

Polypurpose Panacea

School transmutation

Casting Time 1 standard action

Components S

Range personal

Target you

Duration see below

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use polypurpose panacea, choose one of the following effects.

Analgesic: You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

Clarity: You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

Hallucination: You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a -2 penalty on Perception checks for the duration.

Intoxication: You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

Lucid Dream: If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

Resistance: You gain a +1 resistance bonus on saves for 1 minute.

Sleep: You enter a pleasant and restful sleep for at least 1 hour unless wakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

Sobriety: You become completely sober for 1 hour, negating any penalties to your actions for being drunk (GameMastery Guide 237).

Magical and alchemical methods (such as detect poison) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

Tenacity: You gain 1 temporary hit point for 1 minute.

Wakefulness: You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as lullaby and sleep. This use of the panacea merely delays your need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

Forced Quiet

School transmutation [sonic]

Casting Time 1 standard action

Components S

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

Target one creature

Duration 1 round/level

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

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

Vanish

School illusion (glamer)

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration 1 round/level (up to 5 rounds) (D)

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

This spell functions like invisibility, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.

Burst of Adrenaline

School transmutation

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You draw upon your body's inner reserves of strength, leaving you winded. When you are about to make a d20 roll based on Strength, Dexterity, or Constitution, you can cast this spell to gain a +8 enhancement bonus to Strength, Dexterity, or Constitution for that roll, but you are fatigued for 1 round afterward.