

Permanent Image

DC: 6 6

Illusion (Figment)
Level: Brd 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration: Permanent (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Material Components: A bit of fleece plus powdered jade worth 100 gp.

Programmed Image

DC: 6 6

Illusion (Figment)
Level: Brd 6, Sor/Wiz 6
Components: V, S, F
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration: Permanent until triggered, then 1 round/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

This spell functions like silent image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See magic mouth for more details about such triggers.)

Material Components: A bit of fleece and jade dust worth 25 gp.

Project Image

DC: 6 7

Illusion (Shadow)
Level: Brd 6, Sor/Wiz 7
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action). You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends. Material Components: A small replica of you (a doll), which costs 5 gp to create.

Scrying, Greater

DC: 6 7 7 7

Divination (Scrying)
Level: Brd 6, Clr 7, Drd 7, Sor/Wiz 7
Components: V, S
Casting Time: 1 standard action
Range: See text

Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like scrying, except as noted above. Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

Shout, Greater

DC: 6 8

Evocation [Sonic]
Level: Brd 6, Sor/Wiz 8
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst

Duration: Instantaneous
Saving Throw: Fortitude partial or Reflex negates (object); see text
Spell Resistance: Yes (object)

This spell functions like shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per caster level, maximum 20d6, against exposed brittle or crystalline objects or crystalline creatures). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Summon Monster VI

 6 6 6

Conjuration (Summoning)
Level: Brd 6, Clr 6, Sor/Wiz 6
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Table

5th Level		6th Level	
Archon, hound	LG	Celestial polar bear	LG
Celestial brown bear	LG	Celestial orca whale[1]	NG
Celestial giant stag beetle	NG	Bralani (eladrin)	CG
Celestial sea cat[1]	NG	Celestial dire lion	CG
Celestial griffon	CG	Elemental, Large (any)	N
Elemental, Medium (any)	N	Janni (genie)	N
Achaierai	LE	Chaos beast	CN
Devil, bearded	LE	Devil, chain	LE
Fiendish deinonychus	LE	Xill	LE
Fiendish dire ape	LE	Fiendish monstrous centipede, Gargantuan	NE
Fiendish dire boar	NE	Fiendish rhinoceros	NE
Fiendish shark, Huge	NE	Fiendish elasmosaurus[1]	CE
Fiendish monstrous scorpion, Large	NE	Fiendish monstrous spider, Huge	CE
Shadow mastiff	NE	Fiendish snake, giant constrictor	CE
Fiendish dire wolverine	CE		
Fiendish giant crocodile	CE		
Fiendish tiger	CE		

Sympathetic Vibration

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Evocation [Sonic]
Level: Brd 6
Components: V, S, F
Casting Time: 10 minutes
Range: Touch

Target: One freestanding structure
Duration: Up to 1 round/level
Saving Throw: None; see text
Spell Resistance: Yes

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs. Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect.

Focus: A tuning fork.

Veil

DC: 6 6

Illusion (Glamer)
Level: Brd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)

Target: One or more creatures, no two of which can be more than 30 ft. apart
Duration: Concentration + 1 hour/level (D)
Saving Throw: Will negates; see text
Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.