

***Magic of Arcanis* – Official Errata and Clarifications**

Version 2007-12-23 – PUBLIC RELEASE

The following changes and clarifications apply to the first printing of *Magic of Arcanis*; errata that apply solely to the Limited Edition Hard Cover printing are underlined. As a general policy, whenever descriptive text conflicts with tables, the text takes precedence over the contents of tables. (Specific exceptions, if any, will be called out in this document.) If you have additional questions or would like more information about products from Paradigm Concepts, please send us an e-mail on ParadigmConcepts@aol.com or visit our Web site at <http://www.paradigmconcepts.com>. For players of our Organized Play campaign LIVING ARCANIS, please visit the official campaign Web site at <http://www.livingarcanis.com>. For more information about the campaign and its ongoing development of the world of Arcanis, you can also join our Internet Forum at the Paradigm Concepts website.

Chapter One: Magic in the World of Arcanis

There are currently no errata for this chapter.

Chapter Two: The Sanctum of the Arcane

There are currently no errata for this chapter.

General Errata for Chapter's Three to Ten

Clarification: Anytime a feat, class, prestige class, or spell requires a specific Val bloodline, it is referring to the bloodline that the Val manifests powers from; not the specific Val family name that the character bears.

Similarly, a requirement of worship of a deity, means that the character must have selected that deity as the primary focus of his or her worship. A character may only have one such primary focus of worship, and changing this focus can cause the loss of use of a feat, spell, or even class or prestige class.

Errata: Anytime a class or feat talks about channeling against yourself, or your own Hit Dice, replace that with simply expending a channeling attempt.

Clarification: Channeling uses, and levels stack, as detailed in *Core Rulebook I* for the Turn Undead ability.

Chapter Three: Core Spellcasting Classes in Arcanis

There are currently no errata for this chapter.

Chapter Four: Base Classes

New Actions and Damage Types – Page 20

Clarification: The core rules is not particularly clear on defining what a free action is, however, as noted in *Core Rulebook I*, a free action is always conducted as

part of another action; this implies quite strongly that free actions may only be taken on your turn. By extension, *swift* actions may only be used during your turn as part of a standard or move action.

Errata: In the *swift* action definition, reference to manifesting powers with a manifesting time of 1 *swift* action also refers to spells with a manifesting time of 1 *swift* action. Similarly, reference to quickened powers also refers to quickened spells.

Altherian Artificer – Pages 20-24

Errata: The Bonus HD entry of the Clockwork Companion entry, is in error. A clockwork companion does not increase in size as it gains Bonus HD. The only means to increase the size category of a clockwork companion is to apply the Size Increase upgrade (either as a normal upgrade, or as a free upgrade).

Errata: In addition to the spells and types explicitly listed, the Forge, Gears and Magic ability works with any Conjunction (Repair) spell.

Errata: This class requires one final high-level ability. Add the following ability to this class.

Instant Clockwork (Sp): An 18th level and higher Artificer can, once per week, use *war machine* as a spell-like ability. The golem created through the use of this ability has the clockwork subtype.

The Artificer must still provide all of the required material components for this spell-like ability. The Caster Level for this ability is the Artificer's class level.

Errata: The upgrades entry of the table specifies the number of bonus upgrades that the Artificer's companion receives. As detailed in the text for the

upgrades, the Artificer does not pay gold, xp or time costs for applying these upgrades.

To be clear: The upgrades listed in the Altherian Artificer's Clockwork Companion table and text are bonus upgrades and do not count against the normal limit as detailed by the Craft Clockwork Construct feat.

Hedge Mage – Pages 24-29

Errata: The Class Skills entry of the Hedge Mage is missing the following entry: Concentration (Con).

Clarification: A Hedge Mage has the option of choosing regular Hedge Mage's Lore abilities instead of Greater Hedge Mage's Lore abilities when selecting the latter.

Errata: When the *Second Sight* ability is dismissed it lasts until the end of the current round.

Shaman – Pages 29-43

Errata: The Class Skills entry of the Shaman is missing the following entry: Concentration (Con).

Errata: The spells entry indicates two first level spells known at first level; in this instance the table is correct in that only one first level spell is known at first level.

Errata: A shaman has an aura of faith equal to his or her class level. As with other Aura of Faith, they stack between all instances.

Errata: The Spirit Journey ability is confusing as written. The option to duplicate a spell (from a set list) does not deal damage for a "premature ending"; using this part of the ability still requires expending a channeling use for the day.

Errata: Remove reference to Fey in the Admonish Spirit ability; Fey do not exist in Arcanis.

Errata: In addition to the Spirit Gifts already detailed, the Shaman may select an additional Lesser Spirit Gift at level 7 and level 13.

Errata: The Butterfly granted ability has an error; the caster level of the ability is the shaman's class level, not the level of the spell.

Clarification: The Evasion ability granted by the Rabbit gift behaves exactly as the Evasion ability of a Rogue.

Errata: Add the following sentence to the end of the Geas description of the Moon gift: If this gift is chosen a second time, the penalties double.

Errata: Add the following sentence to the end of the Geas description of the North Wind gift: The ring may not have any other magical properties.

Errata: The West Wind spirit gift should require maximum ranks in two of the following skills: Dreaming, Knowledge (Arcana), Knowledge (Nature), Knowledge (The Planes) or Spellcraft.

Errata: Any spirit guide option that allows the shaman to apply a Charisma modifier to something, should always grant a minimum of +1.

Clarification: All spirit guide channeling attempts must be rolled, even when they target the shaman.

Errata: All spirit gifts that can affect creatures besides the shaman have a range of 60 ft.

Errata: The 4 HD option of the Dreamer spirit guide should be changed from granting Iron Will to simply granting an unnamed +2 bonus to Will saves (for the indicated duration).

Errata: Replace the second sentence of the 9 HD option of the Healer spirit guide with the following: The total HD of creatures to be affected must be less than or equal to the channeling damage, or the effect fails.

Errata: The 4 HD option of the Hunter spirit guide should be changed from granting Track to granting a +5 bonus to Survival checks for 10 minutes per point of channeling damage.

Errata: The 4 HD option of the Loner spirit guide should be changed from granting Alertness to simply granting an unnamed +2 bonus to Listen and Spot checks for the indicated duration.

Errata: The 4 HD option of the Nimble spirit guide should be changed from granting Lightning Reflexes to simply granting a +2 bonus to Reflex saves for the indicated duration.

Errata: The 4 HD option of the Peacemaker spirit guide should be changed from granting Negotiator to simply granting an unnamed +5 bonus to Diplomacy checks for the indicated duration.

Errata: The 9 HD option of the Peacemaker spirit guide should have the option of granting skill bonuses

to Handle Animal and Sense Motive; instead of Diplomacy and Sense Motive.

Errata: The 9 HD option of the Perfectionist spirit guide should have the option of granting skill bonuses to Appraise and Search; instead of Craft and Profession.

Errata: The 4 HD option of the Seeker spirit guide should be changed from granting Investigator to simply granting an unnamed +2 bonus to Gather Information and Search checks for the indicated duration.

Errata: The 9 HD option of the Seeker spirit guide should have the option of granting skill bonuses to Concentration and Sense Motive; instead of Gather Information and Search.

Errata: The 4 HD option of the Serpent-Tongued spirit guide should grant a +2 bonus to Bluff and Sense Motive checks for the indicated duration.

Errata: The 9 HD option of the Serpent-Tongued spirit guide should have the option of granting skill bonuses to Disguise and Forgery; instead of Bluff and Sense Motive

Errata: The 4 HD option of the Trickster spirit guide should grant a +5 bonus, not the listed +3 bonus.

Errata: The 9 HD option of the Trickster spirit guide should have the option of granting skill bonuses to Bluff and Perform; instead of Disguise and Perform.

Errata: The Special option of the Trickster spirit guide can be applied to the Shaman or an ally, by channeling against the target's Hit Dice +3.

Errata: The Special option of the Trickster spirit guide is not limited to a single daily use.

Errata: The 4 HD option of the Vengeful spirit guide should grant either the Hostile Mind or Psionic Talent feat. Which feat is gained is the shaman's choice, however, psionically active shamans must select the Psionic Talent feat. Both of these feats are described in *Psionics Unbound*.

Errata: The 4 HD option of the Wanderer spirit guide should grant a +2 bonus to Fortitude saves for the indicated duration.

Spellblade – Pages 43-45

Errata: The Class Skills entry of the Spellblade is missing the following entry: Research (Int).

Errata: A Spellblade gains Weapon Focus or Weapon Finesse as a bonus feat at first level. She does not have to meet the prerequisites for the chosen feat.

Errata: The Spellblade's spell list now also contains 0th-level spells, refer to the errata below for *Chapter Eight*, and *Appendix II*, which contains the revised spell lists. A Spellblade begins play knowing all 0th-level spells that are available to Spellblades.

Errata: The Spells Per Day listing in the class table is incorrect. A corrected table is presented below.

Warder – Pages 47-50

Errata: The bonus feat entry includes the Expertise feat, this is more correctly the Combat Expertise feats.

Chapter Five: Feats

Channeling Feat Type – Page 50

Errata: A number of channeling feats replicate spells, these effects are considered supernatural effects. If a caster level is required, it should be considered to be the strength of the aura of faith that produced the channeling effect that powered the feat.

Additional Spell – Page 55

Clarification: You do not gain any benefit from this feat if you only have one level of spells available when you take the feat. For example, a Paladin who took this feat at level 6 would receive no benefit, since Paladins do not have 0th level spells.

Table 4-7: Spellblade Spells Per Day

Level	0 th	1 st	2 nd	3 rd	4 th
1 st	3	1	-	-	-
2 nd	4	2	-	-	-
3 rd	4	2	-	-	-
4 th	4	2	1	-	-
5 th	4	2	2	-	-
6 th	5	3	2	-	-
7 th	5	3	2	1	-
8 th	5	3	2	2	-
9 th	5	3	3	2	-
10 th	6	4	3	2	1
11 th	6	4	3	2	2
12 th	6	4	3	3	2
13 th	6	4	4	3	2
14 th	6	5	4	3	2
15 th	6	5	4	3	3
16 th	7	5	4	4	3
17 th	7	5	5	4	3
18 th	7	5	5	4	3
19 th	7	5	5	4	4
20 th	7	5	5	5	4

Arcane Bloodline – Page 55

Addition: A number of minor families are missing from the table. The following table adds the missing entries.

Minor Bloodline	Preferred School
val'Cesari	Enchantment
val'Hamen	Conjuration
val'Sosi	Transmutation

Arcane Knack and Arcane Training – Page 56

Clarification: The feats grant spell-like abilities. These abilities do not allow you to meet spellcasting requirements for prestige classes. They do allow you to meet spell-like ability requirements for prestige classes.

Arcane Kinetics – Page 56

Errata: The granted bonus applies to all ranged weapon attacks made during a 1 round period.

Arcane Insight – Pages 55-56

Errata: The selected spells must also be from your class list.

Arcane Multiplicity – Page 56

Errata: You may only apply this feat to spells with a normal casting time of one standard action or less. You may not apply effects that reduce casting time to spells prepared using this feat.

Arcane Training – Page 56

Clarification: To meet the membership requirement of this feat, you must be friendly with the Sanctorum of the Arcane. Which is to say, any character who is not Ymandrake, has no favor with Ymandragore and has no infamy with the Sanctorum of the Arcane, qualifies to take this feat.

Arch-Wizard's Soul – Page 57

Errata: This feat is untenable as written; the text below is a replacement for the feat's prerequisites and benefit text.

Prerequisites: Patchwork Soul, Scholar's Soul, able to cast arcane spells*, must have been killed by arcane magic**

* The ability to use spell-like abilities does allow you to qualify for this prerequisite.

** If you were killed by either an arcane spell, or by an ability powered by an arcane spell, such as the Arcane Strike abilities of a number of classes, then you meet this prerequisite.

Benefit: You gain a +2 bonus to Spellcraft checks, due to your inherent understanding of how arcane magic works. Furthermore, Spellcraft becomes a class skill for you; you must still have at least one rank in the skill to make use of it.

Additionally, upon gaining this feat you must select an arcane casting progression that you have levels in (for example, a wizard/sorcerer would have to select either her wizard progression or her sorcerer progression). Each day, when you prepare your spells or regain your daily spell slots, you rolls 1d4. You add this number to your caster level in the chosen progression when casting spells for the purposes of determining range, effects and duration; but not spells per day or spells known.

If you wish, you may instead apply the above benefits to spell-like abilities you possess. In that instance, you apply the 1d4 bonus to the effective caster level of the spell-like abilities you possess. The bonus is determined when the spell-like abilities refresh.

Special: You are now truly obsessed with the arcane. When choosing which classes to gain levels in, they must be classes with Knowledge (arcana) and Spellcraft as class skills. The selected classes must also advanced your arcane casting capabilities, either with their own progression, or by advancing your existing casting abilities. If the latter, the advancement must occur in at least every three levels out of four (for example, a 10 level prestige class must provide at least 7 caster level advances over its 10 levels).

Finally, the arcane spark within your soul draws the attention of Ymandragore. If you ever are noticed by Harvesters from the Black Isle, your chance of detection increases by 5% as word of your strange aura spreads and you become a known target. (See *Chapter 10* for more details).

Bloodline of Song – Page 58

Errata: The prerequisites for this feat are incorrect. The correct prerequisites are listed below.

Prerequisites: Bardic music, Osalikene Elorii or Val (val'Borda or val'Trinsin only)

Craft Clockwork Construct – Page 59

Errata: The following paragraph needs to be added to the end of the feat description.

A caster may only add one upgrade to a clockwork construct per three caster levels (to a maximum of 6 at

caster level 18). Upgrades may be removed to make upgrade slots available again, however, they are irrevocably destroyed in the process.

Elemental Affinity – Page 60

Errata: The prerequisites for this feat are incorrect. The correct prerequisites are listed below.

Prerequisites: Elemental Focus and as follows:
Elorii – Elorii Bloodline
Pengik – Prodigy (Arcane or Divine)
Kio, Undir or *Naori* – Pureblood Feat (as appropriate)

Elemental Focus – Page 60

Clarification: Any character may select this feat. However, certain character's are restricted on how they use the feat, based on race, as detailed in the Special section of the feat.

Elemental Influx – Page 60

Clarification: You are not required to suffer damage from the elemental effect to trigger this feat, you need only be within the area of effect or be a target of the spell or effect.

Elemental Weapon – Pages 60-61

Errata: The granted benefit only lasts for 1 round.

Embrace of Our Father – Page 61

Clarification: Treat the spell level of the *daylight* effect as one half the character's aura of faith (round down). This does mean that at an aura of faith of 20, the effective level of this effect is higher than any normal spell; this is intentional, it is exceedingly difficult to dampen the light of a powerful follower or Illir.

His Warmth Shields Us – Page 63

Clarification: The choice of which subtype to gain is made each time you use the feat. You cannot change this choice, once made, until you next activate the feat.

Clarification: You cannot dispel the benefit of this feat, nor does multiple applications of the feat stack. Multiple uses of this feat overlap, with later applications of the feat remaining suppressed (but counting down), until the earlier applications have expired.

Improved Deific Focus – Pages 63-64

Errata: The number of required channeling expenditures is equal to half the spell level (round up). Thus, to use the feat with a 1st level spell, costs 1

channeling attempt. To use the feat with a 9th level spell, costs 5 channeling attempts.

Improved Familiar, Onaran – Page 64

Clarification: The Stirge entry has a layout error. The correct minimum level is 5, and alignment is neutral. (Soft-cover printing only)

Mark of the Stormlord – Page 65

Errata: The prerequisites for this feat are incorrect. The correct prerequisites are listed below.

Prerequisites: Must be a worshipper of Hurrian, or a val'Tensen (or val'Holryn with the val'Tensen bloodline powers).

Might of the Elements – Page 65

Errata: The prerequisites for this feat are incorrect. The correct prerequisites are listed below.

Prerequisites: Caster Level 15+, Elemental Influx, Elemental Precision

Errata: Add the following paragraphs to the end of the feat description.

Cost: When you gain this feat, you must remove any spell with the subtype opposite your chosen element (from the Elemental Focus feat) from your class list, spells known (if applicable) and spell book (if applicable). If the spell was removed from spells known, it may be replaced with another spell of equal or lower level that you can cast. You may never cast a spell that deals damage of the opposing type.

Postpone Spell – Pages 66-67

Clarification: Once the duration of the delay has been set, it cannot be changed.

Errata: Reduce the spell level increase imposed by all feats in this family to one level. The later feats in this chain should not cost more spell-levels to use.

Pureblood Naori – Page 67

Errata: Pureblood Naori still receive the bonus 1st level feat for being human. They still do not receive extra skill points at each level.

Pureblood Undir – Page 67

Errata: Pureblood Undir still receive the bonus 1st level feat for being human. They still do not receive extra skill points at each level.

Rapid Summoning – Page 68

Errata: The prerequisites for this feat are incorrect. The correct prerequisites are listed below.

Prerequisites: Caster Level 12+, and one of: Dark-kin, Spell Focus (Conjuration), or Elementalist (Summoner)

Scion Feats – Pages 69-70

Clarification: All of the scion feats grant the spells listed as bloodline spells as bonus spells known to the sorcerer. These spells do not count against the sorcerer's normal allotment of known spells.

A sorcerer with a scion feat may elect to spend one of his or her normal known spells to learn a summon monster spell. If he or she does so, then the restriction on types of creatures summoned is lifted for that spell only. As an added bonus, you retain the increase to caster levels when casting summon monster spells, even when using an unlocked version of the spell.

Scion of the Earth – Page 70

Errata: The 6th level bloodline spells entry is incorrect, it should be: *flesh to stone*, *summon monster VI*.

Scion of the Fire – Page 70

Errata: The 3rd level bloodline spells entry is incorrect, it should be: *quench*, *summon monster III*.

Scion of the Infernal – Page 70

Errata: The 5th level bloodline spells entry is incorrect, it should be: *summon monster V*, *wall of ice*.

Errata: The 7th level bloodline spells entry is incorrect, it should be: *planar ally*, *summon monster VII*.

Errata: The 8th level bloodline spells entry is incorrect, it should be: *mass inflict serious wounds*, *summon monster VIII*.

Scion of the Heavens – Page 70

Errata: The 2nd level bloodline spells entry is incorrect, it should be: *fuel my fury**, *summon monster II*.

Errata: The 6th level bloodline spells entry is incorrect, it should be: *raise dead*, *summon monster VI*.

Errata: The 7th level bloodline spells entry is incorrect, it should be: *planar ally*, *summon monster VII*.

Errata: The 9th level bloodline spells entry is incorrect, it should be: *cleansing radiance**, *summon monster IX*.

Scion of the Water – Page 70

Errata: The 9th level bloodline spells entry is incorrect, it should be: *master of winter**, *summon monster IX*.

Sculpt Runic Item – Page 71

Errata: Altherians may take this feat, however, they are limited to crafting runic items from metal, usually in the shape and form of gears or other mechanical parts.

Soften Spell – Page 71

Errata: This metamagic feat has no spell level increase, not the listed one level increase.

Vengeance from the Grave – Pages 73-74

Errata: The spell prepared using this feat is only triggered a split-second before the caster dies. The death of the caster is required for this effect to be triggered, and if the death is prevented, then the effects of this feat are negated and the effect does not take effect.

Errata: You may only have one vengeance from the grave spell active at a time.

Clarification: A spell that has multiple targets still affects multiple targets; the caster chooses them (within the limitations of the chosen spell), as he or she dies.

Clarification: The use of this spell does not prevent the caster from later being returned to life.

Chapter Six: Prestige Classes

Archmage – Page 75

Errata: In Arcanis, the Research skill is added to the Class Skills of the Archmage.

Loremaster – Page 75

Errata: In Arcanis, the Research skill is added to the Class Skills of the Loremaster.

Magister – Pages 77-79

Clarification: The first spellcasting entry in the requirements for this prestige class is irrelevant, and should be considered a typo-graphic error. It is superseded by the later requirement of being able to cast 7th level spells.

Errata: The Magister does not gain both the Master Spell Focus and Nurion's Teachings at level 2. Instead, a Magister must choose which of those two benefits to gain. Treat the Master Spell Focus ability as an instance of Nurion's Teachings that can only be learnt

at level 2 or higher. This ability does not have a spell slot cost.

Clarification: The class table for this class is slightly confusing. It is missing the last column, the spells per day column. The entries for that column are appended in the table to the special abilities column. To be clear, the Magister gains spell casting advancement at each level.

Clarification: This prestige class is restricted in Living Arcanis. You must have campaign documentation before taking this prestige class.

Via Sapienti – Pages 79-82

Errata: The restriction on spell trigger devices is unnecessarily harsh, and should be replaced with a restriction on spell completion items. Replace the last sentence of the Specialty ability with the following new paragraph.

Coupled with this new devotion to a particular school of magic, the Via Sapienti loses the ability to use spell completion items that are based on his or her banned schools, except for those spell completion items that are based off spells that the Via Sapienti knows before joining the class.

As a further note, it is important to note that despite being able to use such devices, the Via Sapienti cannot create such items anymore, as he or she cannot cast the required spells any longer.

Errata: The Via Sapienti should gain caster level increases at 3rd and 9th levels, in addition to those currently listed in the class table.

Clarification: Unless otherwise noted, the Sapienti abilities have a duration of 24 hours. Similarly, unless otherwise noted, these abilities have unlimited uses and do not stack with themselves or other effects that grant the same type of bonuses. Finally, unless otherwise noted, a spell-like Via Sapienti ability has the same caster level as the Via Sapienti's caster level.

Clarification: A Via Sapienti of Conjunction who has the 4th rank ability who wishes to summon a second set of creatures while a Fast Summons is active, may still apply other abilities that reduce the casting time of *summon monster* spells to the casting of additional summons

Errata: The range of the telepathy a Via Sapienti of Divination receives should be reduced to 20 ft. per Via

Sapienti level. Thus, a 5th level Via Sapienti of Divination still receives telepathy with a 100 ft. radius.

Clarification: The Danger Sense ability of the Via Sapienti of Divination does not count as Uncanny Dodge for any purposes, despite granting the same benefits under identical conditions.

Clarification: The Evocation Breakthrough ability of the Via Sapienti of Evocation states that metamagic feats cannot be applied to the converted spell; this includes the use of the Empowered Evocation ability.

Errata: The Force Mastery ability of the Via Sapienti of Evocation should be considered a metamagic effect. This means it cannot be applied to a spell converted through the Evocation Breakthrough ability. Metamagic feats or effects cannot be applied to the modified spell.

Errata: The listed levels for Aleric Shadowsong, in the Lord of Shadows ability of the Via Sapienti of Illusion, are incorrect. They should be Illusionist 12 Via Sapienti 5.

Errata: Replace the My Minions are My Own ability of the Via Sapienti of Necromancy with the following revised version.

Sapienti Ability II – My Minions are My Own (Su): Due to sheer force of will, the Sapienti gains the ability to rebuke undead. This ability works like that of a Cleric of Neroth, save that the Sapienti gains no modifier to his or her effective turning level. This ability may be used to also affect incorporeal undead, but the Sapienti suffers a –4 penalty to his effective level when doing so.

Tears of Almeric – Pages 82-84

Errata: Members of this prestige class should gain caster level advancement at all class levels, except 1st and 7th levels.

Via Proliatoris – Pages 84-85

Errata: The Examine Martial Technique skill is also a Class Skill for the Via Proliatoris.

Errata: The Via Proliatoris should gain caster level increases at all levels except 1st, 4th and 7th levels.

Errata: The time required to attune both armor and weapons should only be a single day. Attuning a second weapon requires spending two days, instead of just one.

Errata: The waiting time required to re-attune a weapon or armor if the previous is destroyed should only be one month. In Living Arcanis, a Via Proliatoris whose attuned equipment is destroyed may elect to simply spend an extra 30 TU at the end of any adventure to instantly meet the required waiting period.

Errata: The Call Arms and Armaments ritual also requires only a single day, per item, to enact if done separately from attuning armor or weapons. This ritual may be performed as part of attuning weapons and armor, in such an instance there is no extra time added to the attunement ritual.

For example, a Via Proliatoris who is at least 6th level whose attuned weapon was sundered, could re-attune a new weapon and enchant it with the call armaments ability. Doing so would require 2,000 gp, 1,000 xp and one day, assuming he had already passed the one month waiting time for re-attunement.

Vieomancer – Pages 85-88

Errata: The Vieomancer does not gain a caster level increase at 1st or 5th level of this prestige class.

Arcane Infiltrator – Pages 88-90

Clarification: The spell requirement for this prestige class is confusing. It should read: Must be able to cast 1st level or higher arcane spells and be able to cast at least 4 spells from the Illusion school.

Errata: The Arcane Infiltrator should, beyond those caster level increases already listed, also gain a caster level increase at 3rd and 8th level.

Clarification: The listed reserve cost for using Arcane Subterfuge and Improved Arcane Subterfuge is a cost for each listed spell individually.

Battlestaff – Pages 90-91

Errata: The class table has an error, it lists the base Fortitude and Reflex saves for level 5 as +12, the correct entry at that level for both save types is +1.

Clarification: The staff that is used to create the bonded staff is the staff the character created and used to defeat a foe to meet the requirements of the class.

Errata: The Battlestaff should gain a caster level increase at all levels except 1st and 5th levels.

Errata: The penalties for having a bonded staff destroyed are the same as those for losing a familiar. The Battlestaff must wait for 30 days before he or she

can bond another staff. Most Battlestaff use that time to carefully craft the replacement staff.

Errata: The Arcane Strike ability is too powerful, and is replaced with the following.

Arcane Strike (Su): Once per round, as a swift action, the Battlestaff may channel arcane power into his bonded staff. To do so, he sacrifices a prepared spell into his staff, granting it a +1 bonus to hit per spell level sacrificed. This bonus lasts for one round, and applies to all attacks that the Battlestaff makes during that round.

Errata: Add the Improved Arcane Strike ability to the class table at level 4.

Improved Arcane Strike (Su): When the Battlestaff uses his Arcane Strike ability, he also deals +1 bonus damage per spell level with each successful attack. This damage is not subject to being multiplied by critical hits.

Errata: Add the Greater Arcane Strike ability to the class table at level 9.

Greater Arcane Strike (Su): The bonus damage granted by the Improved Arcane Strike ability, increases to +1d4 damage per spell level.

Errata: Rename the original Greater Arcane Strike ability to Aligned Strike in both the text and the class table.

Errata: The Greater Two-Weapon Fighting ability should grant the Greater Two-Weapon Fighting feat as a bonus feat, not the listed Improved Two-Weapon Fighting feat.

Discipulus Phisicae – Pages 92-94

Clarification: The alchemical goods, and pseudo-magical goods, are all non-magical equipment. These are alchemical devices of extreme complexity that mimic the effects of normal magical devices.

Errata: The Precision ability is gained at 3rd level as listed in the text.

Errata: The following ability is missing from the class description.

Advanced Weapon Proficiency-Flask Atlatl: At 6th level, the Discipulus Phisicae has mastered the sling, and has become proficient in the use of the Flask Atlatl, the greater version of the sling. The Discipulus

Phisicae does not gain the Exotic Weapon Proficiency feat, he simply adds the Flask Atlatl to his list of proficient weapons.

Errata: The Master Alchemist ability does affect the final market value of such goods, just not their crafting cost or the time required to craft the items. All items created in such a manner have their final market value increased by x5. Thus, a flask of alchemist's fire created in such a manner, would sell for 100 gp.

Elementalist – Pages 94-96

Errata: The requirements entry for this class is incorrect. Replace it with the following:

Requirements

Race: Elorii (non-Ardakene only), Kio, Naori, Undir, Pengik or Ss'ressen

Skills: Knowledge (Arcana or Religion) 10 ranks, Spellcraft 13 ranks

Feats: Elemental Affinity

Spells: Must be able to cast 4th level spells, including at least three spells with the energy descriptor of the chosen element.

Domains: Casters with domains must have the elemental domain corresponding to their chosen element.

Special: Elorii must have a bloodline that matches their chosen element (for example, Kelekene must follow the Path of Fire). Kio must follow the Path of Air, Naori must follow the Path of Fire, Undir must follow the Path of Water, and Pengik may follow any of the elemental paths. Ss'ressen may only follow the Path of Fire.

Clarification: The Charisma check bonus and penalty granted by the *Elemental Synchronicity* ability apply to Turn and Rebuke checks made against the chosen elemental types, but not to turning damage.

Clarification: The Path of Faith may only be taken by divine casters who become Elementalists. They do not have to take the Path of Faith, but it is only open to those characters. If the Path of Faith is chosen, the caster level increases only apply to the divine casting class used to qualify for this prestige class.

Errata: Elorii may substitute the Elorii Bloodline feats for Path Advancement feats, however, they must meet all of the prerequisites on the chosen Elorii Bloodline feats. Note that choosing to do so is not a Path, these are simply an additional option that is open to Elorii.

Errata: The bonus feats for the Path of Faith are incorrect, and should be:

Additional Spell, Channel Elemental Energy *, Domain Focus *, Elemental Influx, Elemental Weapon, Empower Channeling, Greater Domain Focus *, Greater Spell Focus, Holy/Unholy Infusion, Improved Channel Elemental Energy *, Improved Deific Focus, Kiss of Our Mother, Nurturing Spell, Specialized Spell *, Spell School Specialization, Spell Focus
* Feats are from the *Player's Guide to Arcanis*.

Errata: The bonus feats for the Summoner Path are incorrect, and should be:

Additional Spell, Arcane Insight, Augment Summoning, Elemental Influx, Elemental Precision, Elemental Weapon, Expert Summoning *, Greater Spell Focus, Rapid Summoning, Scion of the Air †, Scion of the Earth †, Scion of the Fire †, Scion of the Water †, Specialized Spell *, Spell School Specialization, Spell Focus, Summon Thy Own †
* Feats are from the *Player's Guide to Arcanis*.
† Elementalist Summoners may take this feat as a path advancement feat, however, it only applies when summoning elemental creatures of the Elementalist's chosen element.
‡ An Elementalist, like anyone else, can only have one Scion feat.

Errata: The bonus feats for the Augmentalist Path are incorrect, and should be:

Additional Spell, Arcane Insight, Elemental Influx, Elemental Precision, Elemental Specialization, Elemental Weapon, Greater Spell Focus, Improved Familiar (Onaran) †, Lace Elemental Spell, Scion of the Air †, Scion of the Earth † Scion of the Fire †, Scion of the Water †, Specialized Spell *, Spell School Specialization, Spell Focus
* Feat is from the *Player's Guide to Arcanis*.
† Only elemental creatures can be selected if this feat is taken as a path advancement feat.
‡ An Elementalist, like anyone else, can only have one Scion feat.

Discipulus Geometricus – Pages 101-102

Errata: The Rune Casting abilities, ranging from Lesser through Greater, affect the casting times of spells. They do so by either increasing the casting time to 1 round for spells with a normal casting time less than 1 round. For spells with a normal casting time of one round or longer, these abilities simply add one round to the casting time of the spell. Furthermore, the change in casting time imposed by this ability is applied after metamagic and other abilities are applied.

For example, a *quicken fireball* that is cast using Rune Casting, still requires one round to cast.

Clarification: It is possible to combine Ritualistic Casting and Rune Casting, however, as written it is unclear in what order to apply the casting time increases. In all cases, you should apply them in such a fashion to create the shortest casting time.

For example, a *wall of force* that is cast using Rune Casting and Ritualistic Casting should have a casting time of five minutes. One round for the base spell casting time (one standard action), increased to one round by the Rune Casting ability and then further increased to five minutes by the Ritualistic Casting ability (as *wall of force* is a 5th level spell).

Clarification: The Rune Casting ability is used by making a DC 25 + spell level Knowledge (Arcana) check. The word *not* should not be present in the sentence.

Addition: In Living Arcanis, a Discipulus Geometricus who has property from the Living Arcanis Land Office, may create a Greater Magic Circle within his or her property. Doing so utilizes one room slot, but protects the entire property. Finally, creating the Greater Magic Circle must be done during a Magic Item Creation opportunity, and counts as the creation of one permanent magical item. All costs associated with creating the greater magic circle remain unchanged in Living Arcanis.

Knight of the Order of St. Armon – Pages 103-104

Errata: The benefits of the Arcane Alacrity, Arcane Accuracy, and Arcane Strike abilities all persist for one round from use.

Errata: The speed increase granted by the Arcane Alacrity ability can either be the listed bonus, or an unnamed bonus of one half the listed size. This bonus applies to all movement the Knight takes within one round, not just movement due to a move action in specific.

Errata: The bonus granted by the Arcane Defense ability lasts for one round per two spell levels (round down) of the sacrificed spell. This benefit cannot be applied to shields.

Errata: The Knight of the Order of St. Armon should gain a caster level increase at all levels except 5th and 9th levels.

Magus Irascortum – Pages 104-105

Errata: Using Channel Rage to apply the *Quicken Spell* feat requires the Magus Irascortum to expend three uses of rage for the day.

Errata: The Magus Irascortum should gain a caster level increase at 1st, 5th and 9th level, in addition to the listed caster level increases.

Errata: The Concentration checks detailed in the Focused Fury ability always fail on a natural 1. This is a direct change to how the Concentration skill normally works, but this change only applies when making the checks required to enter a Focused Fury or to cast spells while in a Focused Fury. All other Concentration checks function as normal for the Magus Irascortum.

Errata: The Enhanced Focus ability should be changed to the following:

Enhanced Focus (Ex): A Magus Irascortum no longer fails Concentration checks to enter or maintain a focused fury on a result of a natural 1. Further, the Magus Irascortum now gains one half of his class level (round down) as a bonus to Concentration checks.

Master-Smith – Pages 105-107

Addition: Living Arcanis characters who have certified access to Tempered Sarishan Steel may choose that as one of their choices for Secret of the Smithy. Unlike regular Sarishan Steel, a distinct special material, there is no special restriction on who may learn this material, except you must have the noted certified access to this material.

Savant – Pages 108-109

Clarification: When the Savant gains the Metamagic Mastery ability, if the Savant already has the metamagic mastery feat, they do not gain the feat a second time. Instead, the Savant may select any other metamagic feat for which they meet the prerequisites instead.

Errata: The Metaphysical Understanding ability contains more text and abilities than necessary. Delete the last two sentences of the ability description (The Savant also receives ... feats placed upon a spell.)

Errata: The DC for the Savant level check when using the Eldritch Rending ability is 15 + spell level.

Errata: The Metamagical Grand Mastery ability needs to be replaced with the following.

Metamagical Grand Mastery (Ex): Having reached the pinnacle of his art, the Savant may now apply the benefit of the Metamagic Mastery feat to all metamagic feats he possesses, or later gains. Furthermore, when applied to the feat he first chose, the benefit is doubled.

Song Master of Cadic – Pages 110-111

Errata: The val'Trisin bloodline's musical abilities also meet the bardic music prerequisite, just like the val'Borda abilities.

Errata: The time required to activate the Song of Love Eternal is one round (like casting a *summon* spell).

Spellchanter – Pages 111-113

Clarification: The requirement for 2nd level arcane spells, should really be a requirement to be able to cast 2nd level bard spells.

Errata: The Spellchanter should not gain a caster level increase at 1st level, all other listed caster level increases should remain as listed.

Errata: The healing provided by the Song of Healing ability is 10 + the Spellchanter's Charisma modifier or 1 point of ability damage (but not ability burn).

Clarification: The cost to activate the *Dual Song* ability is one bardic music usage, above and beyond the costs to activate the two chosen songs.

Terramancer – Pages 113-114

Errata: The Terramancer only suffers ill effects when his Elemental Ally is slain or banished by another party. Choosing to dismiss an Elemental Ally does not cause any ill effects (although the former ally may be displeased by such callous behavior, and seek revenge at a later time). Furthermore, the time required before being able to call a new elemental ally is one month (regardless of how or why the prior ally was lost).

Addition: Add the following ability to the Terramancer class.

Path of Stone (Ex): At 10th level, the Terramancer has become one with stone, and can now move with ease through all manner of stone. The Terramancer gains a burrow speed equal to one half his base land speed (round down), but may only use this burrow speed through solid rock.

Vispilio de Magus – Pages 115-116

Errata: The special requirement for this class is erroneous. Replace it with the following.

Magic of Arcanis
Errata – 2007-12-23

Special: The character must have the Trap Finding and Evasion special abilities. Must be able to cast, or have as spell-like abilities, *detect magic* and *read magic*.

Errata: The class table for this class shows the Vispilio de Magus spell casting as ranging from 0th to 3rd level spells. Those numbers are all one spell level too low. The Vispilio de Magus spell casting ability ranges from 1st to 4th level spells, as indicated by the spell list for the prestige class. The listed number of spells per day in each column is correct, simply the header is in error.

Weather Witch – Pages 117-118

Addition: Elemental worshippers, who meet the race requirement, who also live in the Western Lands may also become Weather Witches.

Errata: The base Reflex saves for a Weather Witch are incorrect from levels 7 through 9. The correct progression for these saves is +3, +3 and +4 (respectively from levels 7 through 9).

Addition: If a Weather Witch already has the Air Domain upon attaining 3rd level, then instead of gaining the Air Domain, the Weather Witch gains the ability to cast all spells that are on the Air Domain list with a +1 bonus to caster level.

The same benefit is extended to Weather Witches with the Storm domain who reach 6th level.

Errata: The Bend the Storm to Thy Will ability requires one minute to activate.

Afatkuq – Pages 118-121

Clarification: The spellcasting abilities of the Afatkuq are arcane magic. However, it should be noted that no record or tales exist that describe an Afatkuq being Harvested by Ymandragore. For whatever reason, Ymandragore does not prey upon the Afatkuq of the Pengik people.

Errata: The Healing Surgery ability heals damage equal to 1d10 + Afatkuq class level + 2 per five ranks in Heal (round down).

Errata: The Restorative Surgery ability restores 1d4 + 1 per five ranks in Heal (round down) ability damage, or 1 ability drain, per use.

Clarification: The Ancestral Dream ability implies that an interruption to a night's sleep disrupts this ability. This is not true, the answers are delivered the

next time the Afatkuq dreams, thus a disturbed night's rest, merely delays the answer until the following night.

Errata: The Ssethric Bane ability is poorly worded. Replace it with the following.

Ssethric Bane (Su): Ssethric creatures near the Afatkuq are unnerved by her presence. This aura extends for 5 ft. per Afatkuq class level in an emanation around her. All creatures with the Ssethric subtype within the emanation who are aware of the Afatkuq, are *shaken*. This is a mind-affecting fear effect. This ability is continuously active, and may be surprised or resumed by the Afatkuq as a free action on her turn.

Errata: The bulleted benefits for the Greater Surgery I ability are unclear in places. The following clarifies the options, and corrects several incorrect xp costs. Furthermore, the bonuses from the modifications do not stack with themselves.

- **Movement:** +10 enhancement to base land speed (2,750 gp; 550 xp; 10 days)
- **Talons:** Gain a claw attack (1d4 damage for a Medium-size creature) (5,000 gp; 1,000 xp; 15 days)
- **+1 Talons:** Gain a +1 enhancement bonus to a single natural weapon (3,000 gp; 600 xp; 10 days)
- **+2 Talons:** Gain a +2 enhancement bonus to a single natural weapon (12,000 gp; 2,400 xp; 20 days)
- **+3 Talons:** Gain a +3 enhancement bonus to a single natural weapon (27,000 gp; 5,400 xp; 40 days)
- **+1 Hide:** Gain a +1 enhancement bonus to natural armor (3,000 gp; 600 xp; 10 days)
- **+2 Hide:** Gain a +2 enhancement bonus to natural armor (12,000 gp; 2,400 xp; 20 days)
- **+3 Hide:** Gain a +3 enhancement bonus to natural armor (27,000 gp; 5,400 xp; 40 days)
- **Beast Eyes:** Gain low-light vision (10,000 gp; 2,000 xp; 15 days)
- **Infernal Eyes:** Gain darkvision 60 ft. (10,000 gp;

2,000 xp; 15 days)

Errata: The bulleted benefits for the Greater Surgery II ability are unclear in places. The following clarifies the options, and corrects several incorrect xp costs.

- **+1 Attribute:** Gain a +1 insight bonus to one ability score (7,500 gp; 1,500 xp; 10 days)
- **+2 Attribute:** Gain a +2 insight bonus to one ability score (30,000 gp; 6,000 xp; 40 days)
- **+3 Attribute:** Gain a +3 insight bonus to one ability score (67,500 gp; 13,500 xp; 90 days)
- **+4 Attribute:** Gain a +4 insight bonus to one ability score (120,000 gp; 24,900 xp; 160 days)
- **+5 Attribute:** Gain a +5 insight bonus to one ability score (187,500 gp; 37,500 xp; 250 days)

Berotar – Pages 121-122

Errata: Replace the class table of this class with the table presented below.

Errata: The correct Hit Dice entry for this class is d6.

Errata: The Creature of the Waves ability was missing from the class, as printed. It is detailed below.

Creature of the Waves (Ex): A Berotar is tied to the waves and water. Upon gaining this class, a Berotar removes any spell with the [Fire] subtype from his or her class list, spells known (if applicable) and spell book (if applicable). If the spell was removed from spells known, it may be replaced with another spell of equal or lower level that can be cast by the Berotar. A Berotar may never cast a spell that deals fire damage.

Errata: A Berotar does not gain a caster level increase at first level.

Errata: The Knowledge (religion) skill is a class skill for the Berotar, and was erroneously omitted from their class skills list.

Errata: Command the Winds, and Command the Waves may be used once per day per class level.

Table 6-27: The Berotar

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+2	+2	Master of the Vessel, Creature of the Waves	—
2 nd	+1	+1	+3	+3	Command the Winds	+1 caster level
3 rd	+2	+1	+3	+3	Command the Waves	+1 caster level
4 th	+3	+1	+4	+4	Legion of the Depths	+1 caster level
5 th	+3	+2	+4	+4	Command the Tempest	+1 caster level

Errata: Legion of the Depths is a supernatural ability, not spell-like as the text indicates.

Death Lord – Pages 123-125

Errata: The Sense Undead ability is Supernatural, not Extraordinary.

Errata: The Darkest Secrets ability cannot increase your effective caster level for casting spells above your total Hit Dice.

Errata: In Living Arcanis, the Death Pact ability grants the Undead template presented in the *Player's Guide to Arcanis*, not the Lich template.

Eagle Hunter – Pages 125-127

Errata: Replace the Region requirement with the following.

Race: Kio, Pengik, Undir, or Yhing-hir

Errata: The Eagle Hunter should not gain a caster level advancement at 4th and 8th level. He retains all other listed caster level increases.

Clarification: The daily uses of the Piercing Cry ability are calculated based on total character level, not class level.

Errata: The first attack entry for the Valley Black Eagle is incorrect and should read: Atk +7 melee (1d4, talons).

Knowledge Warden of Althares – Pages 127-129

Errata: The Knowledge Warden should also gain caster level increases at 3rd and 9th level, in addition to those increases already listed.

Lifewarden, The – Pages 129-131

This class has significant, and multiple changes, to large portions of the class. For ease of use, the entire class is reproduced in *Appendix III*, with all relevant errata applied to the presented text.

Psionic Inquisitor – Pages 131-133

Errata: Taking levels in this prestige class requires joining the Holy Inquisition, and loyalty to Emperor Calceustus val'Assante (as detailed in the latest printing of this prestige class in *Psionics Unbound*).

Errata: The base attack bonus granted by the Psionic Inquisitor class is the same as a cleric of the same level would have. Thus, the base attack bonus ranged from

+0 to +7 now, instead of +0 to +5. Refer to the cleric class for details of its progression.

Tree Shaper of Saluwe – Pages 133-134

Errata: The Hide of Bark ability states that it cannot be magically enhanced, that is not correct. The armor created using the Hide of Bark ability may be magically upgraded.

Errata: The Tree Shaper of Saluwe should also gain a Caster Level increase at 3rd level, and again at 7th level.

Chapter Seven: Equipment

Flash Sphere (All Types) – Page 136

Errata: The burst effect affords the subjects a Fortitude save, like the direct hit effect.

Errata: Reduce the area of effect portions of these spheres by 5 ft. each.

Errata: Reduce the save DCs for all versions of these spheres by 2.

Mind Cloud (All Types) – Page 136

Errata: Reduce the save DCs for all versions of these spheres by 3.

Sleeping Gas, Refined – Page 137

Errata: This Hit Dice cap on this object should be 6, not the listed 10.

Alchemy Lab, Transportable – Page 138

Errata: The reference to *Maliar's Magnificent Laboratory* is incomplete. It should instead refer the reader to *Forged in Magic: Revised and Expanded*, where *Maliar's Magnificent Laboratory* is described on Page 93.

Flask Atlatl – Page 139

Errata: This is an exotic weapon, and requires proficiency to use.

Errata: Due to its similarity to a sling, anyone who is proficient with a flask atlatl, may apply feats specific to a sling to the flask atlatl as well (such as Weapon Focus, or Weapon Specialization).

Chapter Eight: New Spells

Errata: All spell lists presented in this chapter are reproduced, with corrections, in *Appendix II*. These corrected spell lists contain a majority of the spell-list

changes, and spell-level changes and override the listed spell levels in the book text, where they differ.

Errata: Some spells are given multiple schools during this errata. This was done because these spells combine disparate effects from multiple schools. Specialized wizards who wish to learn a spell with multiple schools may not have any of the listed schools as a banned school. Spell Focus and Greater Spell focus in either school provide bonuses to the save DC; however, Spell Focus or Greater Spell Focus in both schools of such a spell does not provide any greater benefit.

Acid Burn – Page 159

Errata: The area of this spell is a 20-foot radius burst.

Errata: This spell does 1d8 damage per caster level, but caps at 10d8. Half of the damage dealt is acid, half is fire. If you use a metamagic feat or class ability to change the energy type that this spell produces, you must continue to select two different elements and split the damage between them.

Anathema – Pages 161-161

Errata: The type of this spell is incorrect. The correct type is: Enchantment [Compulsion, Mind-Affecting] and Illusion (Phantasm).

Anshar’s Eyes of Agony – Page 161

Errata: You must have line of sight, and line of effect to trigger the gaze attack on a target.

Errata: You must worship Anshar to cast this spell, regardless of which casting class you are a member of.

Ardent Skin – Page 161

Errata: The bonus damage when attacking creatures using this spell, only applies to your first attack each round.

Errata: This spell grants fire resistance equal to one-quarter of the caster level (round down, minimum 1).

Battle’s Rage – Page 162

Errata: The casting time of this spell is: 1 *swift* action.

Errata: This spell has both the Transmutation and Enchantment types; the sub-type of the spell is unchanged.

Errata: The granted enhancement bonuses of this spell should be a +2 enhancement bonus. It is possible to increase the granted enhancement by +2 (to a maximum of +6 total), by increasing the spell level

they prepare the spell at for each such increase. (So a paladin memorizing it as a 2nd level spell grants a +4 bonus, while as a 3rd level spell it grants a +6 bonus).

Spontaneous casters, such as a sorcerer, can choose to increase the spell level when they start casting the spell. Using this option does not change the casting time of the spell; although applying metamagic feats while doing so will modify the casting time as normal.

Beltine’s Baneful Threnody – Page 163

Errata: You must worship Beltine to cast this spell, regardless of which casting class you are a member of.

Bestial Nature – Page 163

Errata: The bonus to natural armor is an enhancement bonus.

Bestow Blessing– Page 163

Errata: The bonus granted by the third option to Armor Class and saving throws should only be a +2 holy bonus.

Bewildering Aura – Page 162

Clarification: There is some contradictory text about creatures that remain within the aura of the spell. The intent is that once a creature has been affected once by the spell, they are thereafter immune to being affected again by the spell, even if they leave and re-enter the effect. Creatures that make their saves must continue to make a save each round they are within the area of effect, until they have failed a save, or left the area of effect (or the spell expires).

Clarification: This spell is out of order, and is located between *Battle’s Rage* and *Belisarda’s Elemental Blood*.

Bitter Kiss of Fall – Page 164

Errata: Add the following after the final paragraph of the spell text, but before the material component listing.

The weeds are considered plants, so another caster may affect the weeds with spells such as *plant growth*, or *horrid wilting*. Treat the weeds as each having hit points equal to the caster level of this spell.

Clarification: This spell is out of order, and is located before *Belisarda’s Elemental Blood*.

Errata: This spell is not subject to Spell Resistance.

Bitter Kiss of Spring – Page 164

Errata: The damage done by this spell (when using the blasts) is bludgeoning damage, and is subject to damage reduction. Furthermore, each blast only does 5d6 damage, not the listed 6d6. However, making the saving throw does not negate the bull rush effect.

Clarification: This spell is out of order, and is located before *Belisarda's Elemental Blood*.

Bitter Kiss of Summer – Page 164

Clarification: The reference in the final paragraph to the properties of dazed is incorrect. The dazed condition does not reduce a creature's Armor Class.

Errata: The heat blasts only deal 5d6 damage, not the listed 6d6.

Clarification: This spell is out of order, and is located before *Belisarda's Elemental Blood*.

Bitter Kiss of Winter – Page 164

Errata: The cold blasts only deal 5d6 damage, not the listed 6d6.

Clarification: The penalties for being slowed, if the second save is failed, stack with those listed above for a target who makes the save.

Clarification: This spell is out of order, and is located before *Belisarda's Elemental Blood*.

Blindness, Greater – Page 165

Errata: This spell has an instantaneous duration effect, not a permanent duration.

Brimstone – Page 165

Errata: This spell has the (Summoning) subtype and the [Evil] descriptor.

Bury – Page 166

Errata: The target of this spell may attempt, each round as a full-round action, a new Reflex save to escape the spell.

Errata: The damage inflicted by this spell should only be 2d6 magic bludgeoning damage (each round).

Cadaverous Champion – Page 166

Errata: This spell has the Transmutation type. The effect of this spell is: One created flesh golem.

Errata: The casting time for this spell should be 3 rounds.

Cadaverous Form – Page 166

Clarification: The *true seeing* spell, and equivalent effects, allows creatures to bypass the effects of this spell.

Cadic's Chicanery – Pages 166-167

Errata: You must worship Cadic or Sarish to cast this spell, regardless of which casting class you are a member of.

Call the Restless Soul – Page 167

Errata: The duration of this spell is: 1 minute / caster level or until no living creatures are visible.

Errata: Sorcerers and Wizards are limited to specific tables, based off what Val Bloodline they manifest. They cannot choose either table.

Camouflage – Page 167

Errata: The effects of this spell are unclear, and replicate one of the class abilities of the ranger. Replace the text of this spell with the following.

When this spell is cast you seem to fade into the background. Your coloring changes to a haphazard mass that matches whatever colors dominate behind you. As you move, your camouflage changes to match your surroundings. For the duration of the spell, you gain a competence bonus to Hide checks equal to your caster level.

Material Component: A handful of sand and three leaves, each leaf must be a different color.

Camouflage, Greater – New Spell

Addition: This spell was necessary to impart an ability to the Warder class, if desired. The spell is presented below.

Camouflage, Greater

Transmutation

Level: Warder 4

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Duration: 10 min. / level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

The recipient of this spell develops an uncanny sense of where the slightest hiding place may be found. You gain the *camouflage* ability of a ranger.

There is something unusual with how this spell functions that prevents it from being fashioned into a potion, through any means.

Material Component: A fragment of fur from a bear, a beaver, a skunk and a squirrel or a fragment of textile, such as linen, silk or wool.

Charm Construct – Page 167

Errata: This spell does not have the (charm) descriptor.

Chilling Scythe – Page 168

Errata: You must worship Neroth to cast this spell, regardless of which casting class you are a member of.

Cloak of Lashing – Page 169

Errata: The casting time for this spell was omitted, it is 1 standard action.

Clarification: If the cloak has smothered a victim, and the caster wishes to move, then the caster and cloak must make a successful grapple check to move, as detailed in the grapple rules.

Curse of Years – Page 169

Clarification: A wizard who wishes to learn this spell must be a Specialist Necromancer. A sorcerer who wishes to learn this spell must have Spell Focus (necromancy).

Darkness is my Ally – Page 170

Errata: You must worship Cadic to cast this spell, regardless of which casting class you are a member of.

Dead Man’s Shackles – Page 170

Errata: You must worship Neroth to cast this spell, regardless of which casting class you are a member of.

Errata: Undead who are the targets of this spell receive a Will save to negate the spell, instead of a Fortitude save.

Clarification: The penalties to attacks and skills imposed by this spell also apply to undead recipients of the spell who fail their save.

Errata: The masterwork manacles mentioned under the material components entry is actually the focus of the spell, and is not consumed during casting.

Death Surge – Page 170

Errata: This spell is a Necromancy [Death, Evil] effect, instead of the listed school and subtype.

Detect Infernals – Page 171

Errata: You must worship Sarish to cast this spell, regardless of which casting class you are a member of.

Clarification: The base Knowledge (The Planes) check DC is 10 + the creature’s HD, as detailed in *Core Rulebook I*.

Detect Nature’s Defilement – Page 171

Errata: The radii for defiled natural areas are too small to be useful. A replacement table is listed below.

Detonating Rain – Page 172

Errata: A *shield* spell renders you immune to this spell; as does any effect that blocks *force* effects from functioning. As noted, a *brooch of shielding* can be used to absorb the damage from this spell; it does not grant a bonus to the saves against this spell.

Dig – Page 172

Errata: The casting time for the third option in this spell is 1 standard action; it was originally omitted.

Errata: You may cast this spell to counter or dispel the *bury* spell.

Dispel Magic Field – Page 173

Errata: As this spell has a number of issues, a replacement entry for this spell is presented below.

<p>Dispel Magic Field Abjuration Level: Sor/Wiz 8 Components: V, S Casting Time: 1 minute Range: 20 ft. Area: 20 ft. radius emanation centered on the caster Duration: 10 min./level Saving Throw: Will negates (harmless) Spell Resistance: No (harmless)</p> <p>This spell functions similar to <i>greater dispel magic</i>, except that this field allows a caster to perform a targeted <i>greater dispel magic</i>, as a standard action, against any spell within range. You may choose to use the ready action to prepare the <i>greater dispel magic</i> as</p>

Table: Detect Nature’s Defilement

	----- Aura Power -----			
	Faint	Moderate	Strong	Overwhelming
Defiled Creature (HD)	10 or lower	11 to 25	26 to 50	51 or higher
Defiled Natural Area (radius)	10 feet or less	10 feet to 10 yards	10 yards to 10 miles	10 miles or greater

a counterspell instead.

You may dispel a number of spell levels worth of spells equal to one and a half times your caster level (round down), to a maximum of 30 spell levels at 20th level. If you attempt to dispel a spell and there are insufficient spell levels remaining, then the dispel automatically fails and this spell ends.

This spell ends when there are no spell levels remaining, or the duration has elapsed.

Dutiful Mapper – Page 174

Errata: The spirit cannot detect secret doors automatically, and will not actively search for them either.

Echo – Pages 174-175

Errata: The damage done by this spell should be treated as a pool and when used it depletes the pool. Each round the spell is active, it adds 1d6 damage to the pool. The maximum damage that can be unleashed by the spell is 5d6 at a time.

For example, using the spell four rounds after it was cast, the target of the spell can unleash 4d6 sonic damage. The following round there is only 1d6 in the pool, so the target could unleash another blast, but for only 1d6 damage that time.

Errata: When unleashing the stored sonic it should be treated as a 15 ft. range effect that targets one creature. The targeted creature receives a Fortitude save for half damage against this effect.

Eldritch Dagger – Page 175

Errata: All creatures with the ability to use spells, psionics, spell-like abilities or psi-like abilities are affected the same way. That is, if they fail the save they are unable to use spells, powers, spell-like abilities, or psi-like abilities for one round. This effect does not impact preternatural psionics.

Eldritch Sword – Page 175

Errata: This spell is subject to the same change as the *eldritch dagger* spell, save that the abilities are suppressed for 1d3+1 rounds.

Eldritch Maelstrom – Page 175

Errata: As with the above two spells, the same change applies, except the duration with this spell is 1d4+2 rounds. Mention in the second paragraph of this spell that spellcasters must be struck by the weapon is in error, any spellcaster, manifester or creature with spell-like or psi-like powers that is within the area of effect

is subject to the suppression effect. As above, preternatural psionics are unaffected by this spell.

Elemental Form – Page 175

Errata: This spell does not grant immunity to critical hits.

Errata: The duration of this spell is 1 round/level, not the listed duration of 1 minute/level.

Elemental Form, Greater – Page 175

Errata: This spell grants immunity to critical hits, in addition to its listed benefits.

Clarification: The DR granted by this spell is 5/-, and does not stack with other sources of DR.

Elemental Weapon – Pages 175-176

Errata: The enhanced bursting option adds 2 levels to the spell, based off what spell level you normally access the spell at.

Enhance Natural Attack – Page 176

Errata: This spell only affects one natural weapon set per casting, like the *magic fang* spell.

Clarification: Multiple castings of this spell do not stack, nor does this spell stack with other effects that increase size or size for calculating damage.

Evil Eye – Page 176

Clarification: This spell gains the [Fear] subtype if the panicked option is chosen.

False Death – Page 176

Errata: This spell's school and subtypes are incorrect. They should be Conjuraton (Teleportation) and Illusion (Figment, Glamer).

Errata: The duration of this effect should be listed as:

Permanent until triggered (see text, D)

Errata: The required action to activate the spell, once it is cast, is an *immediate* action.

Favor of – Pages 176-177

Clarification: These spells all have two uses listed, an ongoing effect, and a ray effect. When these spells are cast, the ongoing effect takes effect; at a later time, the caster may spend a standard action to produce the ray effect, immediately ending the spell. The caster may also directly produce the ray effect when casting the

spell, in which case the spell immediately ends and the ongoing effect never comes into effect.

Favor of Air – Pages 176-177

Errata: The damage dealt by the second option of this spell is 3d4 electricity plus 1 per caster level (maximum +10).

Favor of Earth – Page 177

Errata: The damage dealt by the second option of this spell is 3d4 acid plus 1 per caster level (maximum +10).

Favor of Fire – Page 177

Errata: The damage dealt by the second option of this spell is 3d4 fire plus 1 per caster level (maximum +10).

Clarification: The +1 bonus to Initiative is in addition to that granted by the Dexterity increase.

Favor of Life – Page 177

Errata: The healing/damage done by the second option of this spell is 3d4 plus 1 per caster level (maximum +10). If used for healing, no attack roll is necessary (and the spell cannot deliver a critical hit).

Favor of Water – Page 177

Errata: The damage dealt by the second option of this spell is 3d4 cold plus 1 per caster level (maximum +10).

Feline Form – Pages 177-178

Clarification: This spell is out of order in the book, appearing after *Fickle Fortunes*, instead of before it.

Fickle Fortunes – Page 177

Errata: This spell is an Enchantment [Mind-Affecting] spell. The target receives a new save against this spell each round, on the original caster's turn.

Clarification: The mentioned chart is all tab-delimited paragraphs between the first paragraph of the spell and the material component entry.

Flailing Fists – Page 178

Errata: You make attacks with the fists instead of your normal attacks, or your normal attacks, as desired, but not both.

Clarification: A medium-sized caster does 1d8 base damage with the fists; a large-sized caster does 2d6 base damage and a small-sized caster does 1d6 base damage.

Flames of the Dragon's Fury – Page 178

Errata: The granted natural armor bonus from this spell should be reduced to +2 base (max +5 at 20th level).

Errata: The breath weapon granted by this spell only deals 1d6 damage / 2 levels (max 10d6) per use. When this spell is cast by a holy champion, the damage is increased to 1d6 damage / level (max 10d6).

Flaying Darkness – Page 178

Errata: The increased damage of this spell is triggered anytime the spell is cast by a divine caster of Cadic.

Force Chains of Constriction – Pages 178-179

Errata: The target entry for this spell is missing and should be: One creature or object.

Errata: This spell cannot grapple incorporeal creatures, however, it can be commanded to attack them (using a normal melee attack, and dealing damage as indicated for during a grapple).

Errata: This spell is also subject to *dispel magic* and *greater dispel magic*. All psionic equivalents of effects that affect this spell also have the ability to affect this spell.

Force Upon the Mortal Coil – Page 179

Clarification: The minimum number of targets this spell grants is one.

Fuel my Fury – Page 179

Errata: The spell text implies that the bonuses granted by this spell may be transferred to another creature; that is correct. During casting, the spell caster may indicate any one creature within touch range to receive the bonuses from this spell, instead of the caster. The entirety of both bonuses must be transferred, or none at all; it is not possible to sub-divide the bonuses in any way.

Errata: The bonuses granted by this spell are enhancement bonuses, and so do not stack with other enhancement bonuses. These bonuses cap at +8 each.

Gauntlet of the Elements – Page 179

Errata: If this spell is shared with a familiar, both instances of the spell come from the same energy pool.

Additionally, the familiar must also be wearing suitable gloves (as per the focus requirement) to be able to use the spell.

Gaze Trigger – Page 179

Errata: This spell should be an Evocation spell, instead of its listed school.

Errata: The target entry for this spell is: One mirror worth at least 1,000 gp.

Errata: This spell has a focus requirement:

<p><i>Focus:</i> A mirror measuring 5 ft. by 2 ft. minimum, with a value of at least 1,000 gp.</p>
--

Errata: A spellcaster may only have one *gaze trigger* spell active at any one time. If a second *gaze trigger* is cast, the first dissipates harmlessly.

Ghostly Adversary – Pages 179-180

Errata: This spell is subject to Spell Resistance.

Gout of Vermin – Page 180

Errata: This spell has the [Summoning] subtype, not the [Creation] subtype.

Clarification: The portion of the spell's effect that produces the *shaken* condition should be treated as a *fear* effect. This portion of the effect potentially affects all creatures that are adjacent, whether friend or foe.

Gout of Vermin, Hellish – Page 180

Errata: This spell has the [Summoning] subtype.

Granite Goliath – Page 180

Errata: The casting time for this spell should be 3 rounds.

Gravity Well, Lesser – Page 180

Clarification: The *freedom of movement* spell prevents this spell from having any effect on a target.

Guardian Ties – Page 181

Errata: The duration of this spell is instantaneous; it cannot be dispelled.

Hammer and Anvil – Page 181

Errata: Only worshippers of Illiir or Dwarves may learn this spell, regardless of their casting class.

Heretic Shield – Pages 181-182

Errata: The greater effect against members of the same faith, but of a different alignment should grant a +4 resistance bonus to all saves, not the listed +2.

Errata: This spell grants DR 3/magic, or DC 6/magic.

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Just Torment – Page 182

Errata: This spell grants a Will save, not the listed Fortitude save.

Errata: The effects of this spell are considered to be a curse, for the purposes of removing the effects of this spell.

Larissa's Fickleness – Page 182

Errata: The caster only receives one chance to deliver the penalty. The resulting penalty (on either the target or the caster) remains active for at most one round / 2 caster levels. Once the penalty has had an effect, the spell's duration immediately ends.

Lava Burst – Page 183

Errata: Half of the damage dealt by this spell is fire damage, half is bludgeoning damage.

Clarification: Any given creature can only be affected by a single pillar produced by a casting of this spell; thus a large size creature struck by four pillars would only suffer damage from one pillar.

Lightning Web – Page 183

Errata: This spell's type is incorrect. It should be: Conjunction (Creation) and Evocation [Electricity].

Errata: The web portion of this spell is not subject to Spell Resistance; the damaging portion of this spell is subject to Spell Resistance. Failing to penetrate the Spell Resistance of a creature does not make them immune to the web effect, only to the damage portion of the spell.

Errata: The duration of this spell needs adjustment. The correct duration for this spell is 1 round/level.

Line of Sight – Pages 183-184

Errata: The word crystal is missing in the second sentence of the spell description. The sentence in question should read as follows.

<p>With a successful touch attack, which provokes an attack of opportunity, you may place the <u>crystal</u> in orbit around the head of a creature, where it will stay in the same manner as an <i>ioun stone</i>.</p>

Errata: A creature that has eight active *ioun stones* cannot have the crystal from this spell placed into orbit around its head.

Luck of Fools – Page 184

Errata: Remove all reference to the Luck domain from the spell description.

Errata: The duration of this spell should be 1 minute, instead of the listed duration. You can, after all, only expect unpredictable results to work in your favor for so long.

Errata: The spell should only grant a +1 bonus initially, with the bonus increasing by +1 for every additional –2 penalty the caster chooses to suffer.

Magic Circle of Elemental Retribution – Pages 184-185

Errata: This spell is an Abjuration and Evocation effect, with the appropriate elemental subtypes.

Magic Circle of Detonation – Page 185

Errata: This spell is an Abjuration and Evocation effect, with the [Force] subtypes.

Magic Circle of Stunning – Page 185

Errata: This spell is an Abjuration and Enchantment effect.

Magic Circle of Torment – Page 185

Errata: This spell is an Abjuration and Necromancy effect, not a Necromancy effect.

Mantle of the Medusa – Page 185

Errata: In this version of the spell, you may either make an attack with the snakes or with the gaze attack as part of casting the spell.

Errata: Each gaze attack you make with this spell reduces the remaining duration of the spell by 4 rounds. If there are insufficient rounds remaining, then the gaze attack fails.

Errata: The target of this spell is incorrect, and should be: Living creatures within 30 ft.

Mental Shield – Page 186

Errata: Remove the [Mind-Affecting] subtype from this spell.

Mental Shield, Greater – Page 186

Errata: Remove the [Mind-Affecting] subtype from this spell.

Mental Shield, Lesser – Page 186

Errata: Remove the [Mind-Affecting] subtype from this spell.

Molt – Pages 186-187

Errata: This spell should be a Transmutation spell.

Nier's Martyrdom – Page 188

Errata: When determining the damage done by this spell, include the hit points required to drop the caster to –9 hit points. Always round down when determining the damage the spell does.

The example given, would actually do 16d6 damage.

Errata: This spell has an upper damage cap of 20d6 for Clerics and Priests, or 25d6 for Holy Champions and Paladins.

Errata: The damage done by this spell may not be healed by magical effects (whether spells, powers or class abilities) for 24 hours. The subject of the spell has the normal chance to awaken while unconscious (10% per hour), however, if the subject is still within negative hit points, then any action renders the subject unconscious once again, and deals 1 point of damage.

Positive Energy Lance – Page 189

Clarification: Ignore the text that talks about light or heavy lances; there is only one lance weapon defined in the current rule set.

Clarification: All attacks made with the lance are resolved as normal melee attacks. Any feats the caster has that relate to the use of lances may be applied to attacks made with this lance.

Clarification: The lance deals positive energy damage, which is not subject to damage reduction.

Errata: The lance mentioned in the material component section is actually a focus, and is not consumed during the casting. The vial of holy water is a normal material component, and is consumed during the casting of this spell.

Power Word, Thunder – Page 189

Errata: This spell is an Evocation [Sonic] effect, not a Conjunction [Mind-Affecting] effect.

Prismatic Arrow – Page 190

Errata: The effect of the violet ray has been changed. The following describes its new effect.

Violet Ray: Sent to an extradimensional labyrinth for 10 rounds (1 minute). Because the subject returns from the labyrinth on its own (11th) turn, the duration of this effect is measured starting on the victim's turn, rather than the caster's turn. This effect operates exactly like a *maze* spell except there is no chance to escape early. (Will negates).

Purge Element – Page 191

Errata: The saving throw granted by this spell is only for half, as the text indicates. The spell block at the top is incorrect in this case.

Quiet, Mass – Page 192

Errata: Targets of the spell may never be further than 30 ft. from any other target of the spell, not merely the closest target of the spell.

Ray of Nullification – Page 192

Errata: All versions of this spell has no effect on psionic powers of any kind.

Ripping Sands – Page 193

Errata: This spell does 1d6+1 damage per caster level, capping at 10d6+10 damage at Caster Level 10. All secondary effects, and damage limitations are unchanged.

Scalding Wisps – Page 194

Errata: The target entry for this spell is missing. The target is: One living creature that must breathe.

Sea Armor of Yarris – Pages 194-195

Errata: The deflection bonus granted by this spell should be reduced to +2.

Clarification: When determining how many rounds to remove from the remaining duration of the spell due to absorbed fire damage, use the sum total of all fire damage dealt within one round; do not determine duration loss on a damage source by damage source basis.

Shadow Brother – Page 195

Errata: The ability of the Shadow Brother to cast spells is drawn from your own casting abilities. Any spell he or she casts is removed from your remaining supply of spells for the day. The same applies to any psionic powers, supernatural abilities, spell-like abilities, psi-like abilities and extraordinary ability that are used.

Shadow Ripper – Pages 195-196

Errata: This spell has the (Calling) subtype in addition to its existing subtypes.

Errata: This spell is not subject to Spell Resistance.

Sludge Stream – Pages 196-197

Errata: This spell is not subject to Spell Resistance.

Soul Hammer – Page 197

Errata: The *greater dispel magic* effect is only triggered the first time the soul hammer is directed to attack any given creature, and then only if the creature is warded as described.

Titanize – New Spell

Addition: The following spell is needed to grant Altherian Artificers the same style of benefits that other classes have.

Titanize

Transmutation

Level: Art 5, HC (Althares) 4, Pal (Althares) 4, Sor/Wiz 6, U. Sen 4

Components: V, S

Casting Time: 1 standard action

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

Targets: Up to one construct (Gargantuan size or smaller) / four levels, no two of which can be more than 30 ft. apart.

Duration: 1 min. / level

Saving Throw: Will negates

Spell Resistance: No

A number of constructs grow to twice their normal size and eight times their normal weight. This alteration changes each construct's size category to the next largest (from Medium to Large, for example), grants it a +8 size bonus to Strength, increases its bonus hit points due to size (see *Core Rulebook II* and/or *III*), and imposes a –2 penalty to Dexterity. The construct's existing natural armor increases by 2. The size change also affects the construct's modifier to Armor Class, attack rolls, special combat maneuvers (such as grapple), its base weapon damage, and Hide checks. The construct's space and reach also change (see *Core Rulebook II* and/or *III*), however, its speed remains unchanged.

The construct also gains damage reduction 5/-; if it already has that type of damage reduction, then it is increased by 5. Additionally, the construct gains a number of temporary hit points equal to its Hit Dice (in addition to the change to bonus hit points based on size).

If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it – the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a construct is similarly enlarged by the spell, through this change has no effect on the magical properties of such equipment. Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means to command or influence over the enlarged constructs.

Multiple magical effects that increase size do not stack, which means (among other things) that you can't use a second casting of this spell to further increase the size of a construct that's still under the effects of the first casting.

This spell has no effect when used on constructs that exist by virtue of Conjunction effects.

Wing Snare – Page 203

Errata: This spell is not subject to Spell Resistance.

Wings of the Phoenix – Page 203

Errata: This spell only deals 1d6 damage per two caster levels, capping at 5d6 damage.

Wraith Circlet – Page 203

Errata: The negative levels that can be bestowed by this spell have a duration of 1 hour. Creatures need not make Fortitude saves to remove these levels, as they do not remain in effect long enough to become permanent.

Chapter Nine: The Menace of Ymandragore

There are currently no errata for this chapter.

Chapter Ten: Dreamtime – A World of Twisted Spirit

There are currently no errata for this chapter.

Appendix I: Constructs of Arcanis

Clockwork Constructs – Pages 219-221

Errata: The stat-blocks for the base clockwork constructs contain several errors. Revised stat-blocks are available in *Appendix I*. These stat-blocks reference

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the Clockwork subtype. This subtype was erroneously not defined, and so it is presented below.

Clockwork Subtype

Creatures with the clockwork subtype are always constructs. They can typically be created using the Craft Clockwork Construct feat, and if damaged can be repaired as described by that feat.

Due to the creature's dependence on internally moving parts, these creatures are especially susceptible to the *slow* spell (and other effects that modify the temporal speed of a creature). All such effects have their durations doubled when applied to creatures with the clockwork subtype. Furthermore, such creatures have a –4 penalty on saving throws against such effects.

However, this dependence also means that the creature is affected to a greater extent by spells such as *haste*. The durations of such spells are extended by 50% (round down).

Clockwork Construct Upgrades – Pages 220-221

Clarification: Unless otherwise stated, upgrades may only be applied once.

Improved Armor – Page 220

Errata: You may only apply this upgrade 4 times in total, for a final total cost of 45,000 gp.

Size Increase – Page 220

Errata: You may only apply this upgrade 2 times in total, for a final total cost of 40,000 gp.

Self Repair – Page 221

Errata: The spell requirement for this upgrade is erroneous. The correct spell requirement is: *restore construct*.

Myrantian Assassin-Golem – Page 222

Errata: A number of the feats this golem has are bonus feats. The following feats should be marked as bonus feats: Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Initiative, Improved Trip, Weapon Finesse, Weapon Focus (rapier-arm).

Errata: The correct advancement for these golems is: 11-22 HD (Medium); 23-58 HD (Large)

Sarishan Guardian – Pages 222-223

Errata: The Sarishan Guardian counts as a golem for the purposes of spells and items that affect golems.

Errata: The Combat Reflexes feat the guardian has is a bonus feat.

Errata: The correct advancement for the guardian is: 14-25 HD (Large); 26-45 HD (Huge)

Appendix II: Fetishes

There are currently no errata for this chapter.

Appendix I – Clockwork Construct Errata

Animalistic Clockwork Construct

Medium Construct (Clockwork)

HD: 2d10+20 (31 hp) **CR:** 1
BAB: +1 **Grapple:** +3
Initiative: +2 **Space:** 5 ft.
Speed: 40 ft. **Reach:** 5 ft.

AC: 17 (+2 Dex, +5 natural); touch 12, flat-footed 15

Attack: Bite +3 melee
Damage: Bite 1d6+3 (20/x2)

SA: ---

SQ: Construct traits, clockwork traits, DR 1/-, darkvision 60 ft., low-light vision

Saves: Fort +0 Ref +2 Will +1

Abilities: Str 15 (+2) Dex 15 (+2) Con --
 Int 3 (-4) Wis 12 (+1) Cha 1 (-5)

Alignment: Neutral

Languages: Understands one language (the choice is language is determined at creation by the construct's crafter)

Skills: Hide +5, Spot +3

Feats: Run

Environment: Any

Organization: Solitary, Gang (2-4), or Companion

Treasure: None

Advancement: 3-15 HD (Medium)

Level Adjustment: --

Humanoid Clockwork Construct

Medium Construct (Clockwork)

HD: 2d10+20 (31 hp) **CR:** 1
BAB: +1 **Grapple:** +4
Initiative: +1 **Space:** 5 ft.
Speed: 30 ft. **Reach:** 5 ft.

AC: 16 (+1 Dex, +5 natural); touch 11, flat-footed 15

Attack: Fist +4 melee
Damage: Fist 1d4+3 (20/x2)

SA: ---

SQ: Construct traits, clockwork traits, DR 1/-, darkvision 60 ft., low-light vision, dexterous hands

Saves: Fort +0 Ref +1 Will +1

Abilities: Str 16 (+3) Dex 13 (+1) Con --
 Int 3 (-4) Wis 12 (+1) Cha 1 (-5)

Alignment: Neutral

Languages: Understands one language (the choice is language is determined at creation by the construct's crafter)

Skills: Balance +4, Listen +3, Spot +5

Feats: Alertness

Dexterous Hands (Ex): A humanoid clockwork construct has proper hands and can manipulate tools and materials if given the proper instructions. However, this comes at a cost. A humanoid clockwork construct receives one less upgrade, since merely having these hands is considered to be the first upgrade to the construct.

Environment: Any

Organization: Solitary, Gang (2-4), or Companion

Treasure: None

Advancement: 3-15 HD (Medium)

Level Adjustment: --

Appendix II – Spell Lists

There are two kinds of spell lists here. For classes that were introduced in *Magic of Arcanis*, you will find complete spell lists. For other classes that are listed, only the new spells from *Magic of Arcanis* are listed.

Adept

1st-Level Adept Spells

Detect Curses
Love Charm
Mask Scent
Predict Weather

2nd-Level Adept Spells

Bestow Lesser Curse
Evil Eye
Grovel
Molt
Predict Weather, Greater
Remove Lesser Curse

Altherian Artificer

New spells are marked with a *; spells from the *Player's Guide to Arcanis* are marked with †.

0th-Level Altherian Artificer Spells

Acid Splash
Arcane Mark
Dancing Lights
Detect Magic
Flare
Light
Mage Hand
Mending
* Mend Construct

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Open/Close
Prestidigitation
Read Magic
Resistance

1st-Level Altherian Artificer Spells

Alarm
Animate Rope
* Artificer's Hammer
Comprehend Languages
Detect Secret Doors
Detect Undead
Endure Elements
Erase
Expeditious Retreat
Feather Fall
Floating Disk
Grease
† Hardness
Hold Portal
Identify
* Imbue with Intelligence

Jump
Magic Aura
Mage Armor
Magic Weapon
Mount
* Patch Construct
Obscuring Mist
Shocking Grasp
True Strike
Unseen Servant

2nd-Level Altherian Artificer Spells

Acid Arrow
Arcane Lock
Continual Flame

* Disrupt Construct
* Elemental Weapon
Glitterdust
Knock
Levitate
Locate Object
Magic Mouth
Obscure Object
Pyrotechnics
Protection from Arrows
* Repair Construct
Resist Energy
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Whispering Wind

3rd-Level Altherian Artificer Spells

* Access Feat
* Access Skill
Arcane Sight
Daylight
Dispel Magic
* Charm Construct
Explosive Runes
Fly
Haste
* Heal Construct
Keen Edge
Lightning Bolt
Magic Weapon, Greater
Magic Vestment
Minor Creation
Nondetection
Protection from Energy

Sepia Snake Sigil
Stinking Cloud
Tongues
Tiny Hut
Secret Page
Shrink Item
Slow
Stone Shape.
Water Breathing

4th-Level Altherian Artificer Spells

Arcane Eye
Dimension Door
Detect Scrying
Fire Shield
Fire Trap
Freedom of Movement
Globe of Invulnerability, Lesser
Imbue with Spell Ability
Instant Summons
Locate Creature
Major Creation
Stoneskin
Secure Shelter
Scrying
Resilient Sphere

5th-Level Altherian Artificer Spells

Analyze Dweomer
Fabricate
Legend Lore
Mage's Private Sanctum
Overland Flight
Passwall
Secret Chest
Sending
Telekinesis
Titanize
Transmute Mud to Rock

Transmute Rock to Mud
Wall of Force
Wall of Stone

6th-Level Altherian Artificer Spells

Acid Fog
Antimagic Field
Chain Lighting
Contingency
Disintegrate
Dispel Magic, Greater
* Dominate Construct
Flesh to Stone
Globe of Invulnerability
Guards and Wards
Move Earth
† Presence of Master Smiths
† Reanimate Construct
Repulsion
* Restore Construct
Stone to Flesh
Transformation
True Seeing
Wall of Iron

Assassin

1st-Level Assassin Spells

Deepen Wounds
Ghostly Adversary
Inky Shroud
Low-Light Vision
Mask Scent
Shadow Darts
Shadow Image
Steady Aim

2nd-Level Assassin Spells

Quiet

3rd-Level Assassin Spells

Acidic Touch
Flaying Darkness
Mirror Legion
Quiet, Greater

4th-Level Assassin Spells

Shadow Ripper

Bard

0th-Level Bard Spells

Quicken Stride:
Quiet, Lesser
Scatter
Stabilize

1st-Level Bard Spells

Darkness, Lesser
Detect Magic, Greater
Discern Emotions
Echo
Elasticity
Ghostly Adversary
Love Charm
Low-Light Vision
Prestidigitation, Subtle
Rattle
Silver Tongue
Telepathic Scan

2nd-Level Bard Spells

Access Feat
Access Skill
Battle's Rage
Brainstorm
Disguise Self, Greater
Dispel Illusion

Elemental Weapon

Grovel

Scrounge

Speak with Sarish's Pets

3rd-Level Bard Spells

Flaying Darkness

Larissa's Kiss of Narcissism

Larissa's Sultry Whispers

Luck of Fools

Mirror Legion

Quiet

Speak with Sarish's Pets, Greater

Watery Form

4th-Level Bard Spells

Fuel My Fury

Moan of the Cloaker

Munokhoi's Magnificent Explosions

Quiet, Greater

Stalwart Presence

5th-Level Bard Spells

Bewildering Aura

Fickle Fortunes

Gaze Trigger

Scrounge, Greater

6th-Level Bard Spells

Destrachan's Roar

Distance Distortion

Quiet, Mass

Cleric

0th-Level Cleric Spells

Negative Energy Cascade

Positive Energy Cascade

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Stabilize

1st-Level Cleric Spells

Darkness, Lesser

Deepen Wounds: Anshar worshippers only.

Detect Curses

Detect Infernals: Sarish worshippers only.

Detect Magic, Greater

Diabolical Treasurer: Sarish worshippers only.

Glancing Blow

Inflict Cramps: Anshar worshippers only.

Larissa's Fickleness: Larissa worshippers only.

Light, Greater: Illiir worshippers only.

Love Charm: Larissa worshippers only.

Predict Weather, Lesser: Belisarda, Hurrian, Saluwe or Yarris worshippers only.

Protection from Undead

Snuff Out

Speak with Sarish's Pets: Sarish worshippers only.

Stillness

2nd-Level Cleric Spells

Anchor Soul and Psyche

Ardent Skin

Buffet

Dead Man's Shackles: Neroth worshippers only.

Dispel Illusion

Dutiful Mapper: Althares, Anshar or Belisarda worshippers only.

Eldritch Dagger: Sarish worshippers only.

Elemental Weapon

Feline Form: Sarish worshippers only.

Force Upon the Mortal Coil

Gravity Well, Lesser: Saluwe worshippers only.

Grovel: Larissa worshippers only.

Larissa's Kiss of Narcissism: Larissa worshippers only.

Pain Shards: Anshar worshippers only.

Positive Energy Missiles

Predict Weather: Belisarda, Hurrian, Saluwe or Yarris worshippers only.

Protection from Infernals

Saluwe's Verdant Skin: Saluwe worshippers only.

Shadow Darts: Cadic worshippers only.

Shark Maw: Yarris worshippers only.

Speak with Sarish's Pets, Greater: Sarish worshippers only.

Spirit Bane

Unravel the Thread

3rd-Level Cleric Spells

Battle's Rage

Cadic's Chicanery: Cadic or Sarish worshippers only.

Favor of Air

Favor of Earth

Favor of Fire

Favor of Life: Non-Neroth worshippers only.

Favor of Water

Fickle Fortunes: Larissa worshippers only.

Hammer and Anvil: Illiir worshippers or dwarves only.

Heretic Shield

Larissa's Sultry Whispers: Larissa worshippers only.

Luck of Fools: Cadic or Larissa worshippers only.

Magic Circle against Undead: Belisarda, Beltine or Neroth worshippers only.

Neroth's Grave Token: Neroth worshippers only.

Predict Weather, Greater: Belisarda, Hurrian, Saluwe or Yarris worshippers only.

Rekindle
Retributive Strike
Stabilize, Mass

4th-Level Cleric Spells

Charm Infernal: Sarish worshippers only.
Chilling Scythe: Neroth worshippers only.
Curse of Years: Illiir worshippers only.
Darkness is My Ally: Cadic worshippers only.
Eldritch Sword: Sarish worshippers only.
Elemental Form
Fuel My Fury
Gout of Vermin: Saluwe worshippers only.
Gravity Well: Saluwe worshippers only.
Magic Circle against Infernals: Sarish worshippers only.
Phantom Sails: Yarris worshippers only.
Pierce the Shroud: Sarish worshippers only.
Spectral Crew: Beltine or Yarris worshippers only.
Thorn Bones: Larissa worshippers only.
Touch of Beltine's Cauldron: Beltine worshippers only.
Wings of the Phoenix: Saluwe worshippers only.
Withering Vines: Anshar, Belisarda or Saluwe worshippers only.

5th-Level Cleric Spells

Anshar's Eyes of Agony: Anshar worshippers only.
Belisarda's Elemental Blood: Belisarda worshippers only.
Bestial Form: Saluwe worshippers only.
Bitter Kiss of Fall: Saluwe worshippers only.
Bitter Kiss of Spring: Hurrian worshippers only.
Bitter Kiss of Summer: Nier worshippers only.

Bitter Kiss of Winter: Yarris worshippers only.

Bury

Flying Darkness: Cadic worshippers only.
Gaze Trigger
Positive Energy Lance
Pouncing Claws: Saluwe worshippers only.
Purge Element
Scalding Wisps: Fire Dragon worshippers only.
Sea Armor of Yarris: Yarris worshippers only.
Shadow Ripper: Cadic worshippers only.
Small Favors: Sarish worshippers only.
Stalwart Presence
The Green Rot
Unravel the Thread, Greater
Wall of Serpents: Anshar, Fire Dragon or Saluwe worshippers only.

6th-Level Cleric Spells

Beltine's Baneful Threnody: Beltine worshippers only.
Entropic Gaze: Neroth worshippers only.
Just Torment: Anshar worshippers only.
Nier's Martyrdom: Nier worshippers only.
Power Word, Thunder: Hurrian worshippers only.

7th-Level Cleric Spells

Call Down the Thunder: Hurrian worshippers only.
Call the Restless Soul: Beltine or Neroth worshippers only.
Divine Word
Elemental Form, Greater
Flames of the Dragon's Fury: Fire Dragon worshippers only.

Gout of Vermin, Hellish: Saluwe worshippers only.

Master of Fall: Saluwe worshippers only.

Master of Winter: Yarris worshippers only.

Master of Spring: Hurrian worshippers only.

Master of Summer: Fire Dragon or Nier worshippers only.

Power Word, Thunder: All non-Hurrian worshippers.

8th-Level Cleric Spells

Distance Distortion

Line of Sight: Sarish worshippers only.

Prophecy: Belisarda or Larissa worshippers only.

Shadow Twin: Cadic worshippers only.

9th-Level Cleric Spells

Brimstone

Death Surge: Neroth worshippers only.

Dreamstealer: Larissa worshippers only.

Hellfire

Mystic Barrier

Shadow Brother: Cadic worshippers only.

Soul Hammer: Beltine or Neroth worshippers only.

Unending Pain: Anshar worshippers only.

Wave of Rebirth

Cleric Domains

Air Domain

3rd-Level Domain Spells

Favor of Air

Earth Domain

2nd-Level Domain Spells

Rattle

Tremorstrike
3rd-Level Domain Spells
Favor of Earth

Fire Domain
3rd-Level Domain Spells
Favor of Fire

Healing Domain
3rd-Level Domain Spells
Favor of Life

Holy Domain
4th-Level Domain Spells
Divine Smite
7th-Level Domain Spells

Divine Word
8th-Level Domain Spells
Aura of Faith

Honor Domain
8th-Level Domain Spells
Aura of Faith

Protection Domain
9th-Level Domain Spells
Mystic Barrier

Secrets Domain
3rd-Level Domain Spells
Pierce the Shroud

Water Domain
3rd-Level Domain Spells
Favor of Water

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Watery Form

Druid

0th-Level Druid Spells
Predict Weather, Lesser
Quicken Stride
Stabilize

1st-Level Druid Spells
Deepen Wounds
Detect Nature's Defilement
Gaze of the Predator
Low-Light Vision
Predict Weather
Snuff Out
Viper Venom

2nd-Level Druid Spells
Ardent Skin
Buffet
Elemental Weapon
Enhance Natural Attack
Feline Form
Gravity Well, Lesser
Invigorating Nectar
Molt
Predict Weather, Greater
Rattle
Rekindle
Saluwe's Verdant Skin
Scrounge
Scavenger's Bounty
Shark Maw
Tremorstrike

3rd-Level Druid Spells
Dig

Favor of Air
Favor of Earth
Favor of Fire
Favor of Life
Favor of Water
Gout of Vermin
Heretic Shield
Sting of the Scorpion
Stoneskin, Lesser
Wing Snare
Withering Vines

4th-Level Druid Spells
Bestial Form
Bury
Elemental Form
Gravity Well
Lightning Web
Moan of the Cloaker
Pouncing Claws
Purge Element
Ripping Sands
The Green Rot
Thorn Bones
Twister
Wall of Serpents
Wings of the Phoenix

5th-Level Druid Spells
Belisarda's Elemental Blood
Bitter Kiss of Fall
Bitter Kiss of Spring
Bitter Kiss of Summer
Bitter Kiss of Winter
Gaze Trigger
Sea Armor of Yarris

6th-Level Druid Spells
Gout of Vermin, Hellish

Scrounge, Greater

7th-Level Druid Spells

Elemental Form, Greater

Flames of the Dragon's Fury: Fire Dragon worshippers only.

Master of Fall

Master of Winter

Master of Spring

Master of Summer

Power Word, Thunder

8th-Level Druid Spells

Call Down the Thunder

Ehtzara

New spells are marked with a *.

0th-Level Ehtzara Spells

Arcane Mark

Dancing Lights

Daze

Detect Magic

Detect Poison

Disrupt Undead

Flare

Ghost Sound

Light

Mage Hand

Mending

Open/Close

Prestidigitation

Ray of Frost

Read Magic

Resistance

* Scatter

1st-Level Ehtzara Spells

Burning Hands

Disguise Self

* Deepen Wounds

Charm Person

Comprehend Languages

Detect Animals or Plants

* Detect Curses

Detect Secret Doors

Endure Elements

Erase

Expeditious Retreat

Feather Fall

Hold Portal

Identify

Jump

Mage Armor

Message

Mount

Magic Aura

Obscuring Mist

* Predict Weather, Lesser

Protection from Chaos/Evil/Good/Law

Ray of Enfeeblement

Reduce Person

Shield

Shocking Grasp

Silent Image

Sleep

Spider Climb

Summon Monster I

True Strike

Unseen Servant

Ventriloquism

2nd-Level Ehtzara Spells

Alter Self

Arcane Lock

Augury

* Bestow Lesser Curse

Bear's Endurance

Blindness/Deafness

Cat's Grace

Charm Animal

Continual Flame

Darkness

Darkvision

Death Knell

Detect Thoughts

Entropic Shield

Flaming Sphere

Fog Cloud

Ghoul Touch

Glitterdust

Hypnotic Pattern

* Invigorating Nectar

Invisibility

Knock

Levitate

Locate Object

Minor Image

Mirror Image

Misdirection

Obscure Object

* Predict Weather

Produce Flame

Pyrotechnics

* Remove Lesser Curse

Scare

* Scrounge

Spectral Hand

Summon Monster II

Summon Swarm

Whispering Wind

3rd-Level Ehtzara Spells

Call Lightning

Clairaudience/Clairvoyance

Diminish Plants

Explosive Runes
Fireball
Fly
Gaseous Form
Gentle Repose
* Gout of Vermin
Gust of Wind
Halt Undead
Haste
Helping Hand
Hold Person
Illusory Script
Invisibility Sphere
Keen Edge
Major Image
Nondetection
Phantom Steed
Plant Growth
* Predict Weather, Greater
Protection from Energy
Restoration, Lesser
Secret Page
Sepia Snake Sigil
Slow
Speak with Plants
* Sting of the Scorpion
Suggestion
Summon Monster III
Tongues
Vampiric Touch
Water Breathing
Wind Wall

4th-Level Ehtzara Spells

Arcane Eye
Bestow Curse
Charm Monster
Contagion
Detect Scrying
Dimensional Anchor

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Dimension Door
Divination
Enervation
Fear
Fire Trap
Freedom of Movement
Geas, Lesser
Glyph of Warding
* Gout of Vermin, Hellish
Hallucinatory Terrain
Illusory Wall
Invisibility, Greater
Locate Creature
Minor Creation
Phantasmal Killer
Polymorph Other
Polymorph Self
Rainbow Pattern
Remove Curse
Restoration
* Ripping Sands
Scrying
Shadow Conjuration
Solid Fog
Spike Stones
Stoneskin
Summon Monster IV
Wall of Fire
Wall of Ice
* Wall of Serpents

Hedge Mage

New spells are marked with a *.

0th-Level Hedge Mage Spells

Arcane Mark
Cure Minor Wounds
Dancing Lights
Daze

Detect Magic
Detect Poison
Flare
Ghost Sound
Light
Mending
* Negative Energy Cascade
* Positive Energy Cascade
* Predict Weather, Lesser
Read Magic
Resistance
* Scatter
Virtue

1st-Level Hedge Mage Spells

Bane
Bless
Cause Fear
Charm Animal
Charm Person
Command
Comprehend Languages
Cure Light Wounds
* Darkness, Lesser
* Detect Curses
Disguise Self
Doom
Endure Elements
Hypnotism
Identify
* Inflict Cramps
* Love Charm
* Predict Weather
* Prestidigitation, Subtle
* Protection from Undead
Silent Image
Sleep
* Snuff Out

2nd-Level Hedge Mage Spells

Alter Self
* **Bestow Lesser Curse**
Blindness/Deafness
* **Buffet**
Calm Emotions
Cure Moderate Wounds
Delay Poison
Detect Thoughts
* **Elemental Weapon**
Enthrall
* **Evil Eye**
* **Feline Form**
* **Gravity Well, Lesser**
Locate Object
Minor Image
* **Molt**
* **Predict Weather, Greater**
* **Protection from Infernals**
* **Rekindle**
* **Remove Lesser Curse**
Scare
* **Scavenger's Bounty**
Speak with Animals
* **Tremorstrike**
Whispering Wind

3rd-Level Hedge Mage Spells

Arcane Sight
* **Bestow Blessing**
Bestow Curse
Clairaudience/Clairvoyance
Contagion
Create Food and Water
Dispel Magic
* **Favor of Air**
* **Favor of Earth**
* **Favor of Fire**
* **Favor of Life**

* **Favor of Water**
Heroism
* **Luck of Fools**
Magic Circle against Chaos/Evil/Good/Law
* **Magic Circle against Infernals**
* **Magic Circle against Undead**
* **Retributive Strike**
Spectral Hand
Suggestion
Tiny Hut
Tongues
Water Breathing

4th-Level Hedge Mage Spells

Charm Monster
Confusion
Crushing Despair
* **Curse of Years**
Discern Lies
Divination
Fear
Giant Vermin
Good Hope
* **Gravity Well**
Locate Creature
* **Magic Circle of Detonation**
* **Magic Circle of Elemental Retribution**
* **Magic Circle of Stunning**
* **Magic Circle of Torment**
Minor Creation
* **Moan of the Cloaker**
Neutralize Poison
Polymorph
Remove Curse
Screaming

5th-Level Hedge Mage Spells

Animal Growth
Animate Dead

Baleful Polymorph
Dream
Fabricate
Feeblemind
* **Gaze Trigger**
Heroism, Greater
Magic Jar
Major Creation
Mirage Arcana
Nightmare
Seeming
Waves of Fatigue

6th-Level Hedge Mage Spells

Animate Objects
Control Weather
Eyebite
Find the Path
Geas/Quest
Heroes' Feast
Legend Lore
Mislead
Programmed Image
* **Purge Element**
Suggestion, Mass
Transformation
True Seeing

7th-Level Hedge Mage Spells

* **Cadaverous Champion**
* **Call Down the Thunder**
Creeping Doom
Finger of Death
Insanity
Liveoak
Repel Wood
Transport via Plants
* **Wraith Circlet**

8th-Level Hedge Mage Spells

Antimagic Field
Antipathy
Discern Location
Horrid Wilting
Polymorph Any Object
*** Puppet Army**
Statue
Sympathy
Trap the Soul
Waves of Exhaustion

9th-Level Hedge Mage Spells

Earthquake
Foresight
*** Mystic Barrier**
Refuge
Shapechange
Storm of Vengeance
Wail of the Banshee
Weird

Holy Champion

1st-Level Holy Champion Spells

Battle's Rage
Deepen Wounds: Anshar worshippers only.
Detect Infernals: Sarish worshippers only.
Detect Magic, Greater: Sarish worshippers only.
Ghostly Adversary: Beltine worshippers only.
Glancing Blow
Light, Greater: Illiir worshippers only.
Predict Weather: Belisarda, Hurrian, Saluwe or Yarris worshippers only.
Stabilize
Stillness

2nd-Level Holy Champion Spells

Chilling Scythe: Neroth worshippers only.
Force Upon the Mortal Coil
Fuel My Fury
Hammer and Anvil: Illiir worshippers or dwarves only.
Heretic Shield
Neroth's Grave Token: Neroth worshippers only.
Pain Shards: Anshar worshippers only.
Predict Weather, Greater: Belisarda, Hurrian, Saluwe or Yarris worshippers only.
Shadow Darts: Cadic worshippers only.
Shark Maw: Yarris worshippers only.
Speak with Sarish's Pets: Sarish worshippers only.

3rd-Level Holy Champion Spells

Bestow Blessing
Darkness is My Ally: Cadic worshippers only.
Magic Circle against Undead: Belisarda, Beltine or Neroth worshippers only.
Saluwe's Verdant Skin: Saluwe worshippers only.
Scrounge: Cadic worshippers only.
Speak with Sarish's Pets, Greater: Sarish worshippers only.
Spectral Crew: Beltine or Yarris worshippers only.
Spirit Bane
Watery Form: Yarris worshippers only.

4th-Level Holy Champion Spells

Flames of the Dragon's Fury: Fire Dragon worshippers only.
Magic Circle against Infernals: Sarish worshippers only.
Nier's Martyrdom: Nier worshippers only.
Positive Energy Lance

Pouncing Claws: Saluwe worshippers only.
Shadow Ripper: Cadic worshippers only.
Small Favors: Sarish worshippers only.
Stalwart Presence
Titanize: Althares worshippers only.

Paladin

1st-Level Paladin Spells

Battle's Rage
Detect Infernals: Sarish worshippers only.
Glancing Blow
Light, Greater: Illiir worshippers only.
Stabilize
Stillness

2nd-Level Paladin Spells

Force Upon the Mortal Coil
Fuel My Fury
Hammer and Anvil: Illiir worshippers or dwarves only.
Heretic Shield

3rd-Level Paladin Spells

Bestow Blessing
Spirit Bane

4th-Level Paladin Spells

Nier's Martyrdom: Nier worshippers only.
Positive Energy Lance
Stalwart Presence
Titanize: Althares worshippers only.

Priest

0th-Level Priest Spells

Detect Curses
Negative Energy Cascade

**Positive Energy Cascade
Stabilize**

1st-Level Priest Spells

Artificer's Hammer: Althares worshippers only.

Darkness, Lesser

Deepen Wounds: Anshar worshippers only.

Detect Infernals: Sarish worshippers only.

Detect Magic, Greater

Diabolical Treasurer: Sarish worshippers only.

Glancing Blow

Inflict Cramps: Anshar worshippers only.

Larissa's Fickleness: Larissa worshippers only.

Light, Greater: Illiir worshippers only.

Love Charm: Larissa worshippers only.

Predict Weather, Lesser: Belisarda, Hurrian, Saluwe or Yarris worshippers only.

Prestidigitation, Subtle

Protection from Undead

Resistance, Greater

Snuff Out

Speak with Sarish's Pets: Sarish worshippers only.

Stillness

Telepathic Scan

2nd-Level Priest Spells

Anchor Soul and Psyche

Ardent Skin

Buffet

Dead Man's Shackles: Neroth worshippers only.

Dispel Illusion

Eldritch Dagger: Sarish worshippers only.

Elemental Weapon

Feline Form: Sarish worshippers only.

Force Upon the Mortal Coil

Gravity Well, Lesser: Saluwe worshippers only.

Grovel: Larissa worshippers only.

Larissa's Kiss of Narcissism: Larissa worshippers only.

Pain Shards: Anshar worshippers only.

Positive Energy Missiles

Predict Weather: Belisarda, Hurrian, Saluwe or Yarris worshippers only.

Protection from Infernals

Remove Lesser Curse

Speak with Sarish's Pets, Greater: Sarish worshippers only.

Spirit Bane

Unravel the Thread

3rd-Level Priest Spells

Bestow Blessing

Cadic's Chicanery: Cadic or Sarish worshippers only.

Favor of Air

Favor of Earth

Favor of Fire

Favor of Life: Non-Neroth worshippers only.

Favor of Water

Fickle Fortunes: Larissa worshippers only.

Fuel My Fury

Hammer and Anvil: Illiir worshippers or dwarves only.

Heretic Shield

Larissa's Sultry Whispers: Larissa worshippers only.

Luck of Fools: Cadic or Larissa worshippers only.

Magic Circle against Undead: Belisarda, Beltine or Neroth worshippers only.

Neroth's Grave Token: Neroth worshippers only.

Phantom Sails: Yarris worshippers only or Skohir of any faith.

Pierce the Shroud: Sarish worshippers only.

Predict Weather, Greater: Belisarda, Hurrian, Saluwe or Yarris worshippers only.

Rekindle

Retributive Strike

Saluwe's Verdant Skin: Saluwe worshippers only.

Stabilize, Mass

Withering Vines: Anshar, Belisarda or Saluwe worshippers only.

4th-Level Priest Spells

Anshar's Eyes of Agony: Anshar worshippers only.

Bury

Charm Infernal: Sarish worshippers only.

Chilling Scythe: Neroth worshippers only.

Curse of Years: Illiir worshippers only.

Darkness is My Ally: Cadic worshippers only.

Eldritch Sword: Sarish worshippers only.

Gout of Vermin: Saluwe worshippers only.

Gravity Well: Saluwe worshippers only.

Magic Circle against Infernals: Sarish worshippers only.

Positive Energy Lance

Spectral Crew: Beltine or Yarris worshippers only.

Touch of Beltine's Cauldron: Beltine worshippers only.

Wall of Serpents: Anshar, Fire Dragon or Saluwe worshippers only.

Wings of the Phoenix: Saluwe worshippers only.

5th-Level Priest Spells

Belisarda's Elemental Blood: Belisarda worshippers only.

Bitter Kiss of Fall: Saluwe worshippers only.
Bitter Kiss of Spring: Hurrian worshippers only.
Bitter Kiss of Summer: Nier worshippers only.
Bitter Kiss of Winter: Yarris worshippers only.

Elemental Form

Flaying Darkness: Cadic worshippers only.

Gaze Trigger

Purge Element

Sea Armor of Yarris: Yarris worshippers only.

Shadow Ripper: Cadic worshippers only.

Small Favors: Sarish worshippers only.

Stalwart Presence

The Green Rot

Unravel the Thread, Greater

6th-Level Priest Spells

Beltine's Baneful Threnody: Beltine worshippers only.

Entropic Gaze: Neroth worshippers only.

Nier's Martyrdom: Nier worshippers only.

Wall of Concussion

7th-Level Priest Spells

Call Down the Thunder: Hurrian worshippers only.

Flames of the Dragon's Fury: Fire Dragon worshippers only.

Gout of Vermin, Hellish: Saluwe worshippers only.

Master of Fall: Saluwe worshippers only.

Master of Winter: Yarris worshippers only.

Master of Spring: Hurrian worshippers only.

Master of Summer: Fire Dragon or Nier worshippers only.

8th-Level Priest Spells

Elemental Form, Greater

Line of Sight: Sarish worshippers only.

Prophecy: Belisarda or Larissa worshippers only.

Shadow Twin: Cadic worshippers only.

9th-Level Priest Spells

Brimstone

Cleansing Radiance

Death Surge: Neroth worshippers only.

Dreamstealer: Larissa worshippers only.

Hellfire

Mystic Barrier

Shadow Brother: Cadic worshippers only.

Soul Hammer: Beltine or Neroth worshippers only.

Unending Pain: Anshar worshippers only.

Wave of Rebirth

Ranger

1st-Level Ranger Spells

Detect Nature's Defilement

Gaze of the Predator

Invigorating Nectar

Low-Light Vision

Mask Scent

Stabilize

2nd-Level Ranger Spells

Camouflage

Molt

Scavenger's Bounty

Shark Maw

Steady Aim

Sting of the Scorpion

3rd-Level Ranger Spells

Enhance Natural Attack

Heretic Shield

Saluwe's Verdant Skin

Scrounge

Withering Vines

4th-Level Ranger Spells

Pouncing Claws

Wing Snare

Shaman

New spells are marked with a *; spells from the *Player's Guide to Arcanis* are marked with †.

0th-Level Shaman Spells

Create Water

Cure Minor Wounds

*** Detect Curses**

Detect Magic

Detect Poison

Disrupt Undead

Flare

Ghost Sound

Guidance

Inflict Minor Wounds

Know Direction

Light

Mage Hand

Mending

Purify Food and Drink

Read Magic

Resistance

*** Scatter**

Touch of Fatigue

Virtue

1st-Level Shaman Spells

Bane
Bless
Calm Animals
Cause Fear
Charm Animals
Command
Comprehend Languages
Cure Light Wounds
* Darkness, Lesser
Deathwatch
* Deepen Wounds
Detect Animals or Plants
Detect Chaos/Evil/Good/Law
Detect Snares and Pits
Detect Undead
Divine Favor
Doom
Endure Elements
Enlarge Person
Entropic Shield
* Force Upon the Mortal Coil
* Ghostly Adversary
† Glimpse of the Cauldron
Hide from Animals
Hide from Undead
Inflict Light Wounds
Jump
Longstrider
* Love Charm
Magic Fang
Magic Missile
Magic Stone
Magic Weapon
Mount
Obscuring Mist
Pass Without Trace
* Predict Weather, Lesser
Protection from Chaos/Evil/Good/Law
Reduce Person

Remove Fear
Sanctuary
Shield of Faith
Sleep
Speak with Animals
Summon Monster I
Summon Nature's Ally I

2nd-Level Shaman Spells

Aid
Animal Messenger
Animal Trance
Augury
Barkskin
Bear's Endurance
Bull's Strength
Calm Emotions
Cure Moderate Wounds
Darkness
Delay Poison
* Detect Magic, Greater
* Dispel Illusion
Eagle's Splendor
* Elemental Weapon
Enthrall
* Feline Form
Find Traps
Flame Blade
Flaming Sphere
Fog Cloud
Gentle Repose
* Gravity Well, Lesser
Gust of Wind
Hold Animal
Inflict Moderate Wounds
Make Whole
Owl's Wisdom
* Predict Weather
Reduce Animal
* Rekindle

Remove Paralysis
Resist Energy
Restoration, Lesser
Shatter
Silence
Soften Earth and Stone
Spider Climb
Status
Summon Monster II
Summon Nature's Ally II
Summon Swarm
Touch of Idiocy
Tree Shape
Undetectable Alignment
Warp Wood
† Wild Ride
Wood Shape
Zone of Truth

3rd-Level Shaman Spells

Animate Dead
Bestow Curse
Blindness/Deafness
Call Lightning
Contagion
Create Food and Water
Cure Serious Wounds
Daylight
Deeper Darkness
* Dig
Dispel Magic
Dominate Animal
* Enhance Natural Attack
* Favor of Air
* Favor of Earth
* Favor of Fire
* Favor of Life
* Favor of Water
Fly
Gaseous Form

Haste
Heroism
Inflict Serious Wounds
Locate Object
Magic Circle against Chaos/Evil/Good/Law
Magic Fang, Greater
Magic Vestment
Meld into Stone
Obscure Object
Phantom Steed
Plant Growth
Prayer
* Predict Weather, Greater
Protection from Energy
Quench
Rage
Ray of Exhaustion
Remove Blindness/Deafness
Remove Curse
Remove Disease
Sleet Storm
Slow
Snare
Speak with Plants
Speak with Dead
* Sting of the Scorpion
Stone Shape
Summon Monster III
Summon Nature's Ally III
Water Breathing
Wind Wall

4th-Level Shaman Spells

Air Walk
Antiplant Shell
Blight
Command Plants
Control Water
Cure Critical Wounds
* Curse of Years

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Deathward
Dimensional Anchor
Discern Lies
Dismissal
Divine Power
Flame Strike
Freedom of Movement
Giant Vermin
* Gravity Well
Ice Storm
Imbue with Spell Ability
Inflict Critical Wounds
Magic Weapon, Greater
† Nature's Gift
Neutralize Poison
Poison
Repel Vermin
Restoration
Rusting Grasp
Sending
* Spectral Crew
Spell Immunity
Spike Stones
Summon Monster IV
Summon Nature's Ally IV
Tongues
* Touch of Beltine's Cauldron

5th-Level Shaman Spells

Atonement
Break Enchantment
Command, Greater
Commune
Cure Light Wounds, Mass
Inflict Light Wounds, Mass
Insect Plague
* Purge Element
Raise Dead
Righteous Might
Scrying

Slay Living
Spell Resistance
Summon Monster V
Summon Nature's Ally V
True Seeing
Wall of Stone

6th-Level Shaman Spells

Animal Growth
Animate Objects
Antilife Shell
Baleful Polymorph
Banishment
Bear's Endurance, Mass
Bull's Strength, Mass
Call Lightning Storm
* Call the Restless Soul
Commune with Nature
Control Winds
Cure Moderate Wounds, Mass
Dispel Magic, Greater
Eagle's Splendor, Mass
Find the Path
Forbiddance
Geas/Quest
Glyph of Warding, Greater
Harm
Heal
Heroes' Feast
Inflict Moderate Wounds, Mass
Owl's Wisdom, Mass
Stoneskin
Summon Monster VI
Summon Nature's Ally VI
Transmute Mud to Rock
Transmute Rock to Mud
Tree Stride
Undeath to Death
Wall of Fire
Wall of Thorns

Wind Walk

7th-Level Shaman Spells

Animate Plants
* Call Down the Thunder
Control Weather
Cure Serious Wounds, Mass
Destruction
Ethereal Jaunt
Fire Seeds
Inflict Serious Wounds, Mass
Ironwood
Move Earth
Refuge
Regenerate
Repel Wood
Repulsion
Restoration, Greater
Resurrection
Spellstaff
Stone Tell
Summon Monster VII
Summon Nature's Ally VII
Transport via Plants
Wall of Stone

8th-Level Shaman Spells

Animal Shapes
Antimagic Field
Control Plants
Creeping Doom
Cure Critical Wounds, Mass
Dimensional Lock
Discern Location
* Distance Distortion
Earthquake
Finger of Death
Firestorm
Inflict Critical Wounds, Mass

Repel Metal or Stone
Reverse Gravity
Spell Immunity, Greater
Summon Monster VIII
Summon Nature's Ally VIII
Sunbeam
Transmute Metal to Wood

9th-Level Shaman Spells

Antipathy
Astral Projection
* Dreamstealer
Energy Drain
Foresight
Gate
† Harm, Mass
Heal, Mass
* Mystic Barrier
* Pulverize
Shapechange
Soul Bind
Storm of Vengeance
Summon Monster IX
Summon Nature's Ally IX
Sunburst
Sympathy
Whirlwind
Word of Recall

Spellblade

New spells are marked with a *; spells from the *Player's Guide to Arcanis* are marked with †.

0th-Level Spellblade Spells

Acid Splash
Arcane Mark
Dancing Lights
Detect Magic
Flare

Light
Mage Hand
Mending
* Negative Energy Cascade
Open/Close
* Positive Energy Cascade
Prestidigitation
* Quicken Stride
Read Magic
Resistance
* Scatter

1st-Level Spellblade Spells

Alarm
Battle's Rage
Burning Hands
Chill Touch
Enlarge Person
Expeditious Retreat
Feather Fall
Endure Elements
Flame Blade
† Force Strike
* Glancing Blow
† Hardness
Jump
Mage Armor
Magic Missile
Magic Weapon
Mount
Shield
Shocking Grasp
* Stillness
True Strike

2nd-Level Spellblade Spells

Acid Arrow
Bear's Endurance
Blur

Bull's Strength
Cat's Grace
Darkvision
*** Elemental Weapon**
False Life
Fox's Cunning
Glitterdust
Invisibility
Protection from Arrows
Resist Energy
Scorching Ray
See Invisibility
Spider Climb
*** Tremorstrike**

3rd-Level Spellblade Spells

Blink
Dispel Magic
Displacement
Flame Arrow
Haste
Heroism
Keen Edge
Magic Weapon, Greater
Magic Vestment
*** Mirror Legion**
Nondetection
Phantom Steed
Protection from Energy
Rage
*** Spirit Bane**

4th-Level Spellblade Spells

Dimensional Anchor
Dimension Door
Fire Shield
Freedom of Movement
Invisibility, Greater
Shout

Stoneskin

Sorcerer/Wizard

0th-Level Sorcerer/Wizard Spells

Negative Energy Cascade
Positive Energy Cascade
Quicken Stride
Ray of Flame
Scatter
Shadow Image

1st-Level Sorcerer/Wizard Spells

Acid Bullets
Coldfire
Darkness, Lesser
Detect Curses
Detect Infernals: Sarish worshippers only.
Detect Magic, Greater
Detect Spell Caster
Diabolical Treasurer
Discern Emotions
Elasticity
Ghostly Adversary
Glancing Blow
Globe of Smoke
Hide from Infernals
Inky Shroud
Inflict Cramps
Light, Greater
Love Charm
Low-Light Vision
Mental Shield, Lesser
Prestidigitation, Subtle
Protection from Undead
Rattle
Resistance, Greater
Shadow Darts: Cadic worshippers only.
Silver Tongue

Snuff Out
Static Sting
Stillness
Telepathic Scan

2nd-Level Sorcerer/Wizard Spells

Acidic Touch
Anchor Soul and Psyche
Ardent Skin
Bestow Lesser Curse
Blood Whip
Brainstorm
Buffet
Cloak of Lashing
Crippling Surge
Dagger Swarm
Dead Man's Shackles: Neroth worshippers only.
Disguise Self, Greater
Dispel Illusion
Dutiful Mapper
Echo
Eldritch Dagger
Elemental Weapon
Evil Eye
Firebane
Gravity Well, Lesser
Grovel
Harpoon of Impaling
Mask Scent
Mental Shield
Molt
Pain Shards
Protection from Infernals
Quiet, Lesser
Rekindle
Scrounge
Secret Page, Lesser
Sludge Stream
Speak with Sarish's Pets

Splinterstrike
Stoneskin, Lesser
Tremorstrike
Unravel the Thread
Viper Venom
Ward of Location

3rd-Level Sorcerer/Wizard Spells

Access Feat
Access Skill
Battle's Rage
Cinderbolt
Darkness is My Ally: Cadic worshippers only.
Dig
Feline Form
Flailing Fists
Force Upon the Mortal Coil
Hammer and Anvil: Illiir worshippers or dwarves only.
Larissa's Kiss of Narcissism
Larissa's Sultry Whispers
Lightning Web
Magic Circle against Undead
Mirror Legion
Munokhoi's Magnificent Explosions
Remove Lesser Curse
Retributive Strike
Ripping Sands
Speak with Sarish's Pets, Greater
Sting of the Scorpion
Touch of Beltine's Cauldron
Vitriolic Gout
Watery Form

4th-Level Sorcerer/Wizard Spells

Acid Burn
Bury
Cadic's Chicanery: Cadic or Sarish worshippers only.

Curse of Years: Specialist Necromancers only.
Eldritch Sword
Elemental Form
Favor of Air
Favor of Earth
Favor of Fire
Favor of Life
Favor of Water
Fickle Fortunes
Flaying Darkness
Gravity Well
Heal Construct
Infernal Vision
Magic Circle against Infernals
Magic Circle of Detonation
Magic Circle of Elemental Retribution
Magic Circle of Stunning
Magic Circle of Torment
Mantle of the Medusa, Lesser
Moan of the Cloaker
Phantom Sails
Purge Element
Quiet
Ray of Nullification, Lesser
Scalding Wisps
Shadow Ripper: Cadic worshippers only.
Small Favors: Sarish worshippers only.
Spirit Bane
Stench of Evil
Wings of the Phoenix

5th-Level Sorcerer/Wizard Spells

Bewildering Aura
Belisarda's Elemental Blood: Belisarda worshippers only.
Charm Infernal
Chilling Shadow
Entropic Gaze
Gaze Trigger
Lava Burst

Mental Shield, Greater
Quiet, Greater
Spectral Crew
Thorn Bones
Unravel the Thread, Greater
Wall of Concussion

6th-Level Sorcerer/Wizard Spells

Anshar's Eyes of Agony: Anshar worshippers only.
Bestial Form
Detonating Rain
Distract the Eldritch Eye
Flames of the Dragon's Fury: Fire Dragon worshippers only.
Force Chains of Constriction
Gauntlet of the Elements
Guardian Ties: Sanctorum of the Arcane members only.
Just Torment
Power Word, Thunder
Prismatic Arrow
Scrounge, Greater
Titanize

7th-Level Sorcerer/Wizard Spells

Anathema
Antimagic Fog
Arcane Replication
Cadaverous Champion
Call the Restless Soul: val'Ishi or val'Mordane casters only.
Distance Distortion
Elemental Form, Greater
Mantle of the Medusa
Quiet, Mass
Ray of Nullification
Rending Mist

8th-Level Sorcerer/Wizard Spells

Brimstone
Call Down the Thunder
Destrachan's Roar
Dispel Magic Field
Eldritch Maelstrom
Line of Sight
Prophecy
Sculpted Sentinel
Shadow Twin: Cadic worshippers only.
Wraith Circlet

9th-Level Sorcerer/Wizard Spells

Blindness, Greater
Dreamstealer
False Death
Granite Goliath
Hellfire
Mystic Barrier
Pulverize
Puppet Army
Shadow Brother: Cadic worshippers only.
Soul Hammer
Unending Pain
War Machine

Suomar

New spells are marked with a *; spells from the *Player's Guide to Arcanis* are marked with †; spells from *Psionics Unbound* are marked with ‡; spells from *Eldest Sons the Essential Guide to Elves* are marked with ≈; spells from *Unveiled Masters* are marked with ∞.

0th-Level Suomar Spells

Daze
Detect Magic
Guidance

Magic of Arcanis
Errata – 2007-12-23

Know Direction
Light
Mage Hand
Mending
* Mental Shield, Lesser
Read Magic
Resistance
Touch of Fatigue
Virtue

1st-Level Suomar Spells

Cause Fear
Comprehend Languages
Detect Secret Doors
Endure Elements
Enlarge Person
Entropic Shield
Erase
Expeditious Retreat
Feather Fall
* Ghostly Adversary
† Hardness
Jump
* Low-Light Vision
Mage Armor
Magic Weapon
* Mask Scent
Obscuring Mist
Protection from Chaos/Evil/Good/Law
Ray of Enfeeblement
Reduce Person
Shield
* Stillness
True Strike

2nd-Level Suomar Spells

∞ Accelerate Arcana
Alter Self
Bear's Endurance

† Bleed
Blur
Bull's Strength
Cat's Grace
Darkness
Darkvision
≈ Discern Mysteries
Detect Thoughts
Eagle's Splendor
† Force Strike
Fox's Cunning
Invisibility
Glitterdust
‡ Glossolalia
Levitate
* Mental Shield
Mirror Image
* Molt
Owl's Wisdom
Protection from Arrows
Resist Energy
See Invisibility
Spider Climb
* Steady Aim
Touch of Idiocy
Web

3rd-Level Suomar Spells

Arcane Sight
Battle's Rage
Bestow Curse
∞ Brain Drain
Blink
Daylight
Dispel Magic
Fly
Haste
Heroism
Keen Edge
Magic Circle against Chaos/Evil/Good/Law

Magic Weapon, Greater
Protection from Energy
Rage
Ray of Exhaustion
* Scavenger's Bounty
Secret Page
Sepia Snake Sigil
Shrink Item
Sleet Storm
Slow
≈ Spectral Archers
Stinking Cloud
‡ Telepathic Bond, Lesser
Tongues
* Ward of Location

4th-Level Suromar Spells

Arcane Eye
Detect Scrying
Dimensional Anchor
Dimension Door
Enervation
Fire Shield
Freedom of Movement
Invisibility, Greater
Globe of Invulnerability, Lesser
Locate Creature
‡ Psychic Turmoil
Scrying
Solid Fog
≈ Speak the Soul
Stoneskin

5th-Level Suromar Spells

Break Enchantment
Dispel Magic, Greater
Feeblemind
Heroism, Greater
Mage's Transformation

* Mental Shield, Greater
Mind Fog
Passwall
‡ Probe Thoughts
Prying Eyes
≈ Rescue
Spell Resistance
Teleport
Waves of Fatigue
Wall of Force

6th-Level Suromar Spells

Analyze Dweomer
Acid Fog
Antimagic Field
Eyebite
Glove of Invulnerability
≈ Link
Legend Lore
Mislead
‡ Psychic Turmoil, Greater
Slay Living
True Seeing
≈ Vampiric Earth
Waves of Exhaustion

Urban Sentinel (Ranger Variant)

1st-Level Urban Sentinel Spells

Gaze of the Predator
Low-Light Vision
Mask Scent
Snuff Out
Stabilize

2nd-Level Urban Sentinel Spells

Disguise Self, Greater
Molt
Scavenger's Bounty

Steady Aim
Sting of the Scorpion

3rd-Level Urban Sentinel Spells

Heretic Shield
Scrounge

4th-Level Urban Sentinel Spells

Titanize

Vispilio de Magus

New spells are marked with a *.

1st-Level Vispilio de Magus Spells

Comprehend Languages
Detect Magic
Detect Secret Doors
Detect Snares and Pits
Disguise Self
Feather Fall
Hold Portal
Identify
Jump
Read Magic
Reduce Person
* Snuff Out

2nd-Level Vispilio de Magus Spells

Alter Self
Arcane Lock
Cat's Grace
Darkvision
* Disguise Self, Greater
Fox's Cunning
Invisibility
Knock
Locate Object
Misdirection

Pass without Trace
* Scrounge
See Invisibility
* Telepathic Scan

3rd-Level Vispilio de Magus Spells

Arcane Sight
Blink
Clairaudience/Clairvoyance
Dimension Door
Dispel Magic
Fly
Gaseous Form
Rope Trick
Secret Page
Sending
Suggestion

4th-Level Vispilio de Magus Spells

Arcane Eye
Detect Scrying
Freedom of Movement
Invisibility, Greater
Legend Lore
Nondetection
Prying Eyes
Silence

Warder

New spells are marked with a *.

0th-Level Warder Spells

Create Water
Dancing Lights
Daze
Detect Magic
Flare
Ghost Sound

Guidance
Know Direction
Read Magic
Resistance

1st-Level Warder Spells

Alarm
* Camouflage
Charm Animal
Deathwatch
* Detect Nature's Defilement
Endure Elements
Entangle
Expeditious Retreat
Feather Fall
Jump
Longstrider
* Low-Light Vision
Mage Armor
Magic Weapon
* Mask Scent
Obscuring Mist
Pass without Trace
Silent Image
Sleep
True Strike
Ventriloquism

2nd-Level Warder Spells

Animal Messenger
Animal Trance
Barkskin
Bear's Endurance
Blur
Bull's Strength
Cat's Grace
Darkness
Daylight
Entrhall

Hold Animal
Hold Person
Hypnotic Pattern
Invisibility
Locate Object
Minor Image
* Molt
Protection from Arrows
Resist Energy
Scare
* Scavenger's Bounty
See Invisibility
Shield Other
Speak with Animals
* Steady Aim
Tree Shape
Zone of Truth

3rd-Level Warder Spells

Battle's Rage
Clairaudience/Clairvoyance
Create Food and Water
Diminish Plants
Displacement
Fear
Gust of Wind
Haste
* Heretic Shield
Keen Edge
Magic Vestment
Magic Weapon, Greater
Major Image
* Mirror Legion
Nondetection
Plant Growth
Protection from Energy
Sleet Storm
Speak with Plants
Water Walk
Wind Wall

4th-Level Warder Spells

Call Lightning Storm
*** Camouflage, Greater**
Control Plants
Control Water
Discern Lies
Freedom of Movement
Hallucinatory Terrain
Polymorph Self
Repel Vermin
Shout
Solid Fog
Status
Stoneskin

Wind Walk

5th-Level Warder Spells

Control Winds
Dream
Ice Storm
Insect Plague
Mind Fog
Mislead
Nightmare
Persistent Image
Tree Stride
True Seeing
*** Watery Form**

6th-Level Warder Spells

Acid Fog
Control Weather
Find the Path
Move Earth
Programmed Image
*** Power Word, Thunder**
Repel Wood
Repulsion
Transport via Plants
Veil

Appendix III: The Lifewarden Prestige Class

Requirements

To qualify to become a Lifewarden a character must fulfill all the following criteria.

Alignment: Lifewardens must be good-aligned.

Race: Elorii

Skills: Heal 6 ranks, Knowledge (Religion) 8 ranks, Profession (Midwife) 6 ranks, Spellcraft 8 ranks

Spellcasting: Must be able to cast 4th level divine spells, and worship Belisarda.

Class Skills

2 + Int modifier per level

Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (History: Ancient) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Knowledge (Religion: Elorii) (Int), Profession (any) (Wis), Research (Int), Spellcraft (Int) and Survival (Wis).

Class Features

All of the following are class features of the Lifewarden prestige class.

Weapon and Armor Proficiency: Lifewardens gain very little in the way of military training, gaining no armor, shield or weapon proficiencies.

Spells per Day: With the exception of 4th and 8th level, when a Lifewarden level is gained, the character gains new spells per day as if he had also gained a level in a divine casting class he belonged to

before becoming a Lifewarden. He does not, however, gain any other benefit such a character would have gained, beyond the increased spell casting ability. If a character had more than one divine spell casting class before becoming a Lifewarden, he must choose one class to apply this caster level increase to, each time a new caster level increase is gained.

Code of Conduct: Lifewardens are held to a strict code, and if for any reason they commit an evil act, they may not longer advance in this class. Furthermore, they may be barred from using the Elluwe pools and lose all spellcasting and non-extraordinary class abilities until the lifewarden has an *atonement*. Even after obtaining an *atonement*, the Lifewarden will still be barred from taking further levels in the Lifewarden class.

Channeling (Su): A Lifewarden gains the ability to channel divine energy. If the Lifewarden already has the channeling ability from one or more classes, then they may add their Lifewarden class levels to those to determine what level they may channel at.

If the Lifewarden does not already have the channeling ability, then she now gains the ability to channel 3 + Charisma modifier times each day. Furthermore, she adds one-half (round down) of her class levels in whichever class allowed the Lifewarden to meet the spellcasting requirement to her Lifewarden level to determine what level she may channel at.

Turn Undead (Su): A Lifewarden may use channel attempts to turn undead creatures. Lifewardens, due

Table 6-32: The Lifewarden

Hit Die: D6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+2	+0	+2	Code of Conduct, Channeling, Turn Undead, Expunge Unlife, Lay on Hands, Tears from Belisarda's Dream, Swim the Stream of Souls	+1 divine caster level
2 nd	+1	+3	+0	+3	Hands of our Mother (diseases), Bonus Domain (Healing)	+1 divine caster level
3 rd	+1	+3	+1	+3	Potent Turning (+1d6), Kiss of our Mother	+1 divine caster level
4 th	+2	+4	+1	+4	Instinctual Channeling, Working Hands	—
5 th	+2	+4	+1	+4	Hands of our Mother (curses), Know the Soul	+1 divine caster level
6 th	+3	+5	+2	+5	Potent Turning (+2d6), Improved Kiss of our Mother	+1 divine caster level
7 th	+3	+5	+2	+5	Read the Signs	+1 divine caster level
8 th	+4	+6	+2	+6	Conserved Channeling, Nimble Hands	—
9 th	+4	+6	+3	+6	Potent Turning (+3d6), Greater Kiss of our Mother	+1 divine caster level
10 th	+5	+7	+3	+7	Hands of our Mother (<i>break enchantment</i>), Bastion of Life, Hands of Destruction	+1 divine caster level

to their strengthened connection to the Elluwe, receive a +1 bonus to their level when turning undead of any kind. The Empower Channeling feat's benefit, if the Lifewarden possess it, is applied after the above bonus.

Expunge Unlife (Su): A Lifewarden may enhance his ability to turn or destroy undead creatures. Once per day Lifewarden level, the character may sacrifice a prepared non-domain spell of no more than his Lifewarden level. Doing so is nominally a free action, but it extends the action required to turn undead, when used, to a full-round action.

The Lifewarden has two options for how to enhance a turn check; only one option may be applied to any given turn check.

The Lifewarden may add the level of the sacrificed spell to the maximum Hit Dice of affected Undead creatures that are destroyed instead of turned (0th-level spells have no effect when used this way). This cannot increase the Hit Dice cap above the maximum Hit Dice indicated by the turn check.

For example, a Cleric 7 Lifewarden 1 who turned undead at her level, affecting undead of up to 9 Hit Dice (once the +1 level increase from above is applied), would normally destroy any undead of 4 Hit Dice or less automatically (assuming the turning damage was sufficient to affect them). By sacrificing a 1st level spell, she could have increased the maximum Hit Dice of destroyed creatures to 5, instead of 4.

Alternatively, a Lifewarden may add 1d6 turning damage for each level of the sacrificed spell (0th-level spells add 1d3 turning damage).

Lay on Hands (Su): A Lifewarden with a Charisma of 12 or higher can heal wounds (his own or those of others) by touch. Each day he can heal a total number of hit points of damage equal to his Lifewarden level x his Charisma modifier. A Lifewarden may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

Alternatively, a Lifewarden can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The Lifewarden decides how many of his daily allotment of points to use as damage after successfully touching the creature. There is no save to reduce the damage done.

Lay on Hands from multiple sources may be combined into a single pool of healing potential.

Tears from Belisarda's Dream (Su): By expending three channeling uses, a Lifewarden may create a

temporary Elluwe pool. The Elluwe pool lasts only long enough for the Lifewarden to make use a single ability that requires an Elluwe pool to activate. The cost of using this ability subsumes that of the activated ability; the activation time of this ability is included in the activation time of the chosen ability.

The Elluwe pool created through this ability may only be used by the Lifewarden who created it. The pool may not be moved once created, and it must be created in an earth- or stone-lined basin. Most Lifewardens attempt to create such Elluwe in outdoor, but private areas; however, that is merely a preference, not a requirement.

The created Elluwe does not exhibit any properties of an Elluwe. In essence, the created Elluwe is only in existence to facilitate the tasks of the Lifewarden, and nothing else.

A Lifewarden who is casting the *prophecy* spell, may use this ability while doing so to create the spell's focus. As with other uses, that created Elluwe lasts only until the spell is completed.

Swim the Stream of Souls (Su): A Lifewarden may travel between Elluwe pools, either alone or with companions. Using this ability requires channeling against the highest level amongst the creatures to be transported.

If the Lifewarden is traveling alone, then no channeling check is necessary, one hour later, the Lifewarden will emerge from the target Elluwe pool.

If the Lifewarden is not traveling alone, and the channeling check is successful, then a check is required. The DC for this check is 10 + 1 per Elorii companion + 5 per non-Elorii companion. The Lifewarden uses her channeling level as the bonus on this check (note, channeling level is the normal level that she channels, not the resulting level from the earlier channeling check). If the check is successful, then one hour later, the Lifewarden and companions will arrive at the target Elluwe pool. If the check fails, one hour later, the Lifewarden and companions emerge at a random Elluwe pool.

The Lifewarden may spend two extra channeling uses when activating this ability to reduce the transit time to 10 minutes.

Hands of our Mother (Su): A Lifewarden learns to channel the healing grace of Belisarda through her hands.

At 2nd level, a Lifewarden may channel against the Hit Dice of a diseased creature to heal it of disease.

At 5th level, a Lifewarden may channel against the Caster Level of a curse to permanently remove the curse. For curses with special removal restrictions, treat this effect as a *remove curse* spell.

At 10th level, a Lifewarden may target any creature, and use the result of the channeling check, as the Caster Level for a *break enchantment* effect on the target creature.

These abilities are all a standard action to use, and do not provoke an attack of opportunity when used. These abilities are all touch range abilities.

Bonus Domain (Healing): At 2nd level, the Lifewarden gains access to the Healing domain.

If the Lifewarden already has one or more domains that do not include the Healing domain, then she automatically gains the Healing domain. If the Lifewarden already has the Healing domain, then she gains a further +1 bonus to Caster Level when casting Conjunction (healing) spells, and a +1 bonus to the DC of all Conjunction (healing) spells. The latter bonus stacks with Spell Focus and Greater Spell Focus.

If the Lifewarden does not have any domains, then she gains the ability to spontaneously cast *cure* spells (a *cure* spell is any spell with ‘cure’ in its name). Furthermore, all Conjunction (healing) spells are cast at +1 Caster Level.

Potent Turning (Ex): The Lifewarden’s fury and force when turning are greatly enhanced by his connection to the Elluwe. Beginning at 3rd level, the Lifewarden rolls +1d6 when determining turning damage (this does not apply to normal channeling checks; only channeling checks made to turn undead).

At 6th level, and again at 9th level, the Lifewarden rolls another additional +1d6 turning damage.

For example, a Cleric 7 Lifewarden 6 would roll 4d6 as his base turning damage.

The extra turning damage granted by this ability is not subject to the effects of the Empower Channeling feat.

Kiss of our Mother (Ex): A Lifewarden gains the Kiss of our Mother feat as a bonus feat at 3rd level. If the Lifewarden already possesses this feat, then she may select any other channeling or metamagic feat in its place.

Instinctual Channeling (Ex): At 4th level, the Lifewarden gains an additional number of Channeling attempts each day equal to her Wisdom modifier.

Working Hands (Ex): The Lifewarden’s hands, while used for healing, become hardened through daily use. At 4th level, the Lifewarden gains Improved Unarmed Strike as a bonus feat. There is

no alternate selection if the Lifewarden already has this feat.

Know the Soul (Su): At 5th level, a Lifewarden learns to use an Elluwe to observe past incarnations of an Elorii’s soul. To view the past of a specific soul, the Elorii who bears that soul must be present. Depending on the length of past that must be observed, the activation of this part of this ability can range from 1 minute to several weeks. The specifics of using this ability are left to the GM. In Living Arcanis, this part of this ability may only be used as specifically detailed in adventures, or as determined by campaign staff.

The Lifewarden may also use an Elluwe pool to research obscure topics, and delve into the events and secrets of the past, viewing past events through the communal memories of any Elorii souls held within the Orumars. Using this part of the ability requires one minute, and allows the Lifewarden to substitute channeling damage in place of a skill check when making a Knowledge check or Research check. GMs may rule that the knowledge in question is simply not available through this means.

Improved Kiss of our Mother (Ex): Once per day per three Lifewarden levels, when using the Kiss of our Mother feat, you may have it also damage an undead within its radius of effect. An undead creature affected in this way receive a Will save for half damage; the DC for this save is 10 + ½ Channeling Level + Charisma modifier. The Channeling Level used to determine the DC is the same level used to determine the maximum Hit Dice of affected creatures.

Read the Signs (Su): At 7th level, the Lifewarden has begun to grasp the significance of patterns within the turbulence of the Elluwe. Activating this ability requires observing the Elluwe, without interruption, for one day, after which the Lifewarden may expend one use of channeling (no check is required). Now, for the next day, the Lifewarden may reflect upon the turbulence and patterns therein, and once per hour pose a prophetic question. Treat this question as an *augury* spell, save that it can look forward for a full hour instead of only 15 minutes.

For each question beyond the first, the Lifewarden must make a special prophecy check, failing this check means that the memories of the patterns and turbulence are confused, and until a day is spent observing the pools, all ability to foretell the future in this manner is lost.

The prophecy check has a DC of 5, for each question beyond the first, add +5 to the DC. So the second question is DC 10, while the third is DC 15,

and so forth. The Lifewarden gains, as a bonus to the d20 roll for this check, her character level + her Wisdom modifier.

In Living Arcanis, Lifewarden PCs with this ability may begin the adventure having already spent a day observing the Elluwe before the adventure begins; allowing them to utilize the prophecy abilities immediately in the adventure.

Conserved Channeling (Ex): At 8th level, a Lifewarden has the ability to store a modicum of channeling energy within herself, and release it at a later time. The Lifewarden may store one channeling attempt per four character levels.

To store a channeling attempt, the Lifewarden merely spends a standard action; storing a channeling attempt uses two daily uses of channeling. Once stored, channeling energy remains usable for one day, after which it has dissipated too far to be usable.

Stored channeling energy may be spent like any other channeling use, without added time or effort.

In Living Arcanis, Lifewarden PCs may start with half of their stored channeling capacity filled.

Nimble Hands (Ex): At 8th level, the Lifewarden is adept at working with her hands with speed and grace. The Lifewarden gains either Weapon Finesse or Weapon Focus (unarmed) as a bonus feat. Which feat is gained is the choice of the Lifewarden. No replacement options are available for this bonus feat.

Greater Kiss of our Mother (Su): Anytime you use the Kiss of our Mother feat, you gain half of the hit points healed (round down) as temporary hit points that last for 1 minute per Channeling Level.

Furthermore, once per day, when using the Kiss of our Mother feat, you may choose to have the effect affect all creatures within a 30 ft. radius spread centered on you, whether healing creatures, harming undead, or both. You only gain temporary hit points, when using this equal to the damage healed from yourself (since you are also affected by this use of the feat).

Bastion of Life (Ex): You have become the ultimate embodiment of Belisarda's will.

You are immune to all death spells, magical death effects, energy drain and any negative energy effect. This protects equally well against preternatural psionic effects as it does against normal magical effects; Belisarda's will is not discerning in that manner.

Hands of Destruction (Su): Your merest touch is harmful to undead creatures. At 10th level, the

Lifewarden's unarmed attacks are treated as *disrupting* weapons, except that the save DC against this effect is 15 + the Lifewarden's Charisma modifier.