



# MYSTIC

## SPELL DECK 1

0<sup>TH</sup> - 3<sup>RD</sup> LEVEL

**STARFINDER**  
COMPATIBLE

# DANCING LIGHTS

LEVEL 0

**School** evocation

**Casting Time** 1 standard action

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

**Effect** up to four lights

**Duration** 1 minute (D)

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

You create up to four lights that resemble small headlights or flashlights. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

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

# DETECT AFFLICTION

LEVEL 0

**School** divination

**Casting Time** 1 standard action

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

**Targets** one creature or object

**Duration** instantaneous

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

You determine whether a creature or object has been poisoned, is diseased, is cursed, or is suffering a similar affliction. If the target is poisoned or diseased, you automatically detect that fact and can determine the exact type of poison or disease with a successful DC 20 Intelligence or Wisdom check. If you are trained in Life Science or Medicine (depending on the nature of the poison or disease), you can attempt a DC 20 check of that skill if you fail your Wisdom or Intelligence check. If the target is cursed or suffering from a similar affliction, you must succeed at a DC 20 Intelligence or Wisdom check to determine that fact. You can then determine the exact nature of the curse with a successful DC 25 Mysticism check.

**School** divination

**Casting Time** 1 standard action

**Range** 60 ft. Area cone-shaped emanation

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

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

You detect all magic spells, effects, items, and objects (including those on or affecting creatures you can see), as well as hybrid items, in the area. You can't detect magical traps in this way, as they are created with additional magic that wards them from this common spell. Each round you concentrate on the same area, you can determine if one magic source you detect is from a spell, magic item, or other effect, and the caster level (or item level) of the effect. You can't determine if there are magic sources in areas you can't see, or if there was a magic source in an area at one time but that has since expired.

**School** necromancy

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 1 round/level

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

You make a melee attack against a single target's EAC, adding your key ability score modifier to the attack roll instead of your Strength modifier if it is higher. The target must succeed at a Fortitude save or be fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Casting this spell doesn't provoke attacks of opportunity.

**School** illusion

**Casting Time** 1 standard action

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

**Effect** illusory sounds

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

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

You create a volume of sound that rises, falls, recedes, approaches, or remains fixed. You choose what type of sound this spell creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created can produce as much noise as 20 normal humans. Thus, you can create shouting, singing, talking, marching, running, or walking sounds, as well as sounds of battle or small explosions. You can make noises that sound like machines, the general chatter of distant conversation, or the roar of an alien predator, but you can't make specific sounds such as intelligible speech or the exact hum of a particular starship's engines.

**School** necromancy (language-dependent)

**Casting Time** 1 minute

**Range** touch

**Targets** one dead creature

**Duration** 1 round

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

You can force a touched corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse utters random sentences for 1 round, with a 10% chance this information is of some use to you. Useful information might include warnings about dangers in a wrecked starship, the password to unlock a computer, or the name of a supernatural creature seeking you or your allies. The GM makes the d% roll in secret and decides what information, useful or not, the corpse spews out in its babbling. Once a corpse has been subjected to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. A corpse must have a mouth or means to speak in order for this spell to function, and the spell doesn't affect a corpse that has been turned into an undead creature.

# PSYCHOKINETIC HAND

LEVEL 0

**School** transmutation

**Casting Time** 1 standard action

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

**Targets** one unattended object of no more than 10 lbs. or 1 bulk

**Duration** concentration

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

You point your finger at the target object, gaining the ability to lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. You can't perform complex operations, such as firing a gun or using a computer, but you can shut a mechanical door or lid and work simple buttons to open or close automated doors or trigger an alarm.



**School** conjuration (healing)

**Casting Time** 1 standard action

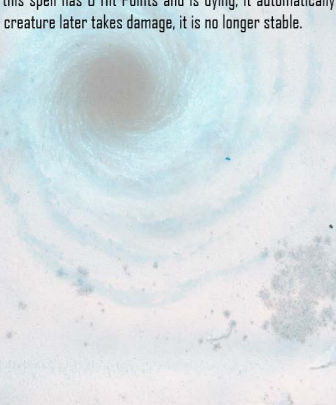
**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one living creature

**Duration** instantaneous

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

If the target of this spell has 0 Hit Points and is dying, it automatically stabilizes. If the creature later takes damage, it is no longer stable.



# TELEKINETIC PROJECTILE

LEVEL 0

**School** evocation

**Casting Time** 1 standard action

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

**Targets** one object and one creature

**Duration** instantaneous

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

You fling an object weighing up to 5 pounds (less than 1 bulk) at the target, making a ranged attack against its KAC. If you hit, you deal 1d6 bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack.

# TELEPATHIC MESSAGE

LEVEL 0

**School** divination (language-dependent, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** up to one creature/level

**Duration** 10 minutes/level

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

You can send a short telepathic message and hear simple telepathic replies. Any living creature within 10 feet of you or an intended recipient also receives your telepathic message if it succeeds at a DC 25 Perception check. You must be able to see or hear each recipient. The creatures that receive the message can reply telepathically, but no more than a single message can be sent each round, and each message cannot exceed 10 words. A technomancer casting this spell can also use it to send a message to a computer or a construct with the technological subtype if the receiving target is designed to receive messages.

**School** transmutation

**Casting Time** 1 standard action

**Range** 10 ft.

**Targets, Effect, or Area** see text

**Duration** 1 hour

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

Token spells are often some of the first minor changes that spellcasters produce when they begin experimenting with magic. Once cast, *token spell* enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. You can slowly lift one item of light bulk. You can alter items in a 1-foot cube each round, coloring, cleaning, soiling, cooling, warming, or flavoring them. You can create small objects, but they look artificial and are extremely fragile (they can't be used as tools or weapons). You can illuminate an object to shed dim light in a 30-foot radius. *Token spell* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond moving, cleaning, or soiling it) persists for only 1 hour.

# CHARM PERSON

LEVEL 1

**School** enchantment (charm, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one humanoid creature

**Duration** 1 hour/level

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

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus to its saving throw. The spell does not enable you to control the charmed creature as if it were an automaton. It is unlikely to attempt to harm you, but it is also unlikely to attack any of its true friends or allies. You can try to give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries of this check are not allowed.) An affected creature never obeys suicidal or obviously harmful suggestions. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your suggestions, or else be good at pantomiming.

**School** enchantment (compulsion, language-dependent, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one living creature

**Duration** 1 round

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

You give the target one of the following commands, which it obeys to the best of its ability at its earliest opportunity. If the target can't carry out your command on its next turn, the spell automatically fails.

**Approach:** The target moves toward you as quickly and directly as possible for 1 round, taking no other actions and triggering reactions (such as attacks of opportunity) for this movement as normal.

**Drop:** The target drops whatever it is holding. It can't pick up any dropped item until its next turn.

**Fall:** The target falls to the ground and remains prone for 1 round. It can otherwise act normally.

**Flee:** The target moves away from you as quickly and directly as possible for 1 round, taking no other actions and provoking reactions (such as attacks of opportunity) for this movement as normal.

**Halt:** The target is dazed for 1 round.

# CONFUSION, LESSER

LEVEL 1

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one living creature

**Duration** 1 round

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

This spell causes a single creature to become confused (as per the *confusion* spell) for 1 round.

Any confused creature that is attacked automatically attacks or attempts to attack its attackers on its next turn, as long as it is still confused at the start of its next turn. Note that a confused creature will not make attacks of opportunity against any foe that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). For confused creatures that have not been attacked, roll on the following table at the start of each affected creature's turn each round to see what it does in that round.

## D% BEHAVIOR

1-25 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.

A confused creature that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused target.

# DETECT RADIATION

LEVEL 1

**School** divination

**Casting Time** 1 standard action

**Range** 120 ft.

**Area** 120-ft. spherical emanation centered on you

**Duration** 10 minutes/level

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

You detect radiation in the surrounding area, and you can determine the specific intensity of the radiation of one area or object within the spell's area each round without taking an action (see *Radiation* on page 403 for more details). The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.



**School** divination (mind-affecting)

**Casting Time** 1 standard action

**Range** 60 ft. **Area** cone-shaped emanation

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

**Saving Throw** Will negates. see text: **Spell Resistance** no

You detect the surface thoughts of intelligent creatures around you. The amount of information revealed depends on how long you study a particular area or target.

**1st Round:** You detect the presence or absence of thoughts from conscious creatures that have Intelligence scores of at least 1 (or an Intelligence modifier of -5) or higher.

**2nd Round:** You detect the number of thinking minds and the Intelligence score (or modifier) of each. If the highest Intelligence score is 26 (or a modifier of +8) or higher and at least 10 points higher than your own Intelligence score (or 5 points higher than your own Intelligence modifier), you are stunned for 1 round and the spell ends. This spell doesn't let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

**3rd Round:** You can read the surface thoughts of any mind in the area. A target who succeeds at its Will save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (an Intelligence score of 1 or 2 or an Intelligence modifier of -4 or lower) have simple, instinctual thoughts. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 3 feet of dirt or wood, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or any force field blocks it.

**School** illusion

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minutes/level (D)

You make yourself—and any clothing, armor, weapons, and equipment on you—look different. You can seem up to 1 foot shorter or taller, thin, fat, or in between. You can't change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could merely add or obscure a minor feature, or you could look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you gain a +10 circumstance bonus to the Disguise check (since it counts as altering your form). A creature that interacts with you directly can attempt a Will saving throw to recognize your appearance as an illusion.

**School** enchantment (emotion, fear, mind-affecting)

**Casting Time** 1 standard action

**Range** see text

**Targets** see text

**Duration** see text

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

With a single mental nudge, you can unlock one or more targets' deepest nightmares. A target that succeeds at its Will saving throw against this spell is shaken for 1 round.

**1st:** When you cast *fear* as a 1st-level spell, it affects one living creature of CR 4 or lower at close range (25 feet + 5 feet/2 levels). The target must succeed at a Will saving throw or be frightened for 1d4 rounds.

**2nd:** When you cast *fear* as a 2nd-level spell, it affects one living creature of CR 4 or lower per 3 caster levels at medium range (100 feet + 10 feet/level), no two of which can be more than 30 feet apart. Each target must succeed at a Will saving throw or be frightened for 1 minute.

**3rd:** When you cast *fear* as 3rd-level spell, it affects all living creatures of CR 8 or lower in 30-foot cone-shaped burst. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

**4th:** When you cast *fear* as 4th-level spell, it affects all living creatures in 30-foot cone-shaped burst regardless of CR. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

# IDENTIFY

LEVEL 1

**School** divination

**Casting Time** 1 standard action

**Range** 5 ft.

**Target** one magic or technological object

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

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

This spell allows you to attempt to identify the function of a magic item (with Mysticism) or technological device (with Engineering) each round. You gain a +10 insight bonus to skill checks to identify the properties and command words or passwords of items targeted when using this spell. This spell does not allow you to identify artifacts.

**School** transmutation

**Casting Time** 1 standard action

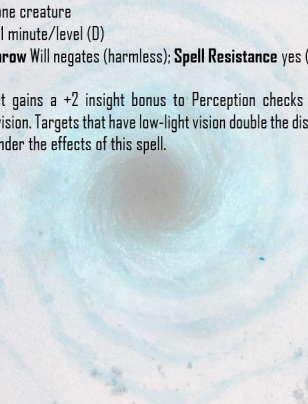
**Range** touch

**Targets** one creature

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

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

The target gains a +2 insight bonus to Perception checks and gains low-light vision. Targets that have low-light vision double the distance they can see under the effects of this spell.



**School** abjuration

**Casting Time** 1 standard action

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

**Targets** up to one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 day/level

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

You surround the target creatures with a constant and movable 1-inch shell of tolerable living conditions customized for each creature. This shell enables the targets to breathe freely in a variety of atmospheric conditions (including in corrosive, thick, thin, and toxic atmospheres), as well as underwater or in a vacuum. It also makes the targets immune to harmful gases and vapors, including inhaled diseases and poisons as well as spells with a harmful gaseous effect. In addition, the shell protects targets (and their equipment) from extreme temperatures (between  $-50^{\circ}$  and  $140^{\circ}$  F) without having to attempt Fortitude saving throws, as well as extreme pressures. *Life bubble* doesn't provide protection from energy damage, negative or positive energy (such as found on the Negative and Positive Energy Planes), or radiation; it also doesn't provide the ability to see in conditions of poor visibility (such as in smoke or fog) or the ability to move or act normally in conditions that impede movement (such as underwater).

**School** divination (mind-affecting)

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** instantaneous

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

You link your mind to that of a touched creature to swiftly communicate a large amount of complex information in an instant. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of visual images and emotional sensations, and it isn't language dependent.

**School** divination (mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

**1st:** When you cast *mind thrust* as a 1st-level spell, it deals 2d10 damage to the target.

**2nd:** When you cast *mind thrust* as a 2nd-level spell, it deals 4d10 damage to the target.



# MYSTIC CURE

# LEVEL 1

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch

**Targets** one living creature

**Duration** instantaneous

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

With a touch, you heal and invigorate your target, restoring a number of Hit Points. If the target regains all of its Hit Points as a result of this healing, you can apply the remaining healing to yourself, as long as you are a living creature. On the other hand, if this isn't enough to restore all the target's Hit Points, you can transfer any number of your own Hit Points to the target, healing the target that amount. You can't transfer more Hit Points than you have or more Hit Points than the target is missing. *Mystic cure* restores a number of Hit Points to your target depending on the spell's level.

**1st:** 1d8 + your Wisdom modifier

**2nd:** 3d8 + your Wisdom modifier

**3rd:** 5d8 + your Wisdom modifier

**4th:** 7d8 + your Wisdom modifier

**5th:** 9d8 + your Wisdom modifier

**6th:** 11d8 + your Wisdom modifier

In addition, unlike most healing, when you cast *mystic cure* as a spell of 4th-level or higher, you have two options to enhance its effects. The first option is to restore an extra 5d8 Hit Points with a 4th-level *mystic cure* spell, an extra 7d8 Hit Points with a 5th-level *mystic cure* spell, or an extra 9d8 Hit Points with a 6th-level *mystic cure* spell. The second option is to bring a target that died within 2 rounds back to life. In addition to healing such a creature, the spell returns the target to life, and the target takes a temporary negative level for 24 hours. This spell can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on. Casting this spell doesn't provoke attacks of opportunity.

# REFLECTING ARMOR

LEVEL 1

**School** abjuration (force)

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minutes/level or until dismissed (D); see text

You create a shimmering skin-like coating of mystical force that covers your body, allowing you to reflect damage you take back against your attacker. At any time during this spell's duration, when you take Hit Point damage from an attack made with a weapon by a foe within 100 feet, you can choose to dismiss the spell as a reaction. If you do, the armor crackles with energy as it disappears, arcing through the air to strike the attacking creature, which takes an amount of force damage equal to the damage dealt to you at the time this spell was dismissed (maximum 10). The target can attempt a Reflex save for half damage.

# REMOVE CONDITION, LESSER

# LEVEL 1

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** instantaneous

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

You remove any one of the following conditions affecting the target: shaken, sickened, or staggered. If the condition is the result of a disease or another ongoing effect, this spell removes the condition but does not cure the disease or ongoing effect, and the target can regain the condition from that effect as normal, potentially immediately. *Lesser remove condition* also doesn't cure or remove other damage or conditions the target is suffering from any source, even the same source that caused the removed condition. Since this spell's duration is instantaneous, it does not prevent the target from gaining the condition again. Casting this spell doesn't provoke attacks of opportunity.

**School** divination

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 24 hours

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

For 24 hours, the target can read, understand, and communicate to the best of its ability in up to three languages that you already know. This doesn't change the physical nature of the creature (if it lacks a means of speech, it still can't talk) or its attitude toward you. It does, however, allow intelligent creatures that normally have no language to understand and (if physically capable) communicate in the languages granted by this spell.

# WISP ALLY

LEVEL 1

**School** conjuration (creation)

**Casting Time** 1 standard action

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

**Effect** one distracting, glowing servant

**Duration** 1 round/level

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

You draw forth otherworldly energy to create a small, spherical, floating wisp that can distract your enemies in combat. This wisp can move 60 feet per round in any direction, and you can direct it as a move action on your turn. If the wisp occupies the same space as an enemy, the wisp provides your choice of either harrying fire or covering fire (see pages 246–247) against the enemy each round on your turn, and it follows that enemy within range automatically unless you direct it to change targets. The wisp is made of pure light and energy and can't be damaged in combat, though it can be dispelled as normal. In addition to the function described above, the wisp sheds light in a 20-foot radius in a color of your choice (chosen when you cast the spell).

**School** divination

**Casting Time** 1 minute

**Range** personal

**Duration** instantaneous

Casting *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. Casting this spell takes intense personal focus and requires you to spend 1 Resolve Point. The chance for successfully receiving a meaningful reply is 75%; this roll is made secretly by the GM. A question may be so straightforward that a successful result is automatic, or it may be so vague as to have no chance of success. If the augury succeeds, you get one of four results.

Weal (if the action will probably bring good results).

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that have neither especially good nor especially bad results).

If the augury isn't successful, you get the "nothing" result. A spellcaster who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see only about 30 minutes into the future, so anything that might happen beyond that time frame does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. Multiple castings of *augury* by the same creature about the same topic use the same die result as the first casting.

# COMMAND UNDEAD

# LEVEL 2

**School** necromancy (sense-dependent)

**Casting Time** 1 standard action

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

**Targets** one undead creature

**Duration** 1 day/level

**Saving Throw** Will negates, see text; **Spell Resistance** yes

This spell allows you a degree of control over an undead creature. If the target is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An intelligent commanded undead never obeys suicidal or obviously harmful suggestions, but it might be convinced that something very dangerous is worth doing. An unintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. Unintelligent undead won't resist suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. You command the undead creature by voice and it understands you, no matter what language you speak.

**School** transmutation

**Casting Time** 1 standard action

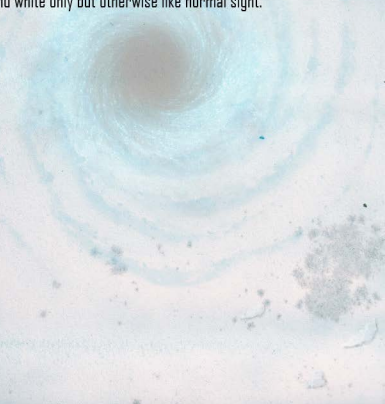
**Range** touch

**Targets** one creature or camera

**Duration** 1 hour/level

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

The target gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.





# DAZE MONSTER

## LEVEL 2

**School** enchantment (compulsion, mind-affecting)


**Casting Time** 1 standard action

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

**Targets** one living creature of CR 5 or lower

**Duration** 1 round **Saving Throw** Will negates; **Spell Resistance** yes

This spell short-circuits the mind of any one living creature of any type with a CR of 5 or lower so that it is dazed (unable to take actions, but taking no penalty to AC). Creatures of CR 6 or higher are not affected. After a creature has been dazed by this spell, it is immune to it for 1 minute.



**School** enchantment (emotion, fear, mind-affecting)

**Casting Time** 1 standard action

**Range** see text

**Targets** see text

**Duration** see text

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

With a single mental nudge, you can unlock one or more targets' deepest nightmares. A target that succeeds at its Will saving throw against this spell is shaken for 1 round.

**1st:** When you cast *fear* as a 1st-level spell, it affects one living creature of CR 4 or lower at close range (25 feet + 5 feet/2 levels). The target must succeed at a Will saving throw or be frightened for 1d4 rounds.

**2nd:** When you cast *fear* as a 2nd-level spell, it affects one living creature of CR 4 or lower per 3 caster levels at medium range (100 feet + 10 feet/level), no two of which can be more than 30 feet apart. Each target must succeed at a Will saving throw or be frightened for 1 minute.

**3rd:** When you cast *fear* as 3rd-level spell, it affects all living creatures of CR 8 or lower in 30-foot cone-shaped burst. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

**4th:** When you cast *fear* as 4th-level spell, it affects all living creatures in 30-foot cone-shaped burst regardless of CR. Each target must succeed at a Will save or become panicked for 1 minute. If cornered, a panicked creature begins cowering.

**School** conjuration (creation)

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level) **Area** 20-ft.-radius spread

**Duration** 10 minutes/level

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

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance) against its attacker. Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target) against their attackers. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. This spell doesn't function underwater or in a vacuum.

# FORCE BLAST

LEVEL 2

**School** evocation (force)

**Casting Time** 1 standard action

**Range** 30 ft. **Area** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex partial, see text; **Spell Resistance** yes

You gather mystical energy and blast it outward in a mighty wave originating from your fingertips, damaging and potentially knocking back your enemies. This spell deals 2d6 force damage to each creature in the area unless it succeeds at a Reflex saving throw for half damage. Additionally, the force from this spell effectively attempts to bull rush all creatures in the area. Attempt a single bull rush combat maneuver, using your caster level + your key ability score modifier as your attack bonus. Compare the result to each target's KAC + 8. If you're successful, that creature is knocked back 5 feet, plus 5 additional feet for every 5 by which your attack exceeds the creature's KAC + 8. If there is an obstacle in the way, the creature stops at the obstacle instead.

# HOLD PERSON

# LEVEL 2

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one humanoid creature

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

**Saving Throw** Will negates, see text; **Spell Resistance** yes

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

**School** evocation (force)

**Casting Time** 1 standard action

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

**Targets** up to five creatures; see text

**Duration** instantaneous

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

You create a spinning disk made of pure, shimmering force and hurl it at one opponent within range, potentially striking other nearby enemies as the disk ricochets. Choose the initial target, and make a ranged attack against its EAC. If the attack hits, the disk deals 3d6 force damage. The disk then ricochets to hit up to four more creatures of your choice, each no more than 15 feet from the last target. Make a ranged attack against each successive target's EAC in turn; the disk deals 2d6 force damage to each secondary target struck (this damage is rolled separately for each target). The disk continues to ricochet in this way until it has attempted to strike five creatures, or until there are no more valid targets, or until you voluntarily end the spell. A creature can take damage only once from a single casting of this spell. The forcedisk is subject to spell resistance, so you must attempt a caster level check ( $1d20 + \text{your caster level}$ ) against each target with spell resistance before determining whether the target might take damage. If you fail this check, the spell ends. The exact shape of the forcedisk is superficially changeable; as part of casting this spell, a spellcaster can decide to make it shaped differently from a traditional disk. For example, using this spell to create a starknife made of force is popular among Desna's followers. The spell still deals the amount of damage described above regardless of the disk's shape.

# INFLECT PAIN

# LEVEL 2

**School** enchantment (mind-affecting, pain)

**Casting Time** 1 standard action


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

**Targets** one creature

**Duration** 1 round/level

**Saving Throw** Will partial, see text; **Spell Resistance** yes

You telepathically rack the target's mind and body with agonizing pain that imposes a -2 penalty to ability checks, attack rolls, and skill checks. A target that succeeds at a Will saving throw reduces the duration to 1 round.



**School** divination (mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** instantaneous

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

You divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. The target can attempt a Will saving throw to halve the damage dealt by this spell. This spell has no effect on creatures without an Intelligence score.

**1st:** When you cast *mind thrust* as a 1st-level spell, it deals 2d10 damage to the target.

**2nd:** When you cast *mind thrust* as a 2nd-level spell, it deals 4d10 damage to the target.

**3rd:** When you cast *mind thrust* as a 3rd-level spell, it deals 7d10 damage to the target.

**4th:** When you cast *mind thrust* as a 4th-level spell, it deals 10d10 damage to the target and the target is fatigued for 1 round if it fails its saving throw.

**5th:** When you cast *mind thrust* as a 5th-level spell, it deals 15d10 damage to the target. The target is exhausted for 1 round if it fails its save and it is fatigued for 1 round if it succeeds at its saving throw.

**6th:** When you cast *mind thrust* as a 6th-level spell, it deals 17d10 damage to the target. The target is exhausted and stunned for 1 round if it fails its save, and it is fatigued for 1 round if it succeeds at its saving throw.



**School** conjuration (healing)

**Casting Time** 3 rounds

**Range** touch

**Targets** one creature

**Duration** instantaneous

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

*Lesser restoration* dispels any magical effects reducing one of the target's ability scores, or it heals 1d4 temporary ability damage to one of the target's ability scores. It also eliminates any fatigue suffered by the creature or improves an exhausted condition to fatigued, but it doesn't remove any underlying source of fatigue or exhaustion. It also doesn't heal permanent ability drain. A target that has benefited from the removal of fatigue or the reduction of exhaustion from *lesser restoration* can't benefit from either effect again for 24 hours.

**School** divination

**Casting Time** 1 standard action

**Range** personal

**Duration** 10 minutes/level (D)

You can see any invisible or ethereal objects or beings within your range of vision, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible and invisible or ethereal creatures. The spell doesn't reveal the method used to obtain invisibility, doesn't reveal illusions or enable you to see through opaque objects, and doesn't reveal creatures that are simply concealed, hiding, or otherwise hard to see.

**School** abjuration

**Casting Time** 1 standard action

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

**Targets** one creature

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

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

This spell wards the target and creates a mystic connection between you and the target so that some of its wounds are transferred to you. Casting this spell requires you to spend 1 Resolve Point. The target takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal Hit Point damage, and you take the amount of damage not taken by the target. Only Hit Point damage is transferred in this manner; the target's Stamina Points are damaged as normal. If you still have Stamina Points, you take the damage to your Stamina Points before Hit Points, as with normal damage. Forms of harm that do not involve Hit Points, such as charm effects, temporary ability damage, ability drain, permanent negative levels, and death effects, are not affected. When the spell ends, subsequent damage is no longer divided between the target and you, but damage already split is not reassigned to the target. If you and the target of the spell move out of range of each other, the spell ends.

# SPIDER CLIMB

LEVEL 2

**School** transmutation

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 10 minutes/level

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

The target can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. An affected creature with four limbs must have three limbs free (not holding equipment or being used to perform skills and so on) to climb in this manner. A creature with six limbs needs only four available. In general, other creatures must have 75% of their limbs available to benefit from this spell. The target gains a climb speed of 20 feet (and the +8 racial bonus to Athletics checks to climb granted by that climb speed); furthermore, it doesn't need to attempt Athletics checks to climb to traverse a vertical or horizontal surface (even upside down). An affected creature climbing in this way is not flat-footed while climbing, and opponents get no special bonus to their attacks against it. The creature, however, can't use the run action while climbing.

**School** divination

**Casting Time** 1 standard action

**Range** touch

**Targets** up to one living creature touched/3 levels

**Duration** 1 hour/level

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

When you need to keep track of comrades who get separated, *status* allows you to mentally monitor their relative positions and general conditions. You are aware of the direction of and distance to the creatures and any conditions or states affecting them: confused, diseased, dying, nauseated, panicked, poisoned, staggered, stunned, unconscious, unharmed, wounded, wounded and out of Stamina points, and the like. Once the spell has been cast upon the targets, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a target leaves the plane (including via Drift travel) or dies, the spell ceases to function for that creature.

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

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

**Area** 20-ft.-radius emanation

**Duration** 1 minute/level

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

Creatures within the emanation area can't speak any deliberate and intentional lies. Each potentially affected creature can attempt a Will saving throw to avoid the effect when the spell is cast or when that creature first enters the emanation area. Affected creatures are aware of this enchantment, and they can therefore avoid answering questions to which they would normally respond with a lie, or they can be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

**School** necromancy (curse)

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** permanent

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

You place a terrible curse on the target, stealing either its overall competency or its ability to think and act on its feet. Choose one of the following.

- The target takes a -4 penalty to ability checks, attack rolls, saving throws, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You can also invent your own curse (see Afflictions on page 414 for a few ideas), but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *miracle*, *remove affliction*, or *wish* spell. Casting this spell doesn't provoke attacks of opportunity. *Bestow curse* counters *remove affliction*.

# CHARM MONSTER

# LEVEL 3

**School** enchantment (charm, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one living creature

**Duration** 1 day/level

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

This charm makes a creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus to its saving throw. The spell does not enable you to control the charmed creature as if it were an automaton. It is unlikely to attempt to harm you, but it is also unlikely to attack any of its true friends or allies. You can try to give the target suggestions, but you must succeed at an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries of this check are not allowed.) An affected creature never obeys suicidal or obviously harmful suggestions. Any act by you or your apparent allies that threatens the charmed creature breaks the spell. You must speak the creature's language to communicate your suggestions, or else be good at pantomiming.



**School** divination (scrying)

**Casting Time** 10 minutes

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

**Effect** magical sensor

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

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

You create an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect to create this sensor in a specific spot within range, but the locale must be either a place that's familiar to you or an obvious location, such as inside a cave whose entrance you can see. The sensor doesn't move, but you can rotate it in all directions to view the area as desired. This spell functions only on the plane of existence you are currently occupying.

# DEEP SLUMBER

# LEVEL 3

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 round

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

**Area** one or more living creatures with a total CR of 8 or lower, all within a 10-ft.-radius burst

**Duration** 1 minute/level

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

This spell causes living creatures in the area to fall into a magical sleep, gaining the asleep condition (except normal noise doesn't wake up the sleeping creatures). Creatures with the lowest CR are affected first. Among creatures of equal CR, those who are closest to the spell's point of origin are affected first. *Deep slumber* doesn't affect unconscious creatures, constructs, or undead creatures.

**School** abjuration

**Casting Time** 1 standard action

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

**Targets** one creature, object, spell, or spellcaster

**Duration** instantaneous

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

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

**Targeted Dispel:** One creature, object, or spell is the target of the *dispel magic* spell. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as *zone of truth*). You must name the specific spell effect to be targeted in this way or otherwise uniquely identify it (such as "that burning wall" or "the spell that's giving him those duplicates"). Attempt a dispel check (1d20 + your caster level) with a DC equal to 11 + the spell's caster level. If you succeed, the spell ends. If you don't specify a spell and there is more than one possible spell on the target, your targeted dispel attempts to dispel a spell at random.

[CONTINUED...]

## DISPEL MAGIC, CONTINUED

If you target a force, an object, or a creature that is the effect of an ongoing spell (such as *unseen servant*), you attempt a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you attempt a dispel check against the item level (DC = 11 + the item level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. A magic item's nonmagical physical properties are unchanged: a suppressed *holy laser pistol* is still a laser pistol. Artifacts and deities are unaffected by mortal magic such as this.

You can choose to automatically succeed at your dispel check against any spell you have cast.

**Counter:** You can use the energy of *dispel magic* to disrupt the casting of other spells. First, select an opponent and take the ready action (see page 249) to cast *dispel magic* when that target casts a spell. This is considered a purely defensive action. When that readied action is triggered, you cast *dispel magic* and must attempt a dispel check (1d20 + your caster level) to counter the other spellcaster's spell. The DC is equal to 11 + the other spellcaster's caster level. If the check is successful and the target is in range, the spell fails and has no result.

# HASTE

# LEVEL 3

**School** transmutation

**Casting Time** 1 standard action

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

**Targets** up to one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

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

The targeted creatures move and act more quickly than normal. This extra speed has several effects.

When making a full attack, a hasted creature can also take a separate move action in order to move. The movement can occur before, after, or between the attacks from the full attack. All movement must occur at the same time.

All of the hasted creature's modes of movement (including base, burrow, climb, fly, and swim speeds) increase by 30 feet, to a maximum of twice the target's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple *haste* effects don't stack. *Haste* counters and negates *slow*.

**School** conjuration (creation, disease, poison, radiation)

**Casting Time** 1 standard action

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

**Area** 10-ft.-radius spread; see text

**Duration** instantaneous

**Saving Throw** Fortitude partial, see text; **Spell Resistance** no

This spell floods the area of effect with dangerous radiation. The strength of the radiation you create depends on your caster level, as detailed below. The central irradiated area is always a 10-foot-radius spread that expands normally per the rules for radiation areas of effect (see page 403). Creatures within the area are exposed to the radiation only once; the radiation does not linger in the area. The saving throw to resist the radiation effects is set by the spell rather than the standard save DC for radiation.

#### CASTER LEVEL RADIATION LEVEL

6 <sup>th</sup> or lower	Low
7 <sup>th</sup> -9 <sup>th</sup>	Medium
10 <sup>th</sup> - 16 <sup>th</sup>	High
17 <sup>th</sup> or higher	Severe

## PSYCHOKINETIC STRANGULATION LEVEL 3

**School** transmutation

**Casting Time** 1 standard action

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

**Targets** one creature that breathes

**Duration** concentration up to 1 round/level

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

You manipulate the mystical energy around a creature's throat into a viselike grip, potentially choking the life out of your victim. Each round you concentrate on this spell, it deals 3d8 bludgeoning damage and immobilizes the target. A creature immobilized in this way cannot move and must hold its breath (see page 404). The creature can still attack with any of its weapons (except any bite attacks), cast spells, and so on. Each round the spell affects the target, the target can attempt a Fortitude saving throw to halve the damage and avoid being immobilized.

# RAY OF EXHAUSTION

LEVEL 3

**School** necromancy

**Casting Time** 1 standard action

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

**Targets** one creature

**Duration** 1 minute/level

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

You create an enervating ray of magic. You must make a ranged attack against your opponent's EAC. On a hit, the target is immediately exhausted for the spell's duration. A creature that succeeds at a Fortitude saving throw is only fatigued, unless it is already fatigued, in which case it instead becomes exhausted despite the saving throw. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.



# REMOVE AFFLICTION

# LEVEL 3

**School** conjuration (healing)

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature or object

**Duration** instantaneous or 10 minutes/level; see text

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

You remove impurities from a creature or object, potentially neutralizing the curses, diseases, infestations, poisons, and other harmful conditions affecting it. If the target is a creature, you must attempt a caster level check (1d20 + your caster level) for each curse, disease, infestation, and poison affecting it (DC = 4 + the DC of the affliction). Success means that affliction is removed. Additionally, if the target is blind or deaf due to an affliction or damage, *remove affliction* restores vision and hearing unless the appropriate organ has been entirely removed from the creature's body. A creature that is cured with *remove affliction* takes no additional effects from the curses, diseases, infestations, or poisons removed, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as Hit Point damage, temporary ability damage, or effects that don't go away on their own (such as poison states). This spell cannot remove the curse from a cursed item, though a successful caster level check enables the creature afflicted with any such cursed item to remove the curse and get rid of it. Since the spell's duration is instantaneous, it does not prevent the target from suffering from the same curse, disease, infestation, or poison after a new exposure at a later date. You can instead cast this spell to neutralize the poison in a poisonous creature or object for 10 minutes per level. If you cast it on a creature, the creature can attempt a Will saving throw to negate the effect. *Remove affliction* counters *bestow curse*.

# RESISTANT ARMOR, LESSER

# LEVEL 3

**School** abjuration

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature wearing armor

**Duration** 10 minutes/level

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

*Lesser resistant armor* grants the target (and its gear) protection from your choice of either kinetic damage or energy damage. If you choose kinetic damage, the target and her gear gain DR 5/— that protects against bludgeoning, piercing, and slashing damage. If you choose energy damage, pick any two of acid, cold, electricity, fire, and sonic damage. The target and her gear gain energy resistance 5 that protects against the chosen types of energy. This damage reduction or energy resistance doesn't stack with any damage reduction or energy resistance the target already has, and multiple castings of this spell don't stack.

**School** transmutation

**Casting Time** 1 standard action

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

**Targets** up to one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

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

An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered (see page 277) and can take only a single move action or standard action each turn, but not both, and it can't take full actions. A slowed creature moves at half its normal speed (round down to the next 5-foot increment). Multiple *slow* effects don't stack. *Slow* counters and negates *haste*.

**School** necromancy (language-dependent)

**Casting Time** 10 minutes

**Range** 10 ft. **Targets** one dead creature

**Duration** 1 minute/level

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

You grant the semblance of life to a corpse, allowing it to answer questions. You can ask up to six questions. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature was friendly or helpful toward you in life, the spell works automatically. Otherwise, the corpse can attempt a Will saving throw to resist the spell as if it were alive. On a successful save, the corpse can refuse to answer your questions or attempt to deceive you using its Bluff skill. The target can speak only about what it knew in life. It can't answer any questions that pertain to events that occurred after its death. If the corpse has been subjected to *Speak with Dead* within the past week, this spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse might be able to give partial answers or partially correct answers, but it must have at least a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

**School** enchantment (compulsion, language-dependent, mind-affecting)

**Casting Time** 1 standard action

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

**Targets** one living creature

**Duration** 1 hour/level or until completed

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

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

# SYNAPTIC PULSE

LEVEL 3

**School** enchantment (compulsion, mind-affecting)

**Casting Time** 1 standard action

**Range** 20 ft.

**Area** 20-ft.-radius spread centered on you

**Duration** 1 round

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

You stun all creatures in range for 1 round.



**School** divination

**Casting Time** 1 standard action

**Range** touch

**Targets** one creature

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell grants the creature touched the ability to speak and understand the spoken or signed language of any intelligent creature, whether it is a racial tongue or a regional dialect. The target can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the target to speak with creatures who don't speak. The target can make itself understood as far as its voice carries.

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