Escape Artist and Perception checks equal to ½ your binder level and a +2 natural armor bonus to your AC. In addition, your carrying capacity (but not your Strength score) is tripled. You must show Vodavox's sign in order to gain this benefit.

Spell-Warding Chitin: You gain *spell resistance* equal to your Charisma bonus + your binder level (minimum 1). You must show Vodavox's sign in order to gain this benefit.

Telepathic Bond: You forge a *telepathic bond* with a number of allies equal to your Charisma bonus (if any). You are not counted among this number. This granted ability functions as *rary's telepathic bond*, except you require 10 minutes of concentration in order to establish the bond. Once established, the bond remains for 24 hours or until the pact ends.

6th Level Spirits

Demos Kalagos, Sworn Enemy of Time

The one who tricked time and was tricked in return, Demos grants those who prove themselves as tricksters the ability to trick others with time.

Spirit Level: 6th

Binding DC: 27

Special Requirement: No.

Manifestation: You see visions of yourself perform the ritual in all colors of life: child, adolescent, and elder.

Physical Sign: You randomly appear either one age category older or younger. This does not affect your size category or age modifiers to ability scores. Whenever you activate one of Demos's granted abilities, your age modification switches (you become younger if you appeared older and vice versa).

Personality: You become moody and argumentative.

Granted Abilities

Time Trick: As a standard action, select 1 other creature within 30 feet. On a failed Will save, any actions it took during the previous round are undone (spells cast are returned to the caster's memory, limited use items and abilities are not used up, damage taken is restored, and so forth). Others' actions on previous rounds are unaffected—the target's allies do not lose *flanking* bonuses with the target, for instance. After using this ability, it is expended for 5 rounds.

Borrow Time: You can take two swift actions per turn. (You can still only take 1 immediate action per turn.) If you do, you cannot take swift or immediate actions next turn.

Create Trap: You may create a *ranger trap* as a full-round action, which appears in the designated location within 30 feet of you. A trap placed in a space occupied by a creature immediately activates. You may only have one *ranger trap* active at a time, and creating a new trap causes previous ones and any of their ongoing effects to vanish. Traps marked with asterisk (*), add to or modify the effects of another trap, a binder can add one of these trap types to any standard *ranger trap* (the time to create a trap is increased by one full-round actions). A creature that succeeds on its saving throw against one of your traps is immune to all your traps for 24 hours. (Trap descriptors can be found on at the end of this document.)

Resist Time and Space: You become immune to magical effects that alter your age or *teleport* you against your will. You only gain this benefit if you show Demos's sign.

Trapfinding: You gain an insight bonus on Perception checks made to notice traps and Disable Device checks equal to ½ your binder level. You can disarm magical traps as a rogue.

Jayna Warlock, Traveler of Worlds

A master of elements and traveler of reality, Jayna provides those who share in her beliefs an array of elemental power.

Spirit Level: 6th

Binding DC: 26

Special Requirement: The binder must place the four elements within the seal to summon Jayna, the last being air (air, earth, fire, water).

Manifestation: As the binder completes the ritual by blowing a breath of air inside the seal, each element springs to life, forming into a miniature elemental of its type, talking in unison.

Physical Sign: Your skin becomes as sand, your voice resonates as

the wind, your hair erupts with a bushel of flames, and your eyes become dark pools of water.

Personality: Though you act kindly, you perceive other's goodwill towards you as insults and lash at them in anger.

Granted Abilities

Aspect of Seven: When you first bind to Jayna, select one of the seven elements (air, earth, fire, metal, void, water, or wood) to serve as your aspect. Jayna's granted abilities change based on your choice.

Aspect	Dmg Type	Wall Type	Res or DR
Air	electricity	wind wall	electricity
Earth	bludgeoning	wall of stone	acid
Fire	fire	wall of fire	fire
Metal	slashing	wall of iron	b. or p.
Void	sonic	wall of force	p. or s.
Water	cold	wall of ice	cold
Wood	piercing	wall of thorns	b. or s.

Jayna's Wish: Select 1 *elementalist wizard school* that corresponds with your *elemental aspect* (right after ranger traps). You can use this granted ability to cast any spell in that *elemental school* that is 4th level or lower. Any spell cast with this granted ability that has a duration longer than instantaneous has its duration reduced to 4 rounds. After casting a spell with this granted ability, it is expended for 5 rounds.

Song of Elemental Fury: As a standard action, you can make a touch attack that deals 5d6 points of damage. The type of damage is based on your *elemental aspect*.

Song of Rising Barriers: You can create a barrier of elemental energy, based on your *elemental aspect*. You may only have one barrier active at a time. Creating a new barrier dismisses an existing one.

Song of Waning Elements: You gain *resistance* or *damage reduction* based on your *elemental aspect*. If you gain *resistance*, it is equal to your binder level. If you gain *damage reduction*, it is equal to ½ your binder level. You must show Jayna Warlock's sign in order to gain this benefit.

Serapith, the Scouring Light

The angel who sought to end mortal life, Serapith grants those who prove that they understand the necessity of his work the power to scour life from the world around them.

Spirit Level: 6th

Binding DC: 25

Special Requirement: The binder is required to line Serapith's seal with candles, taking care to light each one until the seal is wreathed in enticing flames.

Manifestation: The candles' flame grows supernaturally brighter and hotter like the sun, and just before you think that you will suffocate from the immense heat, Serapith's shadow appears before you, waiting to begin.

Physical Sign: You grow a pair of white-feathered angel's wings.

Personality: You become very arrogant and attempt to cull the wicked wherever you meet them.

Granted Abilities

Scouring Light: As a standard action, you unleash a ray of light against a creature within 60 feet. A creature struck by this ranged touch attack must succeed on a Fortitude save or suffer 1d6 points of damage per binder level you possess. A successful save reduces this to 5d6 damage. A creature reduced to 0 hit points by this damage crumbles away to fine ash. After using this ability, it becomes expended for 5 rounds.

Angel's Wings: You gain a fly speed equal to your base speed. You can fly for a number of minutes each day equal to your Charisma

bonus + your binder level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. You must show Serapith's sign in order to gain this benefit.

Serapith's Protection: You gain a +2 deflection bonus to your AC and a +2 resistance bonus on all saving throws. At 15th level and every 4 binder levels thereafter, these bonuses increase by +1.

Smite Enemy: As a swift action, target 1 creature that qualifies as Humanoid (any). Add your Charisma bonus (if any) on attack rolls against the target of your *smite* and ½ your binder level on damage rolls made with weapons and supernatural abilities. You may only have one creature targeted by *smite enemy* at a time and you cannot declare a new target until your previous enemy dies or the pact ends.

Wrath of Daylight: As a standard action, you cloak yourself in light. This functions as *daylight* except it is little more than a flash, its duration becoming instantaneous. In addition, creatures in the area must succeed on a Fortitude save or become permanently *blinded*. A creature that succeeds on its Fortitude save is immune to this ability for 24 hours.

7th Level Spirits

Musha'Vadu, the Shadow-Bones Emperor

A vain soul who exists only in darkness, Musha'Vadu grants the powers of the dark to those who seek vanity and decadence before all else.

Summoning Rules

The following describes the requirements and rituals for binding Musha'Vadu.

Spirit Level: 7th

Binding DC: 27

Special Requirement: The seal must be drawn with a black medium or on a black surface.

Manifestation: A skeleton appears before you, cloaked in black. It wraps its mantle around you, engulfing your vision while whispering for the negotiations to begin.

Physical Sign: Your shadow begins to make different gestures than you.

Personality: You respond to everything with jealousy and spite, causing you to act bitter and resentful towards others.

Granted Abilities

Shadow Storm: As a standard action, you buffet all creatures in a 20 foot cylinder within 100 feet of you with shadows, dealing 7d4 points of negative energy damage to those creatures. At 15th level and every 2 binder levels thereafter, this damage increases by 1d4. A successful save reduces this damage by half. After using this ability, it is expended for 5 rounds.

Agging Touch: As a standard action you make a touch attack against a living humanoid. If you hit, the creature's age increases to the next category's minimum age, causing it to gain that category's aging penalties (but not the bonuses). In addition, you become younger such that your age is reduced to the minimum age for your current age category and you *heal* 3d6 points of damage or 1d4 points of ability damage. If you are already the minimum age for your current age category, your age becomes the maximum age for the previous category, causing your aging penalties to lessen to that of your new age category. If you are at the minimum age for the Adult category when you use this ability, you gain the *young creature simple template* and cannot become any younger. This effect is permanent unless undone by *limited*

wish, and a separate use must be applied to each of your victims. A creature that succeeds on its saving throw becomes immune to this ability for 24 hours.

Shadow Conjunction: This ability functions as the spell of the same name. You can only have one *shadow conjunction* active at a time. Creating a new conjunction causes any existing ones to break apart back into shadows.

Shadow Walk: This ability functions as the *shadow walk* spell except as follows. You can only transport one creature per use of this ability, though you can expend multiple uses at once in order to allow multiple creatures to travel with you, to a maximum number of creatures equal to ½ your binder level. You can use this granted ability a number of times per day equal to your binder level + your Charisma modifier.

Umbral Sight: You can see through all types of darkness up to 120 feet, including magical darkness.

Portenta, Seer of the Orphic Eye

The seer who ignored the divine order, Portenta grants those who seek her spirit the ability to see beyond the curtains of reality.

Spirit Level: 7th

Binding DC: 28

Special Requirement: A container or clear liquid that can cast a reflection. The container must be open enough so that the binder can see his/her reflection.

Manifestation: A voice echoes from your reflection as a third eye opens in it to reveal a scene from your future.

Physical Sign: A third eye opens on your forehead.

Influence: You become overly extravagant and impossible to please, demanding the best of all things.

Granted Abilities

Fuse Flesh: You fuse the flesh of a creature together with an otherworldly being, hindering it. The creature makes a Fortitude save and a Will save. If it fails its Fortitude save, it takes 1d6 points of ability damage to 1 physical ability score (your choice) and becomes *entangled*. If it fails its Will save, it takes 1d6 points of ability damage to 1 mental ability score (your choice) and becomes *confused*. Fuse flesh can only be removed by *break enchantment* or similar effects. After using this ability, it is expended for 5 rounds.

Dream of Destiny: You can grant a willing creature a dream vision. The creature must pose one question when this ability is used on it. Using this ability requires 10 rounds of meditation on your part. After 10 rounds have passed, the target falls into a *deep slumber* for 1 hour before experiencing a vision from Portenta. At this time, you must make a binding check for the slumbering creature in order to garner a prophecy. Events up to 1 year in the future have a DC 15, events up to 5 years in the future have a DC 20, and every 5 years thereafter increases the DC by +5. Success gives a clear view of the future but not the events that lead to it while failure provides one of an infinite number of futures of which the slumbering creature cannot be sure is truly false. A creature cannot gain a vision from this ability more often than once every 24 hours.

Orphic Foresight: You gain a +4 insight bonus to your initiative. Immediately after initiative has been rolled, you can swap initiative results with one of your allies. You cannot swap initiative if you have been surprised.

Spirit Step: You can become *incorporeal* for a number of rounds per day equal to your Charisma bonus plus your binder level. These rounds do not need to be used consecutively.

True Sight: You can see through deceptions and illusions as if you had cast *true seeing* for a number of rounds per day equal to your Charisma bonus + ½ your binder level. These rounds do not need

to be consecutive. You must show Portenta's sign in order to gain this benefit.

8th Level Spirits

Evening Star, Bloody Mist of the Hills

It which is not from our world, Evening Star grants its aspects to those who show that they are willing to let it play once more.

Spirit Level: 8th

Binding DC: 31

Special Requirement: You must mix drops of your blood and dung with earth, and burning embers.

Manifestation: The mixture rapidly grows in size and volume, taking on the form of a horrendous aberration. It asks you to play with it in the voice of a child, signaling the pact's beginning.

Physical Sign: Small amounts of blood stream from your mouth, eyes, nose and ears.

Personality: You wish to “play” with all other creatures you encounter, seeing them as playmates and toys. You express dismay when others stop playing (die). Love and empathy is near impossible for you to show.

Granted Abilities

Wilting Mist: As a standard action, you surround yourself with a bloody mist, causing all creatures within 20 feet to make a Fortitude save or take 1d4 points of damage per binder level you possess, you are immune to this effect. A successful save reduces this to 5d4 points of damage. After using this ability, it is expended for 5 rounds.

Body of Mist: You transform into a mist-like state as a swift action, as *gaseous form*. You can use this ability for a number of minutes per day equal to your binder level + your Charisma bonus. These minutes do not need to be used consecutively, but they must be spent in 1-minute increments.

Horror from Beyond: You can turn away animals and humanoids. This ability functions as the *Turn Undead*, there is no use limit and your cleric level is equal to your binder level with this ability. After using this ability, it is expended for 5 rounds.

Ventriloquism: This functions as the spell of the same name, except there is no Will save to disbelieve it because it is not an illusion.

Troll Shape: As a standard action you take on the aspects of a gray, colorless troll, you can use this ability for a number of rounds per day equal to your binder level + your Charisma bonus. These rounds do not need to be consecutive. You gain the following abilities:

- +8 size bonus to Strength
- -2 penalty to Dexterity
- +6 size bonus to Constitution
- +6 natural armor bonus
- Low-light vision
- +10 foot enhancement bonus to your speed
- Darkvision 60 feet
- Rend (2d8 damage)
- Regeneration 5

Malebolge Moors, 13 Traitors of Hell

The spirits of 13 fallen angels melded and merged together by the fires of a devil's belly. The Malebolge Moors grant their power to any who can recall their existence.

Spirit Level: 8th

Binding DC: 33

Special Requirements: You speak Infernal. Also, you must have sold your soul to an evil outsider, or helped sell another creature's soul, or resided in Hell for a minimum of 1 year.

Ceremony: You draw up and sign a contract to relinquish your soul to one of the 13 Malebolge devils for the duration of the pact. This has no consequence since these devils are vestiges and have no power.

Manifestation: An apparition of your chosen Malebolge Moor coalesces to reveal your eternal punishment.

Physical Sign: Your flesh appears to tear and heal as if being chewed for all time and you feel no pain.

Influence: You insult and tease those who are inferior to you physically, mentally, and in station.

Granted Abilities

Flensing: As a standard action, one creature within 30 feet must succeed on a Fortitude save or suffer 10d6 points of untyped damage plus 1d6 points of Charisma and Constitution damage. On a successful save, the untyped damage is reduced to 5d6 points with no ability score damage. After using this ability, it is expended for 5 rounds.

Hellfire Grasp: You may make a touch attack as a standard action, igniting a creature ablaze. On a successful hit, you deal 5d6 points of damage to a creature. Half of this damage is *unholy* and the rest is fire damage.

Infernal Aspect: You gain *resistance* 20 against acid and cold damage. Also, your weapon attacks are treated as evil-aligned for the purpose of overcoming *damage reduction*. You only gain this benefit if you show the Malebolge Moors' sign.

Infernal Immunity: You are immune to fire damage, *poison*, and *pain effects*. You only gain this benefit if you show the Malebolge Moors' sign.

Word of Torment: You utter a single word as a standard action that causes 1 creature to writhe in torment as it relives its most sinful desires. If the target creature fails a Will save, it becomes *stunned* for 1d4 rounds. A successful save reduces this condition to *staggered* and makes the creature immune to this ability for 24 hours. You may only *stun* one creature with this ability at a time. Using this ability on a new target ends an existing target's sinful visions, causing it to become *staggered* instead for the rest of the ability's duration as if the target had succeeded on its saving throw.

King Mutaros, Vengeance Unfulfilled

The king who was ended by his own son, Mutaros grants his puissant skill-of-arms to anyone willing to fulfill his vengeance.

Spirit Level: 8th

Binding DC: 35

Special Requirement: You recount any one of the variants of King Mutaros's Legend. Anyone wishing to bind King Mutaros must have at least 8 ranks in Knowledge (history).

Manifestation: As you finish the tale, an illusion rises within the seal. The illusion shows Mutaros's son betraying him and his kingdom being reduced to rubble. The rubble rises and assembles in the form of a male humanoid, stoically waiting for you.

Physical Sign: Ever-bleeding wounds appear on your throat and over your heart. These are the places where Mutaros's son stabbed him.

Personality: You become seized with sadness, though you are compelled to hide your sorrow from those closest to you.

Granted Abilities

Spark of Anger: You summon bolts of lightning from the heavens as a standard action, striking a single creature you can see within 100 feet. On a failed Reflex save, the creature takes 20d6 points

of electricity damage and is *stunned* for 1 round. A successful save prevents the *stunned* condition and reduces the damage by half. After using this ability, it becomes expended for 5 rounds.

Heartbreak: This ability functions as *earthquake*, except you can use this ability for a total number of rounds per day equal to your Charisma bonus plus ½ your binder level. These rounds do not need to be used consecutively. Activating this ability is a standard action, but after activating this ability, you can maintain it as a move action.

Legendary Warrior: You gain the benefits of the *Two-Weapon Fighting* and *Double Slice* feats. In addition, you can make *disarm*, *sunder*, and *trip* combat maneuvers without provoking *attacks of opportunity*.

Double Slice (General, Fighter)

Your off-hand weapon while dual-wielding strikes with greater power.

Prerequisite: Dex 15, Two-Weapon Fighting.

Benefit: Add your Strength bonus to damage rolls made with your off-hand weapon.

Normal: You normally add only half of your Strength modifier to damage rolls made with a weapon wielded in your off-hand.

Roar of the King: You unleash a sonic blast as a move action, dealing 5d6 points of sonic damage to all creatures in a 30 foot cone and deafening them for 1 round. A successful Reflex save reduces this damage by half and prevents the *deafened* condition.

Unstoppable Vengeance: You gain *regeneration* 5. Your *regeneration* is overcome by piercing damage and it is suppressed while you are afflicted by the *bleed* condition.

Feats

Flexible Pactmaking (Binder)

You can alter the duration of a spirit's service.

Prerequisites: Bind spirit class feature.

Benefit: You can choose to extend or shorten the length of any pact you attempt to make with a spirit. During the ritual's ceremony, select whether you wish to reduce or increase the pact's length, as described below. Extending or reducing the duration of a pact prevents you from being able to expel the spirit with the *Expel Spirits* feat.

Extend: You can barter a spirit into increasing the duration of a pact beyond the usual 24-hour period. You can increase the pact's length by 24-hour increments, to a maximum of 120 hours (5 days). For every 24-hour increment you increase the pact's length, you gain a +2 bonus on your binding check to forge a good pact with the spirit (maximum +10).

Reduce: You can barter a spirit into reducing the duration of a pact below the usual 24-hour period. You can decrease the pact's duration by 4-hour increments, to a minimum of four hours. For every 4-hour increment you reduce the pact's length, you take a -2 penalty on your binding check to forge a good pact with the spirit (maximum -10).

Normal: Once you forge a pact with a spirit, that pact lasts for 24 hours.

Supernatural Consciousness (General)

You have a sixth sense when it comes to detecting danger.

Benefit: You may add your Wisdom modifier to your initiative checks instead of your Dexterity modifier.

Unyielding Personality (Binder)

Your sense of self is so powerful that you have a reduced chance to fall under the sway of a spirit's influence.

Prerequisites: Bind spirit class feature.

Benefit: Whenever you make a poor pact with a spirit, the spirit's influence is not forced upon you unless you fail the binding check by 5 or more.

Normal: Failing a binding check causes you to suffer a spirit's influence on your personality.

Binder Bonus Feats

Create Pact Poltergeist

You can send spirits into inanimate objects for later use.

Prerequisites: Binder 11, *Expel Vestige*.

Benefit: You perform a ritual that exorcises a vestige bound to you and rebinds it within a nearby inanimate, unattended object. This functions as the *animate objects* spell, except as noted here. The ritual lasts 10 minutes and requires that you create a seal specifically designed for the task of creating a pact poltergeist. Removing the object from the seal before the ritual is finished ruins it and expels the spirit from your body as if you had used *Expel vestige*. Your binder level determines the maximum size of object that you can animate. Regardless of your binder level, you can only animate one object per use of this ability, as it is not possible to divide a vestige between multiple vessels.

The vestige fully moves from your soul to the object. You gain none of the spirit's benefits while it is animating an object. You do not gain its granted abilities, its favored allies or enemies, and so forth. You also do not suffer the vestige's physical sign or influence while it is animating an object; these are suppressed while the vestige possesses an object. Instead, the animated object gains access to the vestige's granted abilities. It shows the vestige's physical sign and always acts in accordance to its influence; these traits cannot be suppressed. Furthermore, the animated object cannot trade its granted abilities for a vestigial companion.

The animated object is intelligent and has an Intelligence score equal to 10 + the level of the vestige that animates it. If the object does not have a face, the vestige can create one as if using the *magic mouth* spell. This face can be manifested or hidden as a move action.

The vestige is mostly loyal to you in this state and shares your alignment. Likewise, you can guide the vestige from the inanimate object back into your body by spending 1 minute of meditation in direct contact with the object. If the animated object is destroyed or moves more than 100 feet from you, the vestige returns from whence it came and you cannot contact it for 24 hours (or until the pact would have normally ended, whichever comes first). An object animated by this ability can be exorcised; if it is, use your Will save in place of the animated object's Will save to resist the exorcism.

Sage Lore

You have amassed a lifetime of pact magic knowledge.

Benefit: Add half of your binder level (minimum 1) to all Knowledge (arcana) and Knowledge (planes) checks.

Scribe Binder Tattoo

You may scribe tattoos to make binding spirits quicker.

Prerequisites: Binder level 4.

Benefit: You may scribe a tattoo of a vestige's seal onto your body. The seal is roughly the size of your fist and can be placed

anywhere on your body that can receive a tattoo.

Inscribing a tattoo requires 100 gp in special material reagents per level of the vestige mixed with your own blood (1 hp per level of the spirit). After the ritual is completed, the tattoo allows you to bind vestiges without needing to create the seal, reducing the time it takes to perform the vestige's ritual to 1 minute; the vestige is instead able to use your tattoo as a vessel. For every 4 occultist levels you possess, you may place an additional tattoo on your body, to a maximum of 5 tattoos at 16th level.

In addition, with the seal inscribed onto your body, you are also able to make a rushed pact to bind the selected vestige. This allows you to attempt a binding check as a full-round action, but the spirit's binding DC is increased by 10 if you attempt such a feat.

Removing a tattoo is painful and requires 50 gp per vestige level in rare alchemical components to flush out the inks and one week per vestige level to avoid poisoning your blood with a dramatic intake in chemicals. After the tattoo is removed, you may scribe a new tattoo in its place, if you so choose.

Sustenance

Your body can survive on the power of the spirits alone.

Benefit: While you are bound to at least one vestige, you do not need or eat or drink. When your binder level reaches 10, you do not need to breathe while you are bound to at least one vestige, making you immune to inhaled effects and at no risk of suffocation.

Ranger Traps

Acid Trap*

The target is splattered with acid, taking a number of points of acid damage equal to 1d6 + 1/2 the ranger's level to the triggering creature (Reflex negates).

Alarm Trap*

When the trap is triggered, it also creates a momentary loud noise equivalent to the audible alarm version of *alarm*.

Burning Trap*

A ranger can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking 1d6 points of fire damage at the start of its turn for 1d4 rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Blightburn Trap*

This trap strikes the target with a small shard of blightburn, dealing 2d6 points of fire damage, 1d3 points of Constitution damage, and 1d3 points of Charisma damage.

A successful Fortitude save negates the ability damage and halves the fire damage.

Channeled Energy Trap*

This trap creates a positive or negative energy effect designed to harm either undead or living creatures, respectively. The target takes a number of points of damage equal to 1d8 + the ranger's level from either positive energy or negative energy (Will save for half).

Distraction Trap*

The target is affected with irritation that detracts from its alertness. It takes a –2 penalty on Spot and Listen checks, initiative checks, and Reflex saves for 10 minutes per ranger level. This is a mind-affecting effect.

Exploding Trap*

A ranger can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to $1d6 + 1/2$ the ranger's level (Reflex negates).

Fire Trap

The trap explodes in flames, dealing a number of points of fire damage equal to $1d6 + 1/2$ the ranger's level to the triggering creature (Reflex negates).

Freezing Trap

The trap creates a burst of ice that damages and encases the triggering creature. The creature takes $1d3$ points of cold damage + $1/4$ the ranger's level and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful Reflex save halves the damage and means the creature is not stuck to the floor by the ice. The ice is 1 inch thick per 2 Hit Dice of the ranger (minimum 1), has hardness 0 and 3 hit points per inch of thickness, and melts in $2d4$ rounds.

Lazurite Trap

Lazurite radiation increases the victim's susceptibility to the attacks of undead creatures that are bolstered by the radiation. The target takes a –2 penalty to Armor Class against the attacks of undead creatures and on saving throws against effects created by undead. This effect lasts for 10 minutes per ranger level. A successful Will save negates this effect.

Marking Trap*

If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the ranger's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

Oversized Barbs*

The target is speared with barbs that penetrate and protrude from its body, making squeezing, climbing, and swimming challenging. The trap implants $1d4+1$ barbs, each dealing 1 point of damage. A successful Reflex save halves the number of barbs. The target takes a penalty on Climb checks and Swim checks equal to the number of barbs attached, and is considered one size category larger for the purposes of determining what size of opening or passageway it must squeeze through as long as at least 1 barb remains attached. Each barb can be removed with a full minute of work and a Heal check that equals or exceeds the trap's DC. If this check fails, the barb is still removed but the target takes $1d4$ points of damage. The barbs shake loose harmlessly after 10 minutes per ranger level.

Pit Trap*

This simple pit is covered over with leaves or appropriate materials for the area. It is 5 feet deep plus 5 feet for every 4 ranger levels. A victim that succeeds at a Reflex save doesn't fall into the pit.

Poison Trap

The trap poisons the creature that triggers it. If it is a supernatural trap, the poison deals $1d2$ Con damage per round for 6 rounds (Fortitude negates).

Rust Monster Trap

The trap throws up a cloud of dust ground from the antennae of a rust monster, dealing $1d4$ points of damage to the target's metal armor and weapons (Reflex negates).

Selective Trigger*

The ranger adds a race, type, alignment, or minimum weight restriction to the trap's trigger.

Sleet Trap

The detonating trap creates a 20-foot-radius burst of sleet with the effects of a *sleet storm*. The driving sleet lasts for 1 round, but the icy ground persists for 1 round per ranger level.

Snare Trap

The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to $1/2$ the ranger's level, or can be burst as a full-round action with a DC 25 Strength check. At the ranger's option, if there is a tall object or structure nearby, she can have the trap lift the creature. The trap can hold up to a Medium creature, to create a Large trap the binder must spend an additional full-round action to summon it.

Spell-Stealing Trap

The target is struck by a burst of abjuration that steals its magical ability. The target loses $1d4+1$ levels of spells (of its choice). A binder may increase the number of spell levels lost by $1d4$ by spending an additional full-round action.

Swarm Trap

The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses.

Tar Trap

The target is coated in a thin layer of sticky tar unless it succeeds at a Reflex save. It is entangled, and becomes susceptible to catching fire from any source of flame. If lit on fire, the tar burns intensely for 1 round; it deals $2d6$ points of fire damage and is destroyed in the process.

Unless burned away, the tar remains for 1 round per ranger level.

Transdimensional Trap*

This augmentation allows a trap to affect an incorporeal or ethereal creature as if it were corporeal or existed on the Material Plane.

Tripwire

A taut wire stretched between two vertical surfaces knocks the target prone unless it succeeds at a Reflex save. A running or charging creature takes a –6 penalty on its save.

Elemental Aspect Spells

Air Aspect Spells

0th—message

1st—alter wind, feather fall, shocking grasp

2nd—elemental speech, elemental touch, glide, gust of wind, levitate, resist energy, summon monster II, whispering wind

3rd—cloak of winds, draconic reservoir, elemental aura, fly, gaseous form, lightning bolt, protection from energy, wind wall

4th—ball lightning, dragon's breath, elemental body I, elemental detonation, river of wind, shout, summon monster IV

Earth Aspect Spells

0th—acid splash

1st—expeditious excavation, grease, stone fist

2nd—melf's acid arrow, create pit, elemental speech, elemental touch, glitterdust, resist energy, shatter, stone call, summon monster II

3rd—draconic reservoir, elemental aura, protection from energy, shifting sand, spiked pit, stinking cloud

4th—acid pit, calcific touch, dragon's breath, elemental body I, elemental detonation, stone shape, stonewall, summon monster IV

Fire Aspect Spells

0th—spark

1st—burning hands, dancing lantern

2nd—burning gaze, elemental speech, elemental touch, fire breath, flaming sphere, pyrotechnics, resist energy, scorching ray, summon monster II

3rd—campfire wall, draconic reservoir, elemental aura, fireball, flame arrow, protection from energy

4th—dragon's breath, elemental body I, elemental detonation, fire shield, fire trap, firefall, summon monster IV, wall of fire

Metal Aspect Spells

0th—mending

1st—gravity bow, magic weapon, shocking grasp

2nd—defensive shock, glitterdust, make whole, shatter, silk to steel

3rd—chill metal, heat metal, lightning bolt, keen edge, greater magic weapon, versatile weapon

4th—malfunction, shout, stonewall

Void Aspect Spells

0th—guidance

1st—gravity bow, keen senses, shield, true strike

2nd—continual flame, haunting mists, invisibility, masterwork transformation, see invisibility, share memory

3rd—arcane sight, clairaudience/clairvoyance, dispel magic, non-detection, seek thoughts, call the void, twilight knife

4th—minor creation, moonstruck, wandering star motes

Water Aspect Spells

0th—ray of frost

1st—hydraulic push, obscuring mist, touch of the sea

2nd—accelerate poison, elemental speech, elemental touch, fog cloud, resist energy, slipstream, summon monster II

3rd—aqueous orb, draconic reservoir, elemental aura, hydraulic torrent, protection from energy, sleet storm, water breathing

4th—dragon's breath, elemental body I, elemental detonation, ice storm, solid fog, summon monster IV, wall of ice

Wood Aspect Spells

0—light

1st—alter winds, animate rope, charm person

2nd—cat's grace, entangle, protection from arrows, web, whispering wind

3rd—cloak of winds, tongues, tree shape, wind wall

4th—charm monster, hallucinatory terrain, minor creation, plant growth, river of wind, secure shelter, sirocco

Spells not located in the PHB

Accelerate Poison

Transmutation [Poison]

Level: Drd 2, Rgr 2, Sor/Wiz 2

Components: V, S, M (a thorn)

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You hasten the onset of poison in the target. If the poison normally has an onset time, its effects begin immediately. If the poison has no onset time, its frequency is doubled, requiring two saving throws and inflicting damage twice per round or minute, though its duration is halved. Accelerate poison does not change the cure condition for the poison. If the target is affected by more than one poison, you may choose which is affected if you administered the poison; otherwise, randomly determine which poison is affected.

Acid Pit

Conjuration [Creation]

Level: Sor/Wiz 4

Components: V, S, M (drop of acid), F (fine shovel worth 10 gp)

Casting Time: 1 standard action

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

Effect: 10 ft.-by-10 ft. hole, 10 ft. deep/2 levels

Duration: 1 round + 1 round/level

Saving Throw: Reflex negates; see text negates

Spell Resistance: No

This spell functions as *create pit*, except that it places a 5-foot deep pool of acid at the bottom of the pit. The pit has a maximum depth of 100 feet. Creatures who fall into the pit take falling damage as normal (the acid counts as a yielding surface), plus 2d6 points of acid damage per round spent in contact with the acid. In addition, exposed items carried by a creature in the pit may be harmed. Refer to [Table: Items Affected by Magical Attacks](#) (also copied here for convenience).

Items are affected one at a time in the order listed on the table, and must make Fortitude saves after 3 consecutive rounds in the acid or gain the broken condition. Objects with the broken condition (regardless of how they became broken) must make a Fortitude Saving Throw each round spent within the acid or be

destroyed. The walls of the pit are quite slippery and have a Climb DC of 30.

Items Affected by Magical Attacks

Order	Item
1st	shield
2nd	armor
3rd	magic head slot item
4th	item in hand
5th	magic cloak
6th	sheathed weapon
7th	magic bracers
8th	magic clothing
9th	magic jewelry
10th	anything else

Alter Winds

Transmutation [Air]

Level: Drd 1, Sor/Wiz 1

Casting Time: 1 minute

Components: V, S

Range: Touch

Area: Immobile 10-ft.-radius emanation

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. Within the area, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect with this spell is based on your caster level, as shown on the table below. Alter winds has no effect on magical wind effects.

Caster Level	Wind Force
1st – 3rd	light
4th – 9th	moderate
10th – 15th	strong
16th or higher	severe

Aqueous Orb

Conjuration (Creation) [Water]

Level: Drd 3, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S, M (a drop of water and a glass bead)

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

Effect: 10-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a rolling sphere of churning water that can engulf those it strikes. The aqueous orb can move up to 30 feet per round, rolling over barriers less than 10 feet tall. It automatically quenches any non-magical fires and functions as *dispel magic* against magical fires as long as those fires are size Large or less.

Any creature in the path of the aqueous orb takes 2d6 points of nonlethal damage. A successful Reflex save negates this damage, but a Large or smaller creature that fails its save must make a second save or be engulfed by the aqueous orb and carried along with it. Engulfed creatures are immersed in water and must hold their breath unless capable of breathing water. They gain cover against attacks from outside the aqueous orb but are considered

entangled by its churning currents, takes 2d6 points of nonlethal damage at the beginning of their turn each round they remain trapped. Creatures within the orb may attempt a new Reflex save each round to escape into a random square adjacent to the aqueous orb. The orb may hold one Large creature, 4 Medium, or 16 Small or smaller creatures within it.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and churns in place. An aqueous orb stops if it moves outside the spell's range.

Ball Lightning

Evocation [Electricity]

Level: Sor 5, Wiz 5,

Components: V, S, M (handful of copper and iron pellets),

Casting Time: 1 standard action

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

Effect: One or more balls of lightning, up to 1/level

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You create several balls of lightning that shed light as candles and move under your control. Your caster level is the total number of dice of damage (d6) that you can deal with this spell (maximum 15d6), divided however you see fit among the ball lightning. For example, a 9th-level caster could create nine balls of lightning (each dealing 1d6 points of electrical damage), or three balls of lightning (two dealing 2d6 and one dealing 5d6), and so on. You may direct any number of lightning balls to strike one target at a time.

Each affects only one target and is not destroyed when it does so. Targets get a Reflex save against each ball that strikes them. You must have line of sight and line of effect to direct the balls. Directing the balls is a free action on the round the spell is cast and a standard action on any other round. The lightning balls can move up to 100 feet per round. A ball dissipates if the distance between you and it exceeds the spell's range.

Burning Gaze

Evocation [Fire]

Level: Drd 2, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S, M/DF (eye of a mundane salamander)

Range: Personal

Targets: You

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance.

As a standard action as long as this spell's effects persist, you may direct your *burning gaze* against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire.

Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from *burning gaze*.

Note that this spell does not grant an actual gaze attack- foes and allies are not in danger of catching on fire simply by meeting your gaze.

Calcific Touch

Transmutation [Earth]

Level: Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature or creatures touched (up to one per level)

Duration: 1 round/level

Saving Throw: Fortitude Partial

Spell Resistance: Yes

Your touch progressively transmutes the substance of creatures you touch into stone. Once per round, you may deliver a touch attack that inflicts 1d4 points of Dexterity damage and slows the target (as the spell) for 1 round. A successful Fortitude save negates the slow effect but not the ability damage. A target reduced to 0 Dexterity is petrified permanently. *Break enchantment*, *restoration*, or *stone to flesh* can reverse the effects of *calcific touch*.

Call the Void

Evocation

Level: Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Reflex for half; see text

Spell Resistance: Yes

This spell surrounds you with an aura of nothingness that channels the mysterious energies of the Dark Tapestry. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of damage. In addition, creatures affected by your aura are fatigued, cannot breathe, and cannot speak or cast spells with somatic components. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot breathe or speak regardless of whether their save is successful as long as they are adjacent to you.

Campfire Wall

Evocation [Fire, Light]

Level: Brd 3, Drd 2, Rgr 2, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S, M/DF (ash made from burnt thorns)

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

Effect: 20-ft.-radius sphere centered on fire source

Duration: 2 hours/level; see below (D)

Saving Throw: None

Spell Resistance: Yes

You can create a barrier around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch.

The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside

takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light.

Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends.

Cloak of Winds

Abjuration [Air]

Level: Drd 3, Rgr 3, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S

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

Targets: one living creature

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: yes (harmless)

The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject take a -4 penalty. Tiny or smaller creatures must succeed at a Fortitude save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

Create Pit

Conjuration (Creation)

Level: Sor/Wiz 2, Caves 2

Casting Time: 1 standard action

Components: V, S, F (miniature shovel costing 10 gp)

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

Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration: 1 round + 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a 10-foot-by-10-foot extra-dimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to avoid falling into it. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take [falling damage](#) as normal. The pit's coarse stone walls have a [Climb](#) DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

Dancing Lantern

Transmutation [Fire, Light]

Level: Brd 1, Clrc 1, Rgr 1, Sor/Wiz 1

Casting Time: 1 standard action

Components: V, S, F (a lantern)

Range: Touch

Effect: Animates one lantern

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A *dancing lantern* can be made permanent with a *permanency* spell (CL 9th, 2,500 gp).

Defensive Shock

Evocation [Electricity]

Level: Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S, M (a hollow metal sphere)

Range: Personal

Target: You

Duration: 1 minute/level or until discharged

Electrical energy floods your body, shocking the next creature that touches you. Any creature striking you with its body or a handheld weapon takes 1d6 points of electricity damage per two caster levels (maximum 6d6). If the attacker has spell resistance, it applies against this damage. Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends.

Draconic Reservoir

Evocation [Acid, Cold, Electricity, or Fire]

Level: Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S, M (a scale from dragon that produces the energy you seek to absorb)

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level or until discharged; see text

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Draconic reservoir functions as *protection from energy*, absorbing 6 points of one type of energy damage per caster level (acid, cold, electricity, or fire, maximum 60 points). Each round, as a swift action, the subject can release 1d6 points of the absorbed energy and apply it to any melee attack, as if using an *acidic*, *flaming*, *frost*, or *shock* weapon. The first creature the subject strikes with this attack takes the energy damage in addition to any other consequences of the attack.

Releasing energy in this way does not "free up" space to absorb still more energy; the maximum amount of energy the spell can absorb remains fixed. The subject cannot release more energy than he currently has absorbed. Once the subject has absorbed all the energy allowed by the spell, he takes damage as normal from that energy type. Once the energy has been released, the spell is discharged.

Draconic reservoir does not stack with *protection from energy*.

Draconic reservoir overlaps (and does not stack with) *resist energy*. If a character is warded by *draconic reservoir* and *resist energy*, *draconic reservoir* absorbs damage until it reaches its maximum limit.

Dragon's Breath

Evocation [Acid, Cold, Electricity, or Fire]

Level: Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S, M (a dragon scale)

Range: 30 ft. or 60 ft.

Area: Cone-shaped burst or line

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You breathe out a blast of energy. Creatures in the affected area take 1d6 points of energy damage per caster level (maximum of 12d6). A successful Reflex save results in half damage. The spell's effect and energy type depend on the type of dragon scale used:

- *Black dragon*: 60-foot line of acid.
- *Blue or bronze dragon*: 60-foot line of electricity.
- *Green dragon*: 30-foot cone of acid.
- *Gold or red dragon*: 30-foot cone of fire.
- *Silver or white dragon*: 30-foot cone of cold.
- *Brass dragon*: 60-foot line of fire.
- *Copper dragon*: 60-foot line of acid.

Elemental Aura

Evocation [Acid, Cold, Electricity, or Fire]

Level: Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S

Range: Personal

Targets: You

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell forms an aura of energy around you, damaging all those that come near you. Choose an energy type: acid, cold, electricity, or fire. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of energy damage of the selected type. This aura has an additional effect, depending upon the type of energy chosen:

- **Acid:** Creatures affected by your aura take 1 point of ongoing acid damage per round for 1 round per three caster levels, and are sickened for the duration of the ongoing acid damage.
- **Cold:** Creatures affected by your aura are fatigued. A creature that is already fatigued suffers no additional effect.
- **Electricity:** Creatures affected by your aura are staggered for 1 round.
- **Fire:** Creatures affected by your aura catch on fire.

Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the additional effect. The aura's additional effects do not stack if a creature takes damage from your aura multiple times. You may only have one *elemental aura* in effect at

one time. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

Elemental Body

Transmutation (Polymorph)

Level: Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S, M (the element you plan to assume)

Range: Personal

Target: You

Duration: 1 min/level (D)

When you cast this spell, you can assume the form of a Small air elemental, Small earth elemental, Small fire elemental, or Small water elemental. The abilities you gain depend upon the type of elemental into which you change. Elemental abilities based on size, such as burn, vortex, and whirlwind, use the size of the elemental you transform into to determine their effect.

- **Air elemental:** If the form you take is that of a Small air elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You also gain fly 60 feet (perfect), darkvision 60 feet, and the ability to create a whirlwind.
- **Earth elemental:** If the form you take is that of a Small earth elemental, you gain a +2 size bonus to your Strength and a +4 natural armor bonus. You also gain darkvision 60 feet and the ability to earth glide.
- **Fire elemental:** If the form you take is that of a Small fire elemental, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus. You gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability.
- **Water elemental:** If the form you take is that of a Small water elemental, you gain a +2 size bonus to your Constitution and a +4 natural armor bonus. You also gain swim 60 feet, darkvision 60 feet, the ability to create a vortex, and the ability to breathe water.

Elemental Detonation

Evocation [Acid, Cold, Electricity, or Fire]

Level: Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S, M (two vials; one containing acid and one containing an alkaline solution worth a total of 50 gp)

Range: 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: 1 round, then instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You flood yourself with a potent surge of elemental energy. One round after completing the casting of the spell, the energy explodes from your body.

When this spell creates the explosion of energy, choose one of the following four energy types: acid, cold, electricity, or fire. The explosion inflicts 1d8 points of damage of that energy type per caster level (maximum 10d8) to all creatures and unattended objects within 15 feet, and half that amount to targets past 15 feet but within 30 feet. You automatically take half damage from the explosion, without a Saving Throw, but any other energy resistance or energy immunity affects you may have in place can prevent or lessen this overflow damage caused by the explosion.

Elemental Speech

Divination [Air, Earth, Fire, or Water]

Level: Brd 3, Clrc 3, Drd 2, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S, M (iron filings)

Range: Personal

Targets: You

Duration: 1 minute/level

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based on the version of the spell you cast. *Elemental speech* does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

- When cast as an air spell, you can converse in Auran and with any creature that has the air subtype or a fly speed.
- When cast as an earth spell, you can converse in Terran and with any creature that has the earth subtype or a burrow speed.
- When cast as a fire spell, you can converse in Ignan and with any creature that has the fire subtype.
- When cast as a water spell, you can converse in Aquan and with any creature that has the water subtype or a swim speed.

Elemental Touch

Evocation [Acid, Cold, Electricity, or Fire]

Level: Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S, M (a bit of the chosen element: earth, water, air, or fire)

Range: Personal

Targets: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: No

Upon completing the casting of this spell, elemental energy infuses your hands.

Choose an energy type: acid, cold, electricity, or fire. You gain a melee touch attack causing 1d6 points of damage of that energy type, along with a special effect described below. You also deal energy damage and the related special effect when you attack with your hands using an unarmed strike, a single claw, or a single slam attack. This bonus damage can never apply to multiple weapons.

- **Acid:** Your touch attack causes 1 point of ongoing acid damage per round for 1 round per three caster levels. The target must make a Fortitude save or be sickened for the duration of the ongoing acid damage.
- **Cold:** The target must make a Fortitude save or be fatigued. A creature that is already fatigued suffers no additional effect.
- **Electricity:** The target must make a Fortitude save or be staggered for 1 round.
- **Fire:** Your hands ignite and shed light as a torch. Your touch may cause targets to catch on fire.

Subsequent attacks inflict the normal damage, but the additional effects do not stack. This spell grants no special protection to anything held in or worn on your hands. When you cast this spell to deal acid, cold, electricity, or fire damage, it is a spell of that type.

Expeditious Excavation

Transmutation [Earth]

Level: Drd 1, Sor/Wiz 1

Casting Time: 1 standard action

Components: V, S, M (tiny shovel)

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

Area: Dirt in a 5-ft. cube

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

You can excavate and move earth, dust, and sand up to the size of a 5-foot cube. If you are buried, you may open a 5-foot cube around yourself, but the spell cannot be used for tunneling.

Besides its mundane applications, you can open a 5-foot-deep pit at a creature's feet. A Medium or smaller creature falls prone in the pit unless it succeeds on a Reflex save. With a successful save, it can choose to land harmlessly on its feet in the pit or hop to an adjacent square; this movement does not provoke attacks of opportunity. A creature can escape a 5-foot-deep pit with a DC 5 Climb check. Larger creatures may ignore pits smaller than their size.

The earth excavated by this spell is ordinarily distributed harmlessly across the spell's range, but you may choose to throw up a burst of grit and debris when you dig a pit. This cloud of debris provides concealment to any creatures in the square affected and all adjacent squares for 1 round. *Expeditious excavation* has no effect on solid rock or earth creatures.

Fire Breath

Evocation [Fire]

Level: Sor/Wiz 2,

Components: V, S,

Casting Time: 1 standard action

Area: 10-ft. cone

Duration: One hour or until discharged

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows you to spit a gout of flame in a 10-foot cone, dealing 1d6 points of fire damage per caster level (maximum 5d6). Fire breath is considered a breath weapon. If you expend the spell on the round you cast it, you only use one standard action to cast and breathe. If you save the spell for later, you must use a standard action to breathe fire. If unused, the gout of flame dissipates after 1 hour.

Firefall

Transmutation [Fire]

Level: Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S, M (one fire source)

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

Targets: One fire source, up to a 20-foot cube

Duration: Instantaneous

Saving Throw: Will negates and Reflex negates; see text

Spell Resistance: No

Firefall causes a fire to erupt into a geyser of dazzlingly bright liquid flame. The spell uses one fire source, which is immediately extinguished. A fire larger than a 20-foot cube is only partly extinguished. Magical fires are not extinguished, but a creature of the fire subtype used as the source takes 1 point of damage per caster level (no Saving Throw).

The coruscating rain of fire fills a hemispherical burst with a radius of 60 feet. All creatures and objects in the area take 5d6 points of fire damage and catch on fire.

Creatures who make successful Reflex saves take half damage and don't catch on fire. Creatures within 120 feet of the original fire source are blinded for 1d4+1 rounds (Will negates).

Glide

Transmutation

Level: Drd 2, Rgr 1, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S, M/DF (a leaf)

Range: Personal

Targets: You

Duration: Until landing or 1 minute/level (D)

You take no damage from falls (as if from *feather fall*). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Gravity Bow

Transmutation

Level: Rgr 1, Sor/Wiz 1

Casting Time: 1 standard action

Components: V, S

Range: personal

Targets: you

Duration: 1 minute/level (D)

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a *gravity bow* (see table on this page for associated increase/decrease in damage due to size change). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

Tiny and Large Weapon Damage:

T	M	L
-	1d2	1d3
1	1d3	1d4
1d2	1d4	1d6
1d3	1d6	1d8
1d4	1d8	2d6
1d6	1d10	2d8
1d8	1d12	3d6

Haunting Mists

Illusion (Figment) [Fear, Shadow]

Level: Brd 2, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S

Range: 20 ft.

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 minute/level (D)

Saving Throw: Will partial (see text)

Spell Resistance: No

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

Hydraulic Push

Evocation [Water]

Level: Drd 1, Sor/Wiz 1

Casting Time: 1 standard action

Components: V, S

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

Targets: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth a quick blast of water that knocks over and soaks one creature or square. You can use this blast of water to make a bull rush against any one creature or object. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. *Hydraulic push* extinguishes any normal fires on a creature, object, or in a single 5-foot square which it is targeted against. Magical fires are unaffected.

Hydraulic Torrent

Evocation [Water]

Level: Drd 3, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call forth a powerful stream of water that batters all creatures and obstacles in its path until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush. You can bull rush creatures of any size, not just those one size larger than your own. Make a combat maneuver check and apply its results to each creature within the area. Your CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest. This bull rush does not provoke an attack of opportunity. Against immovable objects this stream instead allows you to make a Strength check to destroy the target. When attempting to break an object, the stream has an effective Strength equal to

your caster level plus the ability score modifier as above. The Break DC depends on the object you're trying to break (see Damaging Objects for sample Break DCs for various objects.)

Hydraulic torrent extinguishes any normal fires it encounters along its path. Magical fires are unaffected.

Keen Senses

Transmutation

Level: Drd 1, Rgr 1

Casting Time: 1 standard action

Components: V, M/DF (a hawk's feather)

Range: Touch

Targets: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +2 competence bonus on Listen and Spot checks and gains low-light vision. Subjects that have low-light vision double the distance they can see under the effects of this spell.

Malfunction

Transformation

Level: Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S

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

Area: One construct

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This functions as *confusion*, except it only affects constructs, and instead of babbling incoherently, the construct takes no actions on its turn (but may still make attacks of opportunity).

Masterwork Transformation

Transmutation

Level: Brd 2, Clrc 2, Drd 2, Sor/Wiz 2

Casting Time: 1 hour

Components: V, S, M (see below)

Range: Touch

Target: One weapon, suit of armor, shield, tool, or skill kit touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

Moonstruck

Enchantment (Compulsion) [Mind-affecting]

Level: Drd 4, Sor/Wiz 4, Rage 6

Casting Time: 1 standard action

Components: V, S, M (a pinch of powdered moonstone)

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

Targets: One humanoid creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous *rage* and *confusion* spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

Natural Attacks by Size

Natural Attack	Base damage by size			Damage Type	Attack Type
Bite	1d4	1d6	1d8	B/S/P	Primary
Claw	1d3	1d4	1d6	B/S	Primary

Confusion Effects

d%	Behavior.
01 – 25	Act normally.
26 – 50	Do nothing but babble incoherently.
51 – 75	Deal 1d8+Str modifier damage to self with item in hand.
76 – 100	Attack nearest creature.

River of Wind

Evocation [Air]

Level: Drd 4, Sor/Wiz 4

Casting Time: 1 standard action

Components: V, S

Range: 120 ft.

Area: 120-ft. line

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Summoning up the power of the tempest, you direct a current of forceful winds where you please. This spell creates a 5-foot-diameter line of wind-the direction of the wind is away from your location when you cast the spell, and remains constant in that direction for the spell duration. Creatures caught in a *river of wind* take 4d6 nonlethal damage and are knocked prone. A successful Fortitude save halves the damage and prevents being knocked prone.

A creature that begins its turn wholly or partially within a *river of wind* must make a Fortitude save or be pushed 20 feet in the wind's direction of flow, take 2d6 nonlethal damage, and be knocked prone-a successful Fortitude save means the creature merely takes 1d6 nonlethal damage. Creatures under the effect of *freedom of movement* and creatures with the air subtype are unaffected by a *river of wind*.

Shifting Sand

Transmutation [Earth]

Level: Drd 3, Sor/Wiz 3

Casting Time: 1 standard action

Components: V, S, M (a handful of sand)

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

Area: 20-ft. spread

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: No

You cause an earthen or sandy surface to shift and churn within the area. The *shifting sand* obliterates tracks and is considered difficult terrain. Acrobatics checks in the area take a penalty equal to your caster level (maximum +10). Creatures entering or beginning their turn in the *shifting sand* must make a Reflex save each round or become entangled until the beginning of their next turn. If they attempt to move while entangled, they must make a second Reflex save or fall prone. Creatures with the stability racial trait (like dwarves) may apply it as a bonus on their saving throws. As a move action, you may move the area of *shifting sand* up to 10 feet in any direction. Creatures that are entangled or prone in the spell's area are carried along with the *shifting sand* in the same direction if possible. This movement does not provoke attacks of opportunity. Unattended Medium or smaller objects may also be carried along or shallowly buried by the *shifting sand*.

Stone Call

Conjuration (Creation) [Earth]

Level: Drd 2, Rgr 2, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S, DF

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

Area: Cylinder (40-ft. radius, 20 ft. high)

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A rain of dirt, gravel, and small pebbles fills the area, dealing 2d6 points of bludgeoning damage to every creature in the area. This damage only occurs once, when the spell is cast.

For the remaining duration of the spell, this debris covers the ground, making the entire area difficult terrain. At the end of the duration, the rocks disappear, leaving no aftereffects (other than the damage dealt).

Stone Fist

Transmutation

Level: Clrc 2, Pal 2

Components: V, S, DF,

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your fists turn into menacing, rocky lumps capable of inflicting deadly wounds.

While this spell is in effect, your unarmed attacks do not provoke attacks of opportunity, and they deal lethal bludgeoning damage. The damage that your unarmed attacks deal increases as well, according to your size as given on the table below. If your unarmed strike already deals more damage than the indicated amount, you always use the higher value. In addition, if you are a dwarf or a goliath under the effects of this

spell, your unarmed attacks overcome damage reduction as if they were cold iron weapons.

Spiked Pit

Conjuration (Creation)

Level: Sor/Wiz 3, Caves 3

Casting Time: 1 standard action

Components: V, S, F (miniature shovel costing 10 gp)

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

Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration: 1 round + 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell functions as *create pit*, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

Spark

Evocation [Fire]

Level: Brd 0, Clrc 0, Drd 0, Sor/Wiz 0

Casting Time: 1 standard action

Components: V or S

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

Targets: One Fine object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use *spark* in any sort of weather and it takes much less time to actually ignite an object.

Share Memory

Divination

Level: Brd 2, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: You and one creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

Silk to Steel

Transmutation

Level: Brd 2, Sor/Wiz 2

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: One scarf

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility. Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

Seek Thoughts

Divination [Mind-affecting]

Level: Brd 3, Sor/Wiz 3, Thought 3

Casting Time: 1 standard action

Components: V, S, M (a handful of copper coins)

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: concentration, up to 1 minute/level

Saving Throw: Will negates

Spell Resistance: No

Similar to *detect thoughts*, *seek thoughts* allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. *Seek thoughts* does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on *seek thoughts* while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

Slipstream

Conjuration (Creation) [Water]

Level: Drd 2, Rgr 2, Sor/Wiz 2, Ocean 2

Casting Time: 1 standard action

Components: V, S, M/DF (a few drops of oil and water)

Range: Touch

Targets: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates (harmless)

Spell Resistance: No

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet.

If going downhill, speed increases by 20 feet instead, but *slipstream* provides no movement bonus when going uphill.

While swimming, the *slipstream* increases the target's swim speed by 20 feet-if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

Sirocco

Evocation [Air, Fire]

Level: Drd 6, Sor/Wiz 6, Storm 6

Casting Time: 1 standard action

Components: V, S, M/DF (handful of fine sand cast into the air)

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

Area: Cylinder (20-ft. radius, 60 ft. high)
Duration: 1 round/level (D)
Saving Throw: Fortitude partial, see text
Spell Resistance: Yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Balance check, in which case they remain at their original altitude.

Any creature that takes damage from a *sirocco* becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a *sirocco* spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

Touch of the Sea

Transmutation
Level: Drd 1, Sor/Wiz 1
Casting Time: 1 standard action
Components: V, S, M (a fish scale)
Range: Touch
Targets: Creature touched
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Twilight Knife

Evocation [Force]
Level: Sor/Wiz 3
Casting Time: 1 standard action
Components: V, S, F (a small knife)
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Floating knife of force
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

You create a darkly sinister floating knife that attacks the same creature as you each round. If you choose not to attack a creature, or you make an attack that affects multiple opponents, the knife makes no attack during that round.

The knife uses your base attack bonus modified by either your Intelligence or Charisma bonus (whichever is higher) when making this attack. Unless you specifically will it to do otherwise, or it proves impossible to do so, the knife always maneuvers itself so that it can flank your opponent before making the attack. The knife deals 1d4 points of force damage on a successful hit and has the same threat range and critical multipliers as a normal dagger. In addition, if the target is denied a Dexterity bonus to AC or the knife flanks the target, the knife can make sneak attacks as a rogue, inflicting an extra 1d6 points of force damage per four caster levels on a successful attack.

A *twilight knife* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *twilight knife's* AC against touch attacks is 12 (10 + size bonus for Tiny object) plus your Dexterity modifier.

If an attacked creature has *spell resistance*, you make a caster level check (1d20 + caster level) against that *spell resistance* the first time the *twilight knife* strikes it. If the knife is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Versatile Weapon

Transmutation
Level: Brd 2, Rgr 2, Sor/Wiz 3
Casting Time: 1 standard action
Components: V, S, M (iron filings)
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One weapon or 50 projectiles, all of which must be together at the time of casting
Duration: 1 minute/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You transform the physical makeup of a weapon as you desire. This spell functions like *greater magic weapon*, except that it subtly alters the physical properties of a weapon, enabling it to bypass damage reduction of one the following types: bludgeoning, cold iron, piercing, silver, or slashing. The affected weapon still inflicts damage of its normal type and its hardness and hit points are unchanged. This spell can be cast on a natural weapon or unarmed strike.

Wandering Star Motes

Illusion (Pattern) [Light, Mind-affecting]
Level: Brd 4, Sor/Wiz 4
Casting Time: 1 standard action
Components: V, S, M (a sprinkle of flash powder)
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One living creature and special; see text
Duration: 1/round per level
Saving Throw: Will negates; see text
Spell Resistance: Yes

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the *wandering star motes* jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the *wandering star motes* jump to the next nearest enemy within 30 feet.

A given creature can only be affected by the *wandering star motes* once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

Note

This is a conversion from Radiance House's: Pact Magic Unbound, Vol. 1 a 3rd party Pathfinder book, most of the credit goes to those guys. I just converted some of the spirits to fit the Tome of Magic's binder class. Feel free to use this document as you wish.

PS: The vestiges legend's will be written at some point, some will be copied some will be completely re-written cause most of them are lame and I think to become a vestige one must have had a really epic life or unlife.

PSPS: There might be some residual Pathfinder rules left over since I'm too lazy read the whole thing right now.

By: Ragmon.