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### Blade of Dreams

Illusion (Phantasm, Shadow) [Fear, Mind-Affecting]

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** One weapon

**Duration:** 1 round/level

You transform the weapon that you wield into a quasi-real weapon of nightmare which can be used to make armed touch attacks. The weapon's traits do not change, but it deals no physical damage. Instead, any creature struck suffers two points of temporary ability damage each to Intelligence, Wisdom and Charisma as the blade fills their soul with visions and fears. A successful Will save vs. *blade of dreams* reduces this damage by half.

**Diminished Effects:** The blade deals damage to only one ability score, chosen at casting.

**Heightened Effects:** On a confirmed critical, the weapon's damage does not increase; instead of its normal damage, it deals two points of permanent drain to whichever of the target's Intelligence, Wisdom or Charisma has the highest score.

**Magic Item Creation Modifiers:** Single use x1.5, charged x1.5, constant x3.

### Brand of Condemnation

Transmutation [Curse]

**Level:** 2 (Exotic)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will partial

**Spell Resistance:** Yes

You brand the symbol of a cause or organization into your target with a successful melee touch attack, dealing 1d4+1 points of fire damage. Furthermore, the target suffers a -4 circumstance penalty to all checks to which he applies his Charisma modifier involving followers of that cause or organization, and all followers of that cause or organization receive a +2 morale bonus to attacks and weapon damage rolls against the target. A successful Will save means that the brand fades after a number of rounds equal to your Wisdom modifier. A cause or organization must have a recognized, established symbol or glyph that denotes that group to be used with this spell.

**Note:** If you are not a follower of the chosen cause or organization, you must succeed at a Forgery check (DC typically 25) to craft the brand correctly, and the spell loses the curse descriptor.

**Diminished Effects:** The duration becomes one day.

**Heightened Effects:** The target suffers a -2 morale penalty to attack and weapon damage rolls against known followers of the chosen cause or organization.

### Combat Anticipation

Divination [Mind-Affecting, Psionic]

**Level:** 3 (Complex)

**Casting Time:** Standard action

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

**Target:** One creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You lock your target's thoughts and intentions into your awareness, becoming constantly aware of his

attacks and defenses. You gain a +3 dodge bonus to your AC against attacks by the spell's target, and a +3 insight bonus to strike him.

**Diminished Effects:** The spell's range changes to touch.

**Heightened Effects:** The +3 insight bonus to AC applies against all attackers within 5 ft. of you, as well as your chosen target.

**Magic Item Creation Modifiers:** Single-use x1.5, constant x2.

### Green Infusion

Evocation [Positive Energy]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject creature holds a nasty surprise for undead creatures who use negative energy. Each time the warded creature is struck by a negative energy attack that drains levels or ability scores, the attacking creature is infused with positive energy that affects it in the same way as the subject creature. For instance, an undead that strikes the subject creature and inflicts two negative levels also suffers all the effects of two negative levels—even though undead are immune to negative levels, as the effect is actually the result of positive energy. Similarly, an undead that struck the subject creature and drained 1d6 points of Dexterity would also lose an equal degree of Dexterity. Undead that inflict Constitution damage to a creature protected by this spell suffer an equal amount of Charisma damage.

**Diminished Effects:** The spell ends after the first such attack against the warded creature.

**Heightened Effects:** The draining undead cannot gain temporary hit points from the drain or negative levels inflicted.

**Magic Item Creation Modifiers:** Constant x2.

### Seven-Pace Strike

Transmutation [Teleportation]

**Level:** 2 (Complex - see text)

**Casting Time:** Standard action

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

**Effect:** One attack from an unusual point of origin.

**Duration:** Instantaneous

**Saving Throw:** Reflex partial

**Spell Resistance:** No

You make a single melee attack as if you were standing at a point within close range. This spot must be one that you could occupy, but it can be occupied by another creature. You can attack any target that you could attack if you were at that location. Make the attack as you normally would; if the attacked creature fails a Reflex save, it is flatfooted against your attack.

**Special:** *Seven-pace strike* is a simple spell when the weapon used to make the attack is a bonded focus such as an athame or magister's staff.

**Diminished Effects:** The target has no chance of being caught flat-footed.

**Heightened Effects:** You can make a full attack using the spell's effects. The attacks may be made from multiple points only if you can cast *seven-pace strike* as a complex spell.

**Magic Item Creation Modifiers:** Arms and armor x4, constant x2.

## Shield of Shadows

Illusion (Shadow)

**Level:** 4 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You surround yourself with thin cutting wisps of darkness and shifting, flickering shadows. Any creature touching or striking you with a melee weapon with a reach of 5' or less or a natural weapon must make a Fortitude save against *shield of shadows* or suffer 1d4+1 points of temporary Strength damage. This spell only affects creatures striking you and you cannot inflict the effects of this spell on a creature by striking or grappling it.

**Diminished Effects:** The spell inflicts only one point of Strength damage per attack on you.

**Heightened Effects:** You gain 1 temporary hit point per point of Strength damage inflicted by the spell.

**Magic Item Creation Modifiers:** constant x3.

## Steel Satellites

Conjuration (Creation) [Earth]

**Level:** 2 (Complex)

**Casting Time:** Standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Saving Throw:** Reflex half (see text).

**Spell Resistance:** No

You surround yourself with a swarm of swirling steel balls. These satellites interfere with physical attacks against you, granting you a +4 deflection bonus to your AC. Alternatively, you can launch them outward

from yourself, dealing 1d6 bludgeoning damage per two levels (to a maximum of 5d6) to all targets (excluding you) within a 10-ft. burst, who can make a Reflex save for half damage. Doing so ends the spell immediately.

**Diminished Effects:** The deflection bonus is +3, the duration is one round/level and the shrapnel effect deals 1d4 damage per two levels (maximum 3d4).

**Heightened Effects:** The deflection bonus is +6, and the shrapnel effect becomes a storm of flying metal that lasts for three rounds.

**Magic Item Creation Modifiers:** Single-use x2, constant x1.5.

## Thundershock

Evocation [Electricity, Sonic]

**Level:** 2 (Simple)

**Casting Time:** Standard action

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

**Area:** 20-ft. burst.

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

You create a stunning explosion of electricity at some point within range. All creatures in the area suffer 1d8 electrical damage per two caster levels (maximum of 5d8) and 2d4 sonic damage, and are deafened for 1 minute. Creatures who make a successful Fortitude save take half damage (of both types) and are not deafened.

**Diminished Effects:** Damage is 1d8 electrical and 1d4 sonic, and those in the area are deafened for only one round.

**Heightened Effects:** Those who take electrical damage from this spell are also stunned for one round.

**Magic Item Creation Modifiers:** Charged x2.

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