

Astrologian Spell Descriptions

0-LEVEL ASTROLOGIAN SPELLS

Burst of Light

Light/Cantrip

Level: Astrologian/Red Mage/White Mage 0

Casting Time: 1 standard action

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

Effect: Burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by burst of light.

Dancing Lights

Light/Cantrip

Level: Astrologian/Blue Mage/Illusionist/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

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

Target: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Daze

Enfeebling/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

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

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Dazed Condition: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Guidance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Know Direction

Enhancing/Cantrip

Level: Astrologian 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Mending

Healing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One object of up to 1 lb./level

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

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

Target: One creature/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Purify Food and Drink

Healing/Cantrip

Level: Astrologian/Geomancer/White Mage 0

Casting Time: 1 standard action

Range: 10 ft.

Target: 1 cu. ft./level of contaminated food and water

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Resistance

Enhancing/Cantrip

Level: Astrologian/Blue Mage/Geomancer/Summoner/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Spark

Elemental (Fire)/Cantrip

Level: Astrologian 0

Casting Time: 1 standard action

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

Target: One Fine object

Duration: Instantaneous

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

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

Torchlight

Light/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

1ST-LEVEL ASTROLOGIAN SPELLS

Anticipate Peril

Chronomancy

Level: Astrologian/Time Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level or until activated

Saving Throw: Will negates

Spell Resistance: Yes

A creature affected by *anticipate peril* gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Comprehend Languages

Enhancing

Level: Astrologian 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Crafter's Knowledge

Chronomancy/Enhancing

Level: Astrologian/Time Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target is struck by knowledge of the future and gains a +5 insight bonus on its next Craft skill check.

Cure

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 1

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

A soft white glow surrounds a wounded living creature, healing for 1d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage.

Deprotect

Enfeebling

Level: Astrologian/White Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell has their physical resistance reduced. The target is inflicted with a -2 penalty to Armor Class for the duration of the spell. *Deprotect* counters and dispels *Protect*.

Deshell

Enfeebling

Level: Astrologian/White Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell has their magical resistance reduced. The target is inflicted with a -2 penalty to Saving Throws versus spells for the duration of the spell. *Deshell* counters and dispels *Shell*.

Detect Secret Doors

Enhancing

Level: Astrologian 1

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you.

Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Snares and Pits

Enhancing

Level: Astrologian 1

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

Detect snares and pits does detect certain natural hazards- quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). It does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring; see the spell snare), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of hazards.

2nd Round: Number of hazards and the location of each. If a hazard is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The general type and trigger for one particular hazard closely examined by you.

Each round, you can turn to examine a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Embrace Destiny

Enhancing

Level: Astrologian 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (see text)

Upon completing this spell, roll a single d20 and record the result. At any point during the duration of this spell, you may use that roll for a single ability check, attack roll, initiative check, saving throw, or skill check, using the recorded result in place of a roll. This spell cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. Once you have used this recorded result or the duration of the spell ends, the spell's effect ends. You can't have more than one instance of embrace destiny active on you at the same time.

Endure Elements

Enhancing

Level: Astrologian/Black Mage/White Mage/Geomancer 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or ice damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Envelope

Enhancing

Level: Astrologian/Time Mage/White Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a veil that helps against evading physical attacks. The target gains a +2 dodge bonus to Armor Class for the duration of the spell.

Fearna

Healing

Level: Astrologian/Holy Knight/White Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You remove any fear effect in the creature. *Fearna* counters and dispels Fear.

Flare Burst

Light/Enfeebling

Level: Astrologian 1

Casting Time: 1 standard action

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

Effect: 10-ft.-radius burst of light

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions as burst of light, except it affects all creatures in a 10-foot-radius burst from the target point.

Identify

Enhancing

Level: Astrologian 1

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: 3 rounds/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Know the Enemy

Enhancing

Level: Astrologian 1

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

You reflect on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus.

Mage Armor

Enhancing

Level: Astrologian/Black Mage/Illusionist/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mount

Summoning

Level: Astrologian/Black Mage/White Mage/Red Mage 1

Casting Time: 1 round

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

Effect: One mount

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You summon a yellow chocobo to serve you as a mount. The chocobo serves willingly and well. The chocobo comes with a bit and bridle and a riding saddle.

Protect

Enhancing

Level: Astrologian/White Mage/Red Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a shield that helps deflect physical attacks. The target gains a +2 deflection bonus to Armor Class for the duration of the spell.

Regen

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A soft green glow pulses around the subject, healing him over time. For the duration of the spell, the target receives Fast Healing 2 (heals 2 hit points a round).

Sanctuary

Enhancing

Level: Astrologian/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use non-attack spells or otherwise act.

Shell

Enhancing

Level: Astrologian/White Mage/Red Mage 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by a shield that helps protect against magical attacks. The target gains a +2 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shield

Enhancing

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D) or until discharged.

Shield creates an invisible shield of force that hovers in front of you. It negates up to 5 points of ruin damage plus an additional 5 points per two caster levels directed at you. Once the shield spell absorbs the maximum amount it can, the spell ends. The shield also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance. This spell only affects against the *Ruin* spell, not any other higher versions of it.

Starsight

Enhancing

Level: Astrologian 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions that would otherwise block your view. Your vision penetrates any light pollution from nonmagical sources, though this spell doesn't function in daylight, indoors, or underground. You see through forest canopies and similar natural obstructions, but only for the purpose of stargazing. For the spell's duration, you gain a +2 insight bonus on Knowledge (geography) checks relating to the stars and planets and Survival checks to avoid getting lost.

True Strike

Enhancing

Level: Astrologian/Time Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

2ND-LEVEL ASTROLOGIAN SPELLS

Aid

Enhancing

Level: Astrologian/White Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+10 temporary hit points at caster level 10th).

Augury

Enhancing

Level: Astrologian 2

Casting Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

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

Woe (for bad results).

Weal and woe (for both).

Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. An astrologian who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Blindna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell cures the Blind status effect, whether the effect is normal or magical in nature. The spell does not restore eyes that have been lost, but it repairs them if they're damaged. *Blindna* counters and dispels blindness.

Burst of Radiance

Light/Enfeebling

Level: Astrologian 2

Casting Time: 1 standard action

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

Area: 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial

Spell Resistance: Yes

This spell fills the area with a brilliant flash of shimmering light. Creatures in the area are blinded for 1d4 rounds, or dazzled for 1d4 rounds if they succeed at a Reflex save. Evil creatures in the area of the burst take 1d4 points of damage per caster level (max 5d4), whether they succeed at the Reflex save or not.

Cure II

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

This spell functions like *cure*, except it heals for 3d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +10).

Detect Curse

Enhancing

Level: Astrologian 2

Casting Time: 1 standard action

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

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Fort negates (object)

Spell Resistance: Yes (object)

You can determine whether a creature, object (including magical items), or area is affected by a curse. You can determine the exact type of curse and its effects with a DC 20 Knowledge (arcana) check.

This spell does not function when used on an artifact. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. If the item touched has a curse invoked by touching it, you immediately know about the curse while possibly being affected by it.

Detect Disease

Enhancing

Level: Astrologian 2

Casting Time: 1 standard action

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

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: Fort negates (object)

Spell Resistance: Yes (object)

You are able to sense the presence of disease. The amount of information revealed depends on how long you study the particular area or subjects.

1st Round: Detect the presence or absence of disease.

2nd Round: Learn the number of diseased creatures within the area of effect.

3rd Round: Learn the condition and location of each infected creature. You know the type of infection, the incubation period, and the damage the disease causes.

Conditions: For the purposes of this spells, the categories of condition are as follows:

- **Incubating:** The creature has the disease, but is not yet showing symptoms.
- **Infected:** The creature has the full-blown disease, and is usually visibly ill.
- **Immune but Transmitting:** The creature is carrying the disease and can pass it to others, but for whatever reason does not have the disease itself.

Detect Magic, Greater

Enhancing

Level: Astrologian 2

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions as *detect magic*, except that you can glean much more information from the magical auras that you find, and those auras can be found after a much greater length of time. You can detect a lingering aura for up to 1 day per caster level you have, regardless of the aura's original strength.

Additionally, when you use a standard action to concentrate on this spell, you can also study a creature within the spell's area and attempt a Spellcraft check in order to determine the last spell that the creature cast by identifying lingering traces that the spell left in the caster's aura. The DC to identify the spell is equal to 20 + the creature's caster level.

Finally, you are able to locate and analyze the signature flourishes in a magical aura that allow you to match a spell to the person who cast it. In order to find these identifiers in a spell's aura, you must spend 1 round focusing on that spell in particular, and succeed at an opposed Knowledge (arcana) check against the caster (or a Knowledge [arcana] check with a DC equal to 15 + the spell level if the caster wants her work to be identified and emphasizes these unique elements rather than obscuring them). Once you learn a caster's set of identifiers, you can remember them as easily as a face or a voice. You can recognize this signature if you succeed at a Spellcraft check when later identifying a spell to determine whether or not that spell was cast by the same individual.

Dwarf's Endurance, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *dwarf's endurance*, except it only grants a +4 enhancement bonus to Constitution.

Elemental Resistance

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants a creature limited protection from damage of whichever one of six elemental types you select: dark, earth, fire, ice, light, lightning, water, or wind. The subject gains elemental resistance 10 against the elemental type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the elemental resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Elemental resistance absorbs only damage. The subject could still suffer unfortunate side effects. Elemental resistance overlaps (and does not stack with) protection from elements. If a character is warded by protection from elements and elemental resistance, the protection spell absorbs damage until its power is exhausted.

Elvaan's Splendor, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *elvaan's splendor*, except it only grants a +4 enhancement bonus to Charisma.

Endure Elements, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Geomancer 2

Targets: Creatures touched

This spell functions like *endure elements*, except you divide the duration in 1-hour increments among the creatures touched.

False Future

Chronomancy

Level: Astrologian/Time Mage 2

Casting Time: 1 standard action

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

Target: 1 creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You show the targeted creature a vision of the future that is slightly incorrect. At any point in the target's turn, you can reposition them 5 ft. to reflect their reaction to the false insight. The target may react after the repositioning has occurred. This might make an action the creature was about to take invalid, such as repositioning them when they are about to make an attack, in which case the action is wasted. You cannot reposition the creature

into a square which they could not occupy or where there is no ground (such as over a cliff, into a river, or a flow of lava). Repositions using this spell do not provoke attacks of opportunity.

Float

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call upon the powers of wind to gently lift the target touched to rise a couple of feet into the air and float. For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. If the subject falls more than 10 feet, he begins to fall slowly, as the *choco feather* spell, to the ground and this spell ends, regardless of duration left.

Future's Boon

Enhancing

Level: Astrologian/Time Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged

You may make any one d20 roll (typically a check or attack roll) twice, then take the better of the two results. If used with an ability or skill, the ability or skill check cannot take more than 1 round. The subject must choose which die roll to affect before the roll is made, at which point the spell discharges. You may only be under the effect of one future's boon at a time.

Galka's Strength, Lesser

Enhancing

Level: Astrologian/Dark Knight/Holy Knight/White Mage 2

This spell functions like *galka's strength*, except it only grants a +4 enhancement bonus to Strength.

Guiding Star

Enhancing

Level: Astrologian 2

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 day/level (D)

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

Levitate

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Geomancer 2

Casting Time: 1 standard action

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

Target: You or one willing creature or one object (total weight up to 100 lbs./level)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Mithra's Grace, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *mithra's grace*, except it only grants a +4 enhancement bonus to Dexterity.

Moogles' Wisdom, Lesser

Enhancing

Level: Astrologian/White Mage 2

This spell functions like *Moogles' wisdom*, except it only grants a +4 enhancement bonus to Wisdom.

Mount, Communal

Summoning

Level: Astrologian/Black Mage/White Mage/Red Mage 2

Effect: Up to six mounts

This spell functions like *mount*, except you can summon up to six yellow chocobo, and you divide the duration in 2-hour increments among the chocobos summoned.

Panacea

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You detoxify any poison status effects in the creature. You must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporarily ability damage, or effects that don't go away on their own.

Paralyna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 2

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can free an ally from the effects of temporary paralysis or related magic, including spells and effects that cause a creature to gain the staggered condition. You must make a caster level check (1d20 + caster level) against the DC of the paralysis. The paralysis is negated but this spell does not restore ability score reduced by penalties, damage, or drain.

Restore

Healing

Level: Astrologian/White Mage/Red Mage 2/Holy Knight 1

Casting Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. In addition, it restores stamina points equal to 5 + the target's Constitution modifier.

See Invisibility

Enhancing

Level: Astrologian/Black Mage/Illusionist/White Mage/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

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

Shooting Star

Elemental (Fire)

Level: Astrologian 2

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A fiery, stony mass falls from thin air tracing a red-hot streak onto a designated target. You make a ranged touch attack to strike the target. The star deals 1d6 points of bludgeoning damage and 1d6 points of fire damage per two caster levels (maximum total of 5d6 + 5d6 at 10th level).

Silence

Enfeebling

Level: Astrologian/Black Mage/White Mage 2

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Silence status effect. The victim is unable to cast spells until cured. Casters with the Silent Spell feat can bypass this status effect if used with spells.

Status

Enhancing

Level: Astrologian/White Mage 2

Casting Time: 1 standard action

Range: Touch

Targets: One living creature touched per three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or any other status effects. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Switch Fate

Chronomancy

Level: Astrologian/Time Mage 2

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

The caster of this spell can steal the target's initiative. If the spell is successful, the caster and the creature that he targets, switch initiatives.

Tarutaru's Cunning, Lesser

Enhancing
Level: Astrologian/White Mage 2

This spell functions like *tarutaru's cunning*, except it only grants a +4 enhancement bonus to Intelligence.

Vox

Healing
Level: Astrologian/White Mage/Red Mage/Holy Knight 2
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One silenced creature
Duration: Instantaneous
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell removes the Silence status effect. You must make a caster level check (1d20 + caster level) against the DC of the silence effect. *Vox* counters and dispels Silence.

3RD-LEVEL ASTROLOGIAN SPELLS

Alter Fortune

Chronomancy
Level: Astrologian/Time Mage 3
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

With a single utterance, you create a momentary distortion that engulfs and confounds your foe. You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

Barrier

Enhancing
Level: Astrologian/White Mage/Red Mage 3
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A mystic barrier shields the subject touched from physical damage. For the duration, the subject gains Damage Reduction 5/-.

Clairaudience/Clairvoyance

Summoning

Level: Astrologian 3

Casting Time: 10 minutes

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

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. *Clairaudience/clairvoyance* functions only on the plane of existence you are currently occupying.

Cleanse

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 3

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Cleanse can cure all diseases (magical and non-magical) from which a subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Cross

Healing

Level: Astrologian/White Mage/Holy Knight 3

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Cross can remove all curses on an object or a creature. *Cross* does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. *Cross* counters and dispels bestow curse.

Cura

Healing

Level: Astrologian/White Mage/Red Mage 3/Holy Knight 4

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

A *cura* spell is the area of effect version of the *cure* spell. A soft white glow envelopes the area, healing all allies within the area of effect for 1d6 points of damage per caster level (maximum 10d6).

Cure III

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 3

This spell functions like *cure*, except it heals for 5d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +15).

Daylight

Light

Level: Astrologian/White Mage/Holy Knight 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light. If *daylight* is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed. *Daylight* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. *Daylight* counters or dispels any darkness spell of equal or lower level, such as *darkness* and *blacklight*.

Deprotect II

Enfeebling

Level: Astrologian/White Mage 3

This spell functions like *Deprotect*, except the target is inflicted with a -4 penalty to Armor Class for the duration of the spell.

Deprotectra

Enfeebling

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the area of effect have their physical resistance reduced. Creatures in the area of effect are inflicted with a -2 penalty to Armor Class for the duration of the spell. *Deprotectra* counters and dispels *Protectra*.

Deshell II

Enfeebling

Level: Astrologian/White Mage 3

This spell functions like *Deshell*, except the target is inflicted with a -4 penalty to Saving Throws versus spells for the duration of the spell.

Deshellra

Enfeebling

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Creatures within the area of effect have their magical resistance reduced. Creatures in the area of effect are inflicted with a -2 penalty to Saving Throws versus spells for the duration of the spell. *Deshellra* counters and dispels *Shellra*.

Dispel

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

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

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Elemental Resistance, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Holy Knight/Geomancer 3

Targets: Creatures touched

This spell functions like *elemental resistance*, except you divide the duration in 10-minute intervals among the creatures touched.

Envelopga

Enhancing

Level: Astrologian/Time Mage/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 3 rounds + 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a veil that helps evading physical attacks. The targets gain a +2 dodge bonus to Armor Class for the duration of the spell.

Fly

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage/Geomancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject can fly at a speed of 20 feet (or 15 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good.

Using a *fly* spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a *fly* spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the *fly* spell is dispelled.

Harrowing

Enhancing

Level: Astrologian 3

Casting Time: 10 minutes

Range: Touch

Target: One creature

Duration: 1 day/level or until fulfilled

You use a Harrow deck to tell a fortune for yourself or someone else. If you cast harrowing on another creature, you must remain adjacent to the target for the duration of the casting time. A harrowing must describe one set of events or course of action (for example, “hunting down the pirate king,” or “traveling to Viperwall to search for a magic sword”) that the target of the spell intends to undertake at some point during the spell’s duration. If you have access to a Harrow deck, draw nine cards when this spell is cast. If you do not have a Harrow deck, you can simulate the draws by rolling a d6 and a d10 for each of the nine cards.

Record the ability score and alignment associated with each card. Each of these cards grants a luck bonus or a penalty on a specific type of d20 check; the magnitude of the penalty or bonus depends upon how closely that particular card’s alignment matches the target creature’s alignment. If the card and target’s alignments are identical, that card provides a +2 luck bonus on the associated suit’s check. If the card and target’s alignments are of the opposite alignment (see below), the card inflicts a –1 penalty on that associated check. If the card has any other alignment, it provides a +1 luck bonus on the associated suit’s check.

While penalties persist on all associated checks for as long as the harrowing persists, the bonuses are one-use bonuses that the harrowed character can “spend” at any time to modify that card’s associated check. You can spend a bonus to modify an appropriate roll after the die is rolled, but cannot spend the bonus once you know the result of the roll. Since all of the bonuses granted by a harrowing are luck bonuses, they do not stack with each other. Penalties, on the other hand, do stack. Once you spend all of the bonuses granted by a harrowing, or once the spell’s duration ends, the spell ends and the penalties are removed.

A single creature can only be under the effects of one harrowing at a time. If it is subjected to a second harrowing while a previous harrowing is still in effect, the new harrowing automatically fails.

Associated Suit Checks

Suit	Associated check
Hammer (Str)	Attack rolls (ranged and melee)
Key (Dex)	Reflex saving throws
Shield (Con)	Fortitude saving throws
Book (Int)	Skill checks
Star (Wis)	Will saving throws
Crown (Cha)	Any d20 roll

Opposition Alignments

Alignment	Opposition
LG	CE
NG	NE
CG	LE
LN	CN
N	LG, LE, CG, or CE (pick one when spell is cast)
CN	LN
LE	CG
NE	NG
CE	LG

Haste

Chronomancy/Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage 3

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell receives the Haste status effect. When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full

base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

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

Heroism

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Locate Object

Enhancing

Level: Astrologian 3

Casting Time: 1 standard action

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

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

Locate Weakness

Enhancing

Level: Astrologian 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

Magic Vestment

Enhancing

Level: Astrologian/Red Mage/White Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Armor or shield touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

NulStatus I

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from a list of ailments to block: bleed, blind, burning, charm, cursed, daze, dazzled, deafened, deprotect, deshell, dimmed, disease, drenched, entangled, fear, frozen, immobilize, imperil, nauseated, paralysis, poison, sapped, silence, slow, static, squalled, and weighted. The subject, when hit with that status effect, is nullified and discharges the effect.

Protect II

Enhancing

Level: Astrologian/White Mage/Red Mage 3

This spell functions like *protect*, except the target gains a +4 deflection bonus to Armor Class for the duration of the spell.

Protectra

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a shield that helps deflect physical attacks. The targets gain a +2 deflection bonus to Armor Class for the duration of the spell.

Regen II

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 3

This spell functions like *regen*, except the target receives Fast Healing 4.

Renew

Healing/Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are enveloped in a soft green glow that pulses, providing them with healing over time. The targets receive Fast Healing 2 (heals 2 hit points a round).

Rescue

Enhancing

Level: Astrologian/Holy Knight/White Mage/Red Mage 3

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You pull one willing ally toward you, potentially rescuing them from combat. This spell targets one ally within the close range of you, and moves them to a free space adjacent to you. The ally being pulled toward you does not provoke any opportunity attacks against them while being magically forced toward you.

Severed Fate

Enfeebling

Level: Astrologian 3

Casting Time: 1 standard action

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

Target: One living creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You curse the target, preventing it from drawing upon the powers of destiny. The target is shaken and cannot use hero points for the duration of the spell. This effect can be removed by *dispel*, *esuna*, or other similar effects.

Shell II

Enhancing

Level: Astrologian/White Mage/Red Mage 3

This spell functions like *shell*, except the target gains a +4 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra

Enhancing

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

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

Area: 20 ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allies within the area of effect are protected by a shield that helps protect against magical attacks. The targets gain a +2 resistance bonus to Saving Throws versus spells for the duration of the spell.

Slow

Chronomancy/Enfeebling

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 3

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Slow status effect. The victim suffers a -1 penalty on Attack rolls, -1 penalty on Reflex saves, moves at half movement, and can only take 1 standard action a round.

Torchlight, Greater

Light

Level: Astrologian/White Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Effect: Magical, heatless flame

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A greater torchlight can be covered and hidden but not smothered or quenched. Light spells counter and dispel darkness spells of an equal or lower level.

Unravel Destiny

Enfeebling

Level: Astrologian 3

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You utter a dire portent, causing destiny and fate to unravel around the target. This profoundly disturbing effect causes the target to suffer a cumulative –2 penalty on all ability checks, attack rolls, saving throws, and skill checks for every hero point it possesses. The target can reduce this penalty by spending hero points normally, but it takes 2d6 points of damage for each hero point spent while this spell is in effect.

4TH-LEVEL ASTROLOGIAN SPELLS

Cure IV

Healing

Level: Astrologian/White Mage 4

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless — see description)

Spell Resistance: Yes (harmless — see description)

A soft white glow surrounds a wounded living creature, healing for 7d6 points of damage + your casting modifier (Wisdom or Charisma) + 1 point per caster level (maximum +20). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage.

Dazera

Enfeebling

Level: Astrologian/Black Mage/White Mage/Time Mage 4

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

Target: One or more humanoid creatures, within 30 ft. of each other

This spell functions as *daze*, except as noted above.

Debilitating Portent

Enfeebling

Level: Astrologian 4

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D) see text

Saving Throw: None

Spell Resistance: Yes

The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Wisdom modifier. If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

Discern Lies

Enhancing

Level: Astrologian 4

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration, up to 1 round/level

Saving Throw: Will negates

Spell Resistance: No

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target.

Divination

Enhancing

Level: Astrologian 4

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury* but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with *augury*, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Dwarf's Endurance

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature gains greater vitality and stamina. The spell grants the subject a +6 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Elvaan's Splendor

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes more poised, articulate, and personally forceful. The spell grants a +6 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, summoners, and necromancers (and other spellcasters who rely on Charisma) affected by this spell do not gain any additional bonus spells or songs for the increased Charisma, but the save DCs for spells and songs they cast and perform while under this spell's effect do increase.

Esuna

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 4

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Esuna relieves the vast majority of magical status effects. Esuna can only cure magical status effects from all spell effects of 3rd level or lower. Also included are spell-like abilities, supernatural abilities (to figure out what spell level supernatural abilities are, take the hit dice or character level of the creature, and divide by half, to a maximum of 9th level), or spell-like effects from items. Esuna only relieves one status effect per cast. The caster can select which status effect they are removing from their target upon the time of casting.

Floatga

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

Casting Time: 1 standard action

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

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *Float*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Galka's Strength

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject becomes stronger. The spell grants a +6 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Mithra's Grace

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes more graceful, agile, and coordinated. The spell grants a +6 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Moogle's Wisdom

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The affected creature becomes wiser. The spell grants a +6 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. White mages (and other Wisdom-based spellcasters) who receive *Moogle's wisdom* do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Protection from Elements

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minute/level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants temporary immunity to the type of element you specify when you cast it (dark, earth, fire, ice, light, lightning, water or wind). When the spell absorbs 12 points per caster level of elemental damage (to a maximum of 120 points at 10th level), it is discharged. This spell overlaps (and does not stack with) *elemental resistance*. If a character is warded by *protection from elements* and *elemental resistance*, the protection spell absorbs damage until its power is exhausted.

Raise

Healing

Level: Astrologian/White Mage/Necromancer/Red Mage 4

Casting Time: 1 full-round action

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 round per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A spellcasting creature that has a MP pool loses 50% of its magic points upon being raised.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Restora

Healing

Level: Astrologian/White Mage/Red Mage/Holy Knight 4

Casting Time: 1 minute

This spell functions like *restore*, except that it also dispels temporary negative levels or one permanent negative level. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restora cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target and restores all stamina points to the target.

Scrying

Enhancing

Level: Astrologian 4

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all scrying spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect snares and pits*, *detect secret doors*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Shieldra

Enhancing

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 4

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

Target: One creature/two levels (maximum of 5)

This spell functions like *shield*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other. This spell works against the *Ruinra* and *Ruinga* spells as well as *Ruin*.

Silencega

Enfeebling

Level: Astrologian/Black Mage/White Mage 4

Casting Time: 1 standard action

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

Target: One creature/two levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions like *silence*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Starry Eye

Enhancing

Level: Astrologian 4

Casting Time: 10 minutes

Range: Unlimited

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal. You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

Status, Greater

Enhancing

Level: Astrologian/White Mage 4

As *status*, but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets all of the following conditions:

Level: 1st or 2nd

Range: Touch

Target: Creature touched

Saving Throw: Harmless

Stona

Healing

Level: Astrologian/White Mage/Red Mage 4

Casting Time: 1 standard action

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

Target: One petrified creature

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell restores a petrified creature to its normal state, restoring life and goods. You must make a caster level check (1d20 + caster level) against the DC of the petrify effect. Any petrified creature, regardless of size, can be restored. This does not restore damage sustained while petrified.

Stoneskin

Enhancing/Elemental (Earth)

Level: Astrologian/Black Mage/White Mage/Red Mage 4/Geomancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You beckon the earth to absorb into the subject's skin reducing the damage from physical attacks. For the duration of the spell, the target receives Damage Reduction 10/adamantine. It ignores the first 10 points of damage each time it takes damage from physical attacks, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Tarutaru's Cunning

Enhancing

Level: Astrologian/Red Mage/White Mage 4

Casting Time: 1 standard action

Range: Touch

Targets: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target becomes smarter. The spell grants a +6 enhancement bonus to Intelligence, adding the usual benefits to Intelligence-based skill checks and other uses of the Intelligence modifier. Black mages (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

Tongues

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

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

Vanish

Illusion

Level: Astrologian/Black Mage/White Mage/Red Mage/Illusionist 4/Dark Knight 2

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lbs./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

5TH-LEVEL ASTROLOGIAN SPELLS

Anticipatory Strike

Chronomancy/Enhancing

Level: Astrologian/Time Mage 5

Casting Time: 1 immediate action

Range: Personal

Target: You

The air reverberates with an eager hum as your movements pick up speed. You take your normal action for the round at the time that you cast this spell, rather than waiting for your turn to come up in the initiative sequence. In subsequent rounds, your place in the initiative order does not change—you change the time when you act for this round only. You can take a standard action and a move action, or a full-round action, just as you could if you were taking your action at your normal place in initiative order. You can't cast this spell if you're flatfooted, and you can't cast this spell a second time until after your next turn has passed.

Bless

Healing

Level: Astrologian/White Mage/Red Mage 5

Casting Time: 1 standard action

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

Area: 20-ft.-radius spread

Duration: Instantaneous and 1 round per two levels; see text

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

A bolt of light streaks towards the area targeted and bursts, filling the area with a soft, warm white light, healing allies for 1d6 points of damage per caster level (maximum 10d6). Every affected creature receives Fast Healing 2 for 1 round per two caster levels. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply Spell Resistance, and can attempt a Will save to take half damage.

Breath of Life

Healing

Level: Astrologian/White Mage/Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates or Will half; see text

Spell Resistance: Yes (harmless) or yes, see text

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life.

Commune

Enhancing

Level: Astrologian 5

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You contact your deity--or agents thereof--and ask questions that can be answered by a simple yes or no. You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Curaga

Healing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *cura*, except it heals for 1d8 points of damage per caster level (maximum 15d8) and the area of effect increases to 30-ft.-radius burst.

Deprotect III

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deprotect*, except the target is inflicted with a -6 penalty to Armor Class for the duration of the spell.

Deprotectra II

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deprotectra*, except the creatures in the area of effect are inflicted with a -4 penalty to Armor Class for the duration of the spell.

Deshell III

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deshell*, except the target is inflicted with a -6 penalty to Saving Throws versus spells for the duration of the spell.

Deshellra II

Enfeebling

Level: Astrologian/White Mage 5

This spell functions like *Deshellra*, except the creatures in the area of effect are inflicted with a -4 penalty to Saving Throws versus spells for the duration of the spell.

Flight

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/Red Mage/White Mage/Time Mage/Geomancer 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing chain or plate armor, or if carrying a medium or heavy load). When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Gravity

Enfeebling/Dark

Level: Astrologian/Black Mage/Necromancer/Time Mage 5

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You weaken your foe with crushing gravity. The target must make a Fortitude save or lose half of his current hit point total.

NulStatus II

Enhancing

Level: Astrologian/White Mage 5

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from a list of ailments to block: bleed, blind, burning, charm, cursed, daze, dazzled, deafened, deprotect, deshell, dimmed, disable, disease, drenched, entangled, fascinated, fear, frog, frozen, gravity, immobilize, imperil, mini, nauseated, paralysis, petrify, poison, sapped, sickened, silence, slow, static, stunned, squalled, weighted, and zombie. The subject, when hit with that status effect, is nullified and discharges the effect.

Protect III

Enhancing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *protect*, except the target gains a +6 deflection bonus to Armor Class for the duration of the spell.

Protection from Elements, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage/Geomancer 5

Targets: Creatures touched

This spell functions like *protection from elements*, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of elemental damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Protectra II

Enhancing

Level: Astrologian/White Mage 5

This spell functions like *protectra*, except the targets gain a +4 deflection bonus to Armor Class for the duration of the spell.

Prying Eyes

Summoning

Level: Astrologian 5

Casting Time: 1 minute

Range: 1 mile

Effect: 10 or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a number of semi-tangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. *Dispel* can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Regen III

Healing/Enhancing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *regen*, except the target receives Fast Healing 6.

Renew II

Healing/Enhancing

Level: Astrologian/White Mage 5

This spell functions like *renew*, except the targets receive Fast Healing 4 for the duration of the spell.

Restoraga

Healing

Level: Astrologian/White Mage 5

This spell functions like *restore*, except that it dispels all permanent and temporary negative levels afflicting the healed creature. *Restoraga* also dispels all magical effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Second Chance

Chronomancy

Level: Astrologian/Time Mage 5

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged

You take a hand in influencing the probable outcomes of your immediate environment. You see the many alternative branches that reality could take in the next few seconds, and with this foreknowledge you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check. The ability or skill check cannot take more than 1 round. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll.

Shell III

Enhancing

Level: Astrologian/White Mage/Red Mage 5

This spell functions like *shell*, except the target gains a +6 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra II

Enhancing

Level: Astrologian/White Mage 5

This spell functions like *shellra*, except the targets gain a +4 resistance bonus to Saving Throws versus spells for the duration of the spell.

Stoneskin, Communal

Enhancing/Elemental (Earth)

Level: Astrologian/Black Mage/White Mage/Red Mage 5/Geomancer 6

Targets: Creatures touched

This spell functions like *stoneskin*, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

Tongues, Communal

Enhancing

Level: Astrologian/Black Mage/White Mage/Red Mage 5

Targets: Creatures touched

This spell functions like *tongues*, except you divide the duration in 10-minute intervals among the creatures touched.

True Seeing

Enhancing

Level: Astrologian 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with *clairaudience/clairvoyance*.

6TH-LEVEL ASTROLOGIAN SPELLS

Analyze Dweomer

Enhancing

Level: Astrologian 6

Casting Time: 1 standard action

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

Targets: One object or creature per caster level

Duration: 1 round/level (D)

Saving Throw: None or Will negates, see text

Spell Resistance: No

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Arise

Healing

Level: Astrologian/White Mage/Necromancer 6

Casting Time: 1 minute

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *raise*, except that you are able to restore life and complete strength to any deceased creature that has been dead for no longer than 1 minute per caster level.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be raised, but the portion receiving the spell must have been part of the creature's body at the time of death.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of MP. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised).

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot raise someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be raised.

Auto-Cure

Healing

Level: Astrologian/White Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

The creature touched with this spell is imbued with a *Cure III* spell. When struck by a physical or magical attack, the healing spell goes off immediately. It only lasts for one use.

Curada

Healing

Level: Astrologian/White Mage 6

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Curada enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, berserk, blinded, burning, confused, dazed, dazzled, deafened, deprotect, deshell, disabled, diseased, exhausted, fatigued, feeble-minded, frog, immobilized, imperil, insanity, mini, nauseated, petrified, poisoned, sapped, sickened, silenced, stunned, and zombie. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Curada does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, curada deals damage instead.

Dispel, Greater

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a targeted *dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dwarf's Endurance, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

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

Targets: One creature/level, within 30 ft. of each other

This spell functions like *dwarf's endurance*, except that it affects multiple creatures.

Elvaan's Splendor, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

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

Targets: One creature/level, within 30 ft. of each other

This spell functions like *elvaan's splendor*, except that it affects multiple creatures.

Esunaga

Healing

Level: Astrologian/White Mage 6

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

Area: 20-ft.-radius burst

This spell functions like *Esuna*, except it affects all allies within the area of effect.

Find the Path

Enhancing

Level: Astrologian 6

Casting Time: 3 rounds

Range: Personal or touch

Target: You or creature touched
Duration: 10 min./level
Saving Throw: None or Will negates (harmless)
Spell Resistance: No or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first.

Galka's Strength, Mass

Enhancing
Level: Astrologian/Red Mage/White Mage 6
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, within 30 ft. of each other

This spell functions like *galka's strength*, except that it affects multiple creatures.

Hastega

Chronomancy/Enhancing
Level: Astrologian/Black Mage/White Mage/Red Mage/Time Mage 6
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 30-ft.-radius burst
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *haste*, but it affects all allies within the area of effect.

Heroism, Greater

Enhancing
Level: Astrologian/White Mage 6
Duration: 1 min./level

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Legend Lore

Enhancing
Level: Astrologian 6
Casting Time: See text
Range: Personal
Target: You
Duration: See text

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the spell brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Magic Status

Enhancing

Level: Astrologian/White Mage 6

This spell functions as *status*, except that you also know the name and caster level of any spell cast upon your allies.

Mithra's Grace, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

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

Targets: One creature/level, within 30 ft. of each other

This spell functions like *mithra's grace*, except that it affects multiple creatures.

Moogle's Wisdom, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

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

Targets: One creature/level, within 30 ft. of each other

This spell functions like *moogle's wisdom*, except that it affects multiple creatures.

NulStatusra

Enhancing

Level: Astrologian/White Mage 6

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *NulStatus I*, but affects one or more creatures, no two of which can be more than 30 ft. apart.

Slowga

Chronomancy/Enfeebling

Level: Astrologian/Black Mage/Red Mage/Time Mage/White Mage 6

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *slow*, except it affects all creatures within the area of effect.

Tarutaru's Cunning, Mass

Enhancing

Level: Astrologian/Red Mage/White Mage 6

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

Targets: One creature/level, within 30 ft. of each other

This spell functions like *tarutaru's cunning*, except that it affects multiple creatures.

Vanish, Greater

Illusion

Level: Astrologian/Black Mage/White Mage/Red Mage/Illusionist 6/Dark Knight 4

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

This spell functions like *vanish*, except that it doesn't end if the subject attacks.

7TH-LEVEL ASTROLOGIAN SPELLS

Auto-Raise

Healing

Level: Astrologian/White Mage/Necromancer 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature touched with this spell is imbued with the Reraise status. When the creature with Reraise status dies, a *Raise* spell goes off immediately. It only lasts for one use.

Bind

Enhancing

Level: Astrologian/Black Mage/White Mage 7

Casting Time: 1 full-round action

Range: Touch

Target: Creature touched

Duration: 1 day/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is bound to the area where the spell is cast. The subject can now be *Warped* to the area within the duration.

Bless II

Healing

Level: Astrologian/White Mage 7

This spell functions like *bless*, except it heals for 1d8 points of damage per caster level (maximum 15d8) and the area of effect spreads out to 30 feet instead. Every affected creature receives Fast Healing 4 for 1 round per caster level.

Circle of Clarity

Enfeebling/Summoning

Level: Astrologian 7

Casting Time: 1 standard action

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

Effect: 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You create a magical emanation that interferes with all figments and glamers within it, giving creatures a +4 bonus on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

Deprotect IV

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deprotect*, except the target is inflicted with a -8 penalty to Armor Class for the duration of the spell.

Deprotectra III

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deprotectra*, except the creatures in the area of effect are inflicted with a -6 penalty to Armor Class for the duration of the spell.

Deshell IV

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deshell*, except the target is inflicted with a -8 penalty to Saving Throws versus spells for the duration of the spell.

Deshellra III

Enfeebling

Level: Astrologian/White Mage 7

This spell functions like *Deshellra*, except the creatures in the area of effect are inflicted with a -6 penalty to Saving Throws versus spells for the duration of the spell.

Esuna, Greater

Healing

Level: Astrologian/White Mage 7

This spell functions like *esuna*, except it can cure magical status effects from all spell effects of 6th level or lower. If used to cure any magical status effects of 3rd level or lower, the caster gains a +10 to his caster level check.

Fate of One

Chronomancy/Enhancing

Level: Astrologian/Time Mage 7

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check. The skill check cannot take more than 1 round. Whatever the result of the reroll, you must use it even if it is worse than the original roll. If you use the power to reroll a saving throw, you can cast this spell even when it is not your turn.

Fly, Mass

Enhancing/Elemental (Wind)

Level: Astrologian/Black Mage/White Mage/Geomancer 7

Casting Time: 1 standard action

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 10 minute/level

This spell functions as *fly*, except that it can target numerous creatures and lasts longer.

Full-Cure

Healing

Level: Astrologian/White Mage 7

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

Your touch heals the target to full health, healing all damage.

Graviga

Enfeebling/Dark

Level: Astrologian/Black Mage/Necromancer/Time Mage 7

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/2 levels (maximum of 5)
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell functions like *gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Jolting Portent

Enfeebling/Elemental (Lightning)
Level: Astrologian 7
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round/level (D); see text
Saving Throw: None
Spell Resistance: Yes

The creature you designate is surrounded by a glowing red aura of vengeful fate. Once per round when the target makes an attack or casts a spell, it must succeed at a Fortitude saving throw with a DC = 10 + 1/2 caster level + Wisdom modifier. If the target fails the saving throw, it takes 4d6 + your Wisdom modifier of lightning damage. It takes no damage on a successful saving throw. You can dismiss this spell as an immediate action when its subject confirms a critical hit to negate the critical hit and daze the creature for 1 round. The attack still hits its target and deals normal damage. The effects of the daze occur after the attack.

NulStatus III

Enhancing
Level: Astrologian/White Mage 7
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D) or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from a list of ailments to block: bleed, blind, burning, charm, comatose, confusion, cursed, daze, dazzled, deafened, deprotect, deshell, dimmed, disable, disease, drenched, entangled, fascinated, fear, frog, frozen, gravity, immobilize, imperil, mini, nauseated, paralysis, petrify, poison, reverse, sapped, sickened, silence, slow, static, stunned, squalled, weighted, and zombie. The subject, when hit with that status effect, is nullified and discharges the effect.

Protect IV

Enhancing
Level: Astrologian/White Mage 7

This spell functions like *protect*, except the target gains a +8 deflection bonus to Armor Class for the duration of the spell.

Protectra III

Enhancing

Level: Astrologian/White Mage 7

This spell functions like *protectra*, except the targets gain a +6 deflection bonus to Armor Class for the duration of the spell.

Reflect

Enhancing

Level: Astrologian/White Mage 7

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Until expended or 10 min./level

Spells and spell-like effects targeted on you are turned back upon the original caster. The spell turns only spells that have you as a target. Effect and area spells are not affected. *Reflect* also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of reflect you have left, that spell is partially turned. Subtract the amount of reflect left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by reflect effects in operation, a resonating field is created. Roll randomly to determine the result.

d% Effect

01-70 Spell drains away without effect.

71-80 Spell affects both of you equally at full effect.

81-97 Both turning effects are rendered nonfunctional for 1d4 minutes.

98-100 Both of you go through a rift into another plane.

Regen IV

Healing/Enhancing

Level: Astrologian/White Mage 7

This spell functions like *regen*, except the target receives Fast Healing 8.

Renew III

Healing/Enhancing

Level: Astrologian/White Mage 7

This spell functions like *renew*, except the targets receive Fast Healing 6 for the duration of the spell.

Scrying, Greater

Enhancing

Level: Astrologian 7

Casting Time: 1 standard action

Duration: 1 hour/level

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: cure, cure II, cure III, read magic, and tongues.

Shell IV

Enhancing

Level: Astrologian/White Mage 7

This spell functions like *shell*, except the target gains a +8 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra III

Enhancing

Level: Astrologian/White Mage 7

This spell functions like *shellra*, except the targets gain a +6 resistance bonus to Saving Throws versus spells for the duration of the spell.

Vanishga

Illusion

Level: Astrologian/Black Mage/White Mage/Illusionist 7

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

Target: One creature/2 levels (maximum of 5)

This spell functions like *vanish*, except it affects one creature per two caster levels (maximum of 5) within 30 feet of each other.

Vision

Enhancing

Level: Astrologian 7

Casting Time: 1 standard action

This spell functions like *legend lore*, except that it works more quickly and produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + 1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are fatigued.

8TH-LEVEL ASTROLOGIAN SPELLS

Antimagic Field

Chronomancy

Level: Astrologian 8, Time Mage 6

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None

Spell Resistance: See text

An invisible barrier of space and time surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems, shindroids, automatons, and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Dispel* does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Arisega

Healing

Level: Astrologian/White Mage/Necromancer 8

Casting Time: 1 minute

Range: 30 ft.

Area: All allies within a 30-ft. burst centered on you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *arise*, except it raises all dead allies within a 30-ft. Radius.

Curaja

Healing

Level: Astrologian/White Mage 8

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

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

This spell functions like *Curada*, except as noted above. The maximum number of hit points restored to each creature is 200.

Discern Location

Enhancing

Level: Astrologian 8
Casting Time: 10 minutes
Range: Unlimited
Target: One creature or object
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A *discern location* spell is among the most powerful means of locating creatures or objects. Nothing short of a direct intervention of a deity keeps you from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Magic Barrier

Enhancing
Level: Astrologian/White Mage 8
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/2 levels (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

A clear crystal barrier pops into existence around the subject touched. The target becomes immune to all spells, beneficial and harmful alike, up to 4th level. Only spell not affected is the *Dispel* spell.

Moment of Prescience

Chronomancy/Enhancing
Level: Astrologian/Time Mage 8
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flat-footed). Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

Prediction of Failure

Enfeebling
Level: Astrologian 8
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent or 1 round/level (see text)

Saving Throw: Will partial

Spell Resistance: Yes

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level.

Prying Eyes, Greater

Summoning

Level: Astrologian 8

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet. Thus, they can navigate darkened areas at normal speed. Also, a greater prying eye's maximum Perception modifier is +25 instead of +15.

Regenerate

Healing

Level: Astrologian/White Mage 8

Casting Time: 3 full rounds

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level, rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Reverse Gravity

Enfeebling

Level: Astrologian 8

Casting Time: 1 standard action

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

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

Duration: 1 round/level (D)

Saving Throw: None; see text

Spell Resistance: No

This spell reverses gravity in an area, causing unattached objects and creatures in the area to fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Sunburst

Enfeebling/Light

Level: Astrologian 8

Casting Time: 1 standard action

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

Area: 80-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

Sunburst dispels any darkness spells of lower than 9th level within its area.

Warp

Non-Elemental

Level: Astrologian/Black Mage/White Mage 8

Casting Time: 1 standard action

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

Target: One creature/2 levels

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell teleports up to one creature per two caster levels to their *Bind* point.

9TH-LEVEL ASTROLOGIAN SPELLS

Basuna

Healing

Level: Astrologian/White Mage 9

This spell functions like *esuna*, except it can cure magical status effects from all spell effects of any level. If used to cure any magical status effects of 6th level or lower, the caster gains a +10 to his caster level check.

Black Hole

Enfeebling

Level: Astrologian 9

Casting Time: 1 standard action

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

Area: 20-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Reflex partial (see below)

Spell Resistance: No

Creatures and objects within the spell's radius are staggered, cannot move in any direction except towards the center of the spell and are slowly pulled to a single point in the center of the spell's area. Each creature that enters or begins its turn in the spell's area must save until it is crushed in the center of the hole or it escapes the radius. Each creature who fails the save takes 6d6 points of bludgeoning damage and moves 5 feet closer to the center of the spell's area. On a successful save, a creature can move 5 feet away from the spell's center as a move action.

A creature that begins its turn at the spell's center and fails the save takes double damage from the spell. A creature that dies while within the spell's area is crushed by the black hole's gravity and vanishes, utterly destroyed in the void.

Creatures in the affected area add their size bonus or penalty to CMD on saves against black hole. Each creature that enters or begins its turn in the black hole must save until it is crushed in the center of the hole or it escapes the radius. The black hole distorts space so that creatures inside the area of effect can move through or share spaces without penalty. All ranged attack rolls into the black hole suffer a -10 penalty to hit. Ranged attack rolls out of the black hole with corporeal weapons miss automatically.

Deprotect V

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deprotect*, except the target is inflicted with a -10 penalty to Armor Class for the duration of the spell.

Deprotectra IV

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deprotectra*, except the creatures in the area of effect are inflicted with a -8 penalty to Armor Class for the duration of the spell.

Deshell V

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deshell*, except the target is inflicted with a -10 penalty to Saving Throws versus spells for the duration of the spell.

Deshellra IV

Enfeebling

Level: Astrologian/White Mage 9

This spell functions like *Deshellra*, except the creatures in the area of effect are inflicted with a -8 penalty to Saving Throws versus spells for the duration of the spell.

Esunaga, Greater

Healing

Level: Astrologian/White Mage 9

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

Area: 20-ft.-radius burst

This spell functions like *greater esuna*, except it can cure all magical status effects from all spell effects of 7th level or lower from all allies within the area of effect.

Foresight

Chronomancy/Enhancing

Level: Astrologian/Time Mage 9

Casting Time: 1 standard action

Range: Personal or touch

Target: See text

Duration: 10 min./level

Saving Throw: None or Will negates (harmless)

Spell Resistance: No or yes (harmless)

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Full-Cure, Mass

Healing

Level: Astrologian/White Mage 9

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

Targets: One or more living creatures, no two of which can be more than 30 ft. apart

This spell functions like *full-cure*, except as noted above.

Full-Life

Healing

Level: Astrologian/White Mage/Necromancer 9

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *raise*, except that you can raise a creature that has been dead for as long as 10 minutes per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the MP possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also raise elementals or outsiders, but it can't raise constructs or undead creatures.

Even *Full-Life* can't restore to life a creature who has died of old age.

Hasteja

Chronomancy/Enhancing

Level: Astrologian/Time Mage 9

Area: 30-ft.-radius burst

This spell functions like *Hastega*, except it affects an enhanced version of the Haste status effect. The subjects receives a +2 bonus on Attack rolls, +2 bonus on Reflex saves, +60 foot movement, and an extra attack if the subjects use a full-attack option.

NulStatus IV

Enhancing

Level: Astrologian/White Mage 9

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell is protected by floating silver orbs with random symbols on it. The caster can choose one from any status effects to block. The subject, when hit with that status effect, is nullified and discharges the effect.

NulStatusga

Enhancing

Level: Astrologian/White Mage 9

Targets: One or more creatures, no two of which can be more than 30 ft. apart

This spell functions like *NulStatusra*, but can pick from the status effects from the *NulStatus II* spell instead.

Protect V

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *protect*, except the target gains a +10 deflection bonus to Armor Class for the duration of the spell.

Protectra IV

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *protectra*, except the targets gain a +8 deflection bonus to Armor Class for the duration of the spell.

Regen V

Healing/Enhancing

Level: Astrologian/White Mage 9

This spell functions like *regen*, except the target receives Fast Healing 10.

Reflectga

Enhancing

Level: Astrologian/White Mage 9

Casting Time: 1 standard action

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

Target: One creature/2 levels (maximum of 5)

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *reflect*, except it affects one creature per two levels (maximum of 5), within 30 feet of each other.

Renew IV

Healing/Enhancing

Level: Astrologian/White Mage 9

This spell functions like *renew*, except the targets receive Fast Healing 8 for the duration of the spell.

Shell V

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *shell*, except the target gains a +10 resistance bonus to Saving Throws versus spells for the duration of the spell.

Shellra IV

Enhancing

Level: Astrologian/White Mage 9

This spell functions like *shellra*, except the targets gain a +8 resistance bonus to Saving Throws versus spells for the duration of the spell.

Slowja

Chronomancy/Enfeebling

Level: Astrologian/Time Mage 9

Area: 30-ft.-radius burst

This spell functions like *Slowga*, except it affects an enhanced version of the Slow status effect. Creatures in the area of effect suffer a -2 penalty on Attack rolls, -2 penalty on Reflex saves, moves at quarter movement, and can only take 1 standard action a round.